Volcanic Eruption Simulation

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Abstract

Introduction

- motivations générales
    - rupture (pourquoi les autres méthodes ne sont pas utilisables)

State of the art

- description des méthodes: en une ligne + pourquoi elles ne résolvent pas notre pb

Method

First approach: Shallow-water

- sans vitesse voisine horizontale

$$u = -\frac{g}{k}\nabla Surface \tag{1}$$

$$\frac{Dh}{Dt} = -h\nabla.u \tag{2}$$

Stokes problem

Results

Conclusion

References

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