

velocity, 16x16 pressure, 16x16 --div(v), 16x16  $\longrightarrow$ velocity, 32x32 - +pressure,  $32x32 - \times$ div(v), 32x32 - \*\*velocity, 48x48 ····+··· pressure, 48x48 ····×··· div(v), 48x48 ....\* velocity, 64x64 ····+···· pressure, 64x64 ····×···· div(v), 64x64