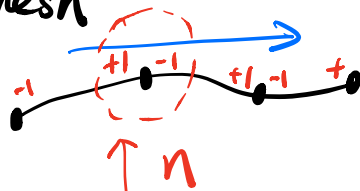


need a scalar fn. n defined on edge vertices . s.t.

$$n(L) = -1, \quad n(R) = +1$$

→ 1D mesh



⇒ jump of a scalar "u" on vertex = $u^+ \cdot n^+ + u^- \cdot n^-$