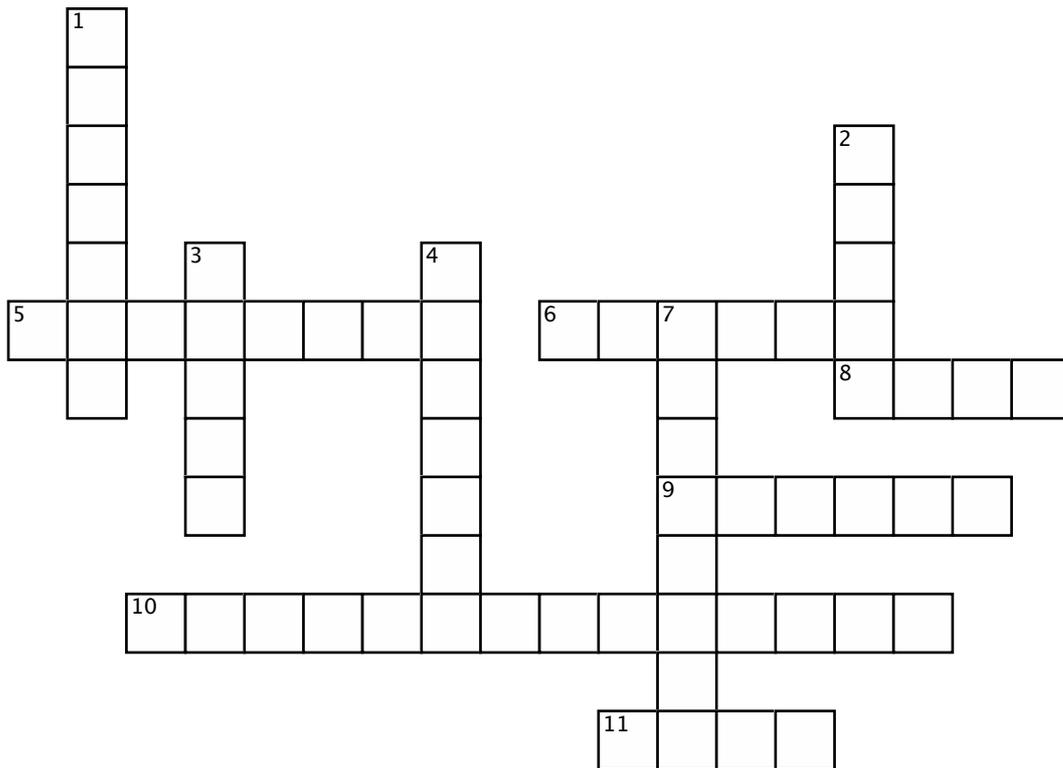


Memory...



Horizontalement

5. Lubrification forces in particular flows
6. Levelsets and mesh adaptation
8. Bornes are sometimes attained!..
9. Wavelets for incompressible Navier-Stokes
10. Modelling and the simulation of a moving rigid valve in a blood flow.
11. Matrix functions for numerical linear algebra.

Verticalement

1. GMRES made simpler
2. Perfectly plastic and hyperelastic !
3. Poisson problem in C++
4. Kinetic Equations and their hydrodynamical limits.
7. Modelling and simulating foam