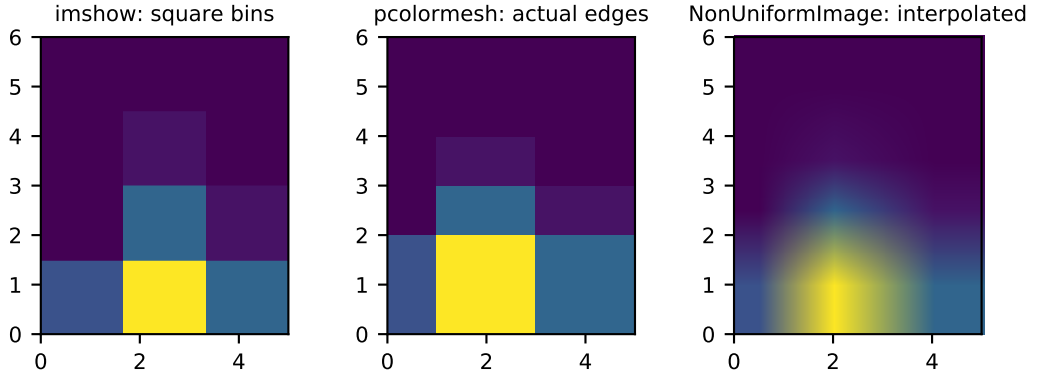
imshow: square bins
pcolormesh: actual edges
NonUniformImage: interpolated
0
1
2
3
4
5
6
0
2
4