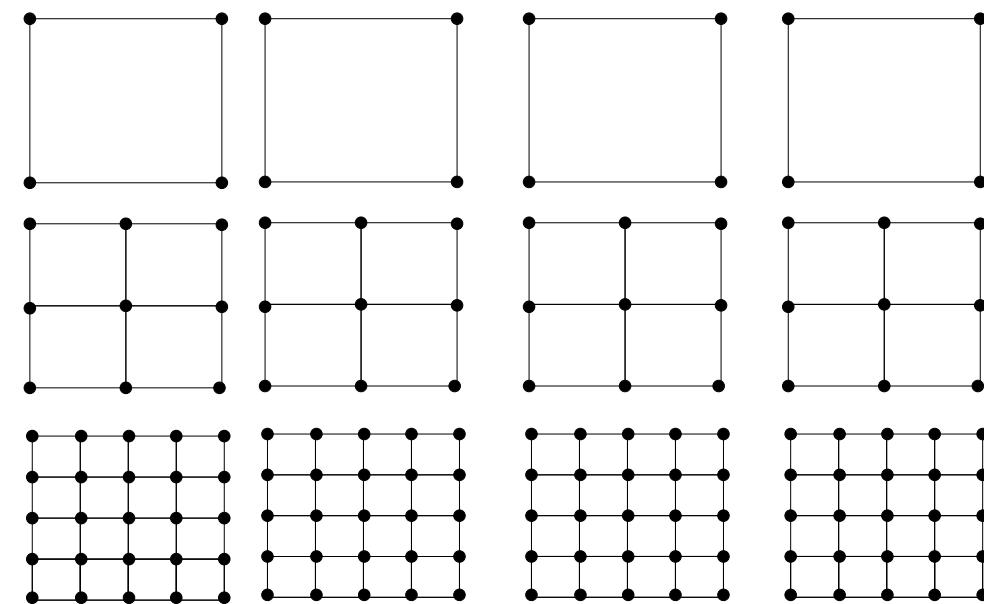
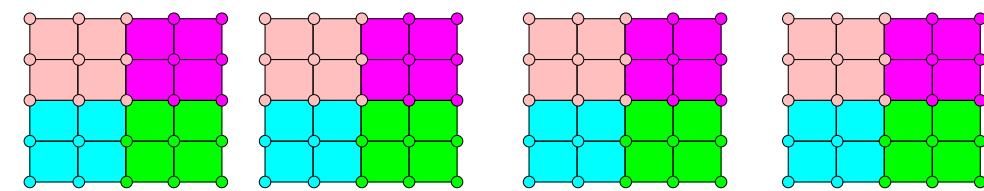


# (1) Initial uniform refinement

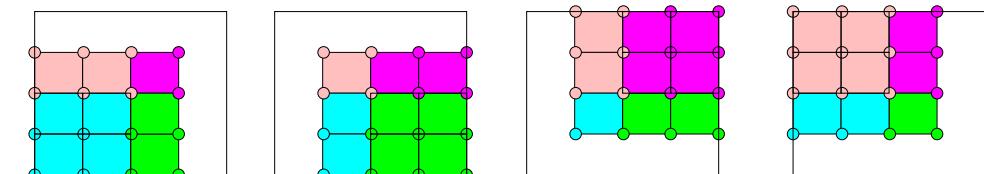


serial

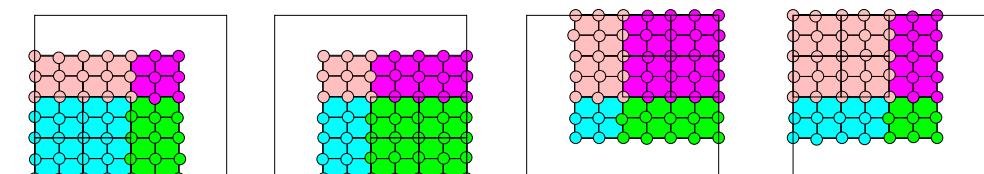
# (2) Partitioning (METIS)



# (3) Identification of halo[ed] nodes/elements and pruning

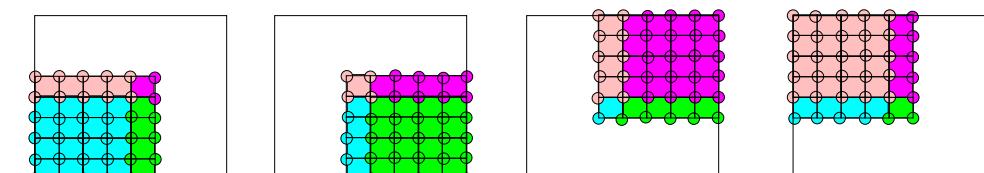


# (4) Parallel mesh adaptation



parallel

# (5) Pruning of superfluous halo[ed] nodes/elements



proc 0

proc 1

proc 2

proc 3