randomized mesh

Legend:
- center=0, mapped
- center=0, unmapped
- center=1, mapped
- center=1, unmapped
- center=2, mapped
- center=2, unmapped
- center=3, mapped
- center=3, unmapped
- x^2
- x^1

Y-axis: $|p - p_h|_{L_2}$ error

X-axis: h