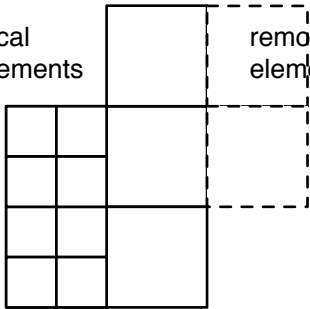
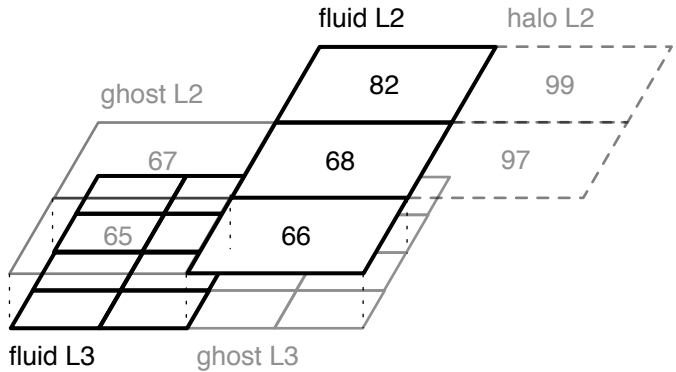


local  
elements

remote  
elements



sample 2d mesh



illustrated ghost and halo elements for sample mesh