Parmetis的3个主要分区函数：

void \_\_cdecl ParMETIS\_V3\_PartGeomKway(

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**idxtype \*vtxdist, idxtype \*xadj, idxtype \*adjncy, idxtype \*vwgt,**

**idxtype \*adjwgt, int \*wgtflag, int \*numflag, int \*ncon, int \*nparts,**

**float \*tpwgts, float \*ubvec, int \*options, int \*edgecut, idxtype \*part,**

**MPI\_Comm \*comm);**

输出的part在后面使用，静态分区，一次生成part就不改变了。

Zoltan的分区函数：

rc = Zoltan\_LB\_Partition(zz, /\* input (all remaining fields are output) \*/

&changes, /\* 1 if partition was changed, 0 otherwise \*/

&numGidEntries, /\* Number of integers used for a global ID \*/

&numLidEntries, /\* Number of integers used for a local ID \*/

&numImport, /\* Number of vertices to be sent to me \*/

&importGlobalGids, /\* Global IDs of vertices to be sent to me \*/

&importLocalGids, /\* Local IDs of vertices to be sent to me \*/

&importProcs, /\* Process rank for source of each incoming vertex \*/

&importToPart, /\* New part for each incoming vertex \*/

&numExport, /\* Number of vertices I must send to other processes\*/

&exportGlobalGids, /\* Global IDs of the vertices I must send \*/

&exportLocalGids, /\* Local IDs of the vertices I must send \*/

&exportProcs, /\* Process to which I send each of the vertices \*/

&exportToPart); /\* Partition to which each vertex will belong \*/

if (changes) then

Zoltan\_Migrate(zz,

endif

rc = Zoltan\_Migrate(zz,

numImport, importGlobalGids, importLocalGids,

importProcs, importToPart,

numExport, exportGlobalGids, exportLocalGids,

exportProcs, exportToPart);