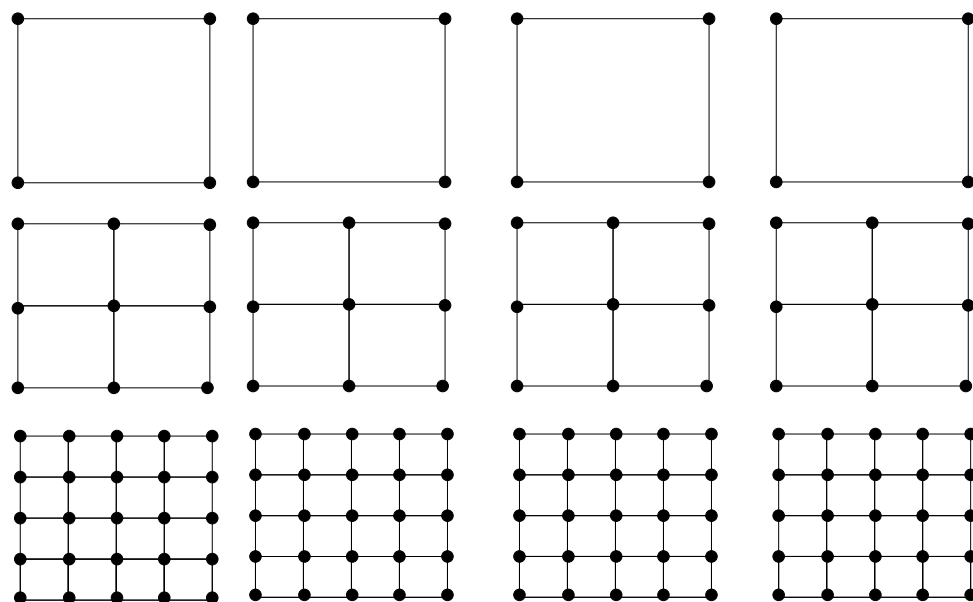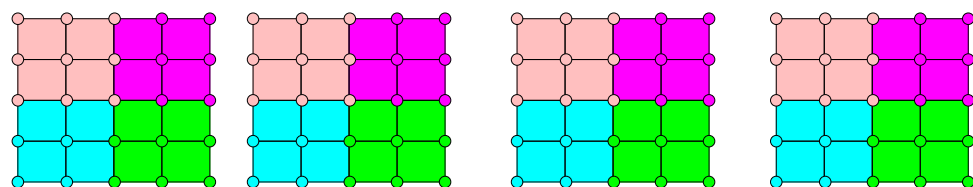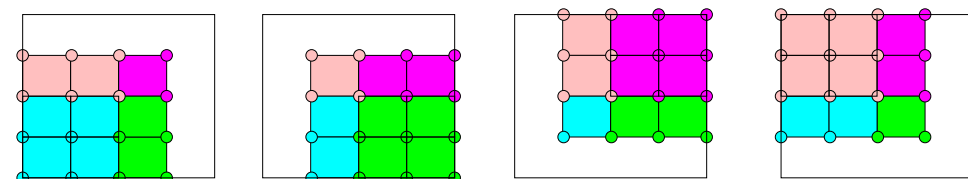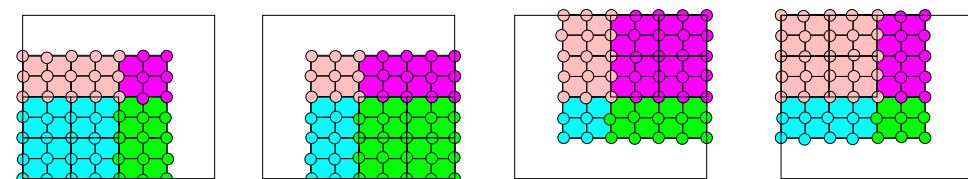# (1) Initial uniform refinement
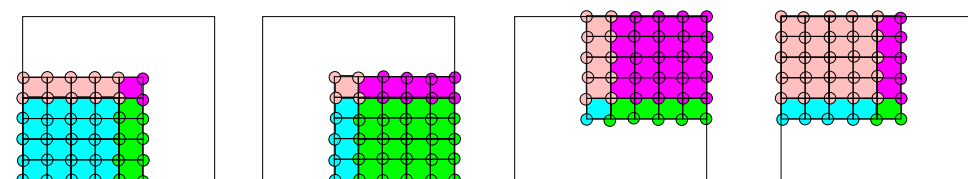

(2) Partitioning (METIS)

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

(4) Parallel mesh adaptation

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

proc 0 **proc 1** **proc 2** **proc 3**