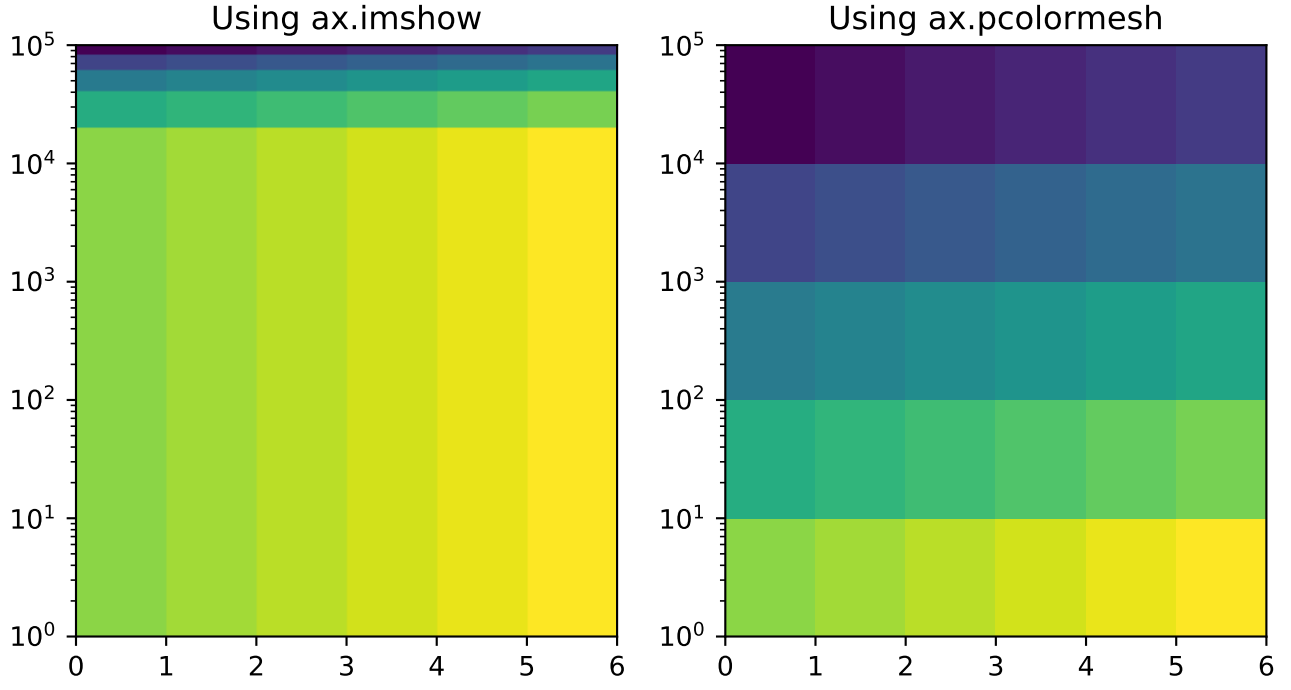
Using ax.imshow
Using ax.pcolormesh
10^5
10^4
10^3
10^2
10^1
10^0
0
1
2
3
4
5
6