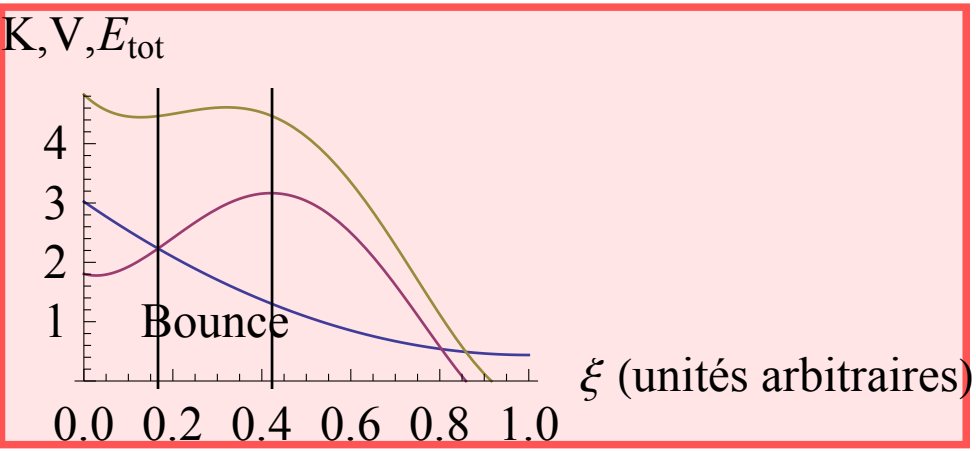
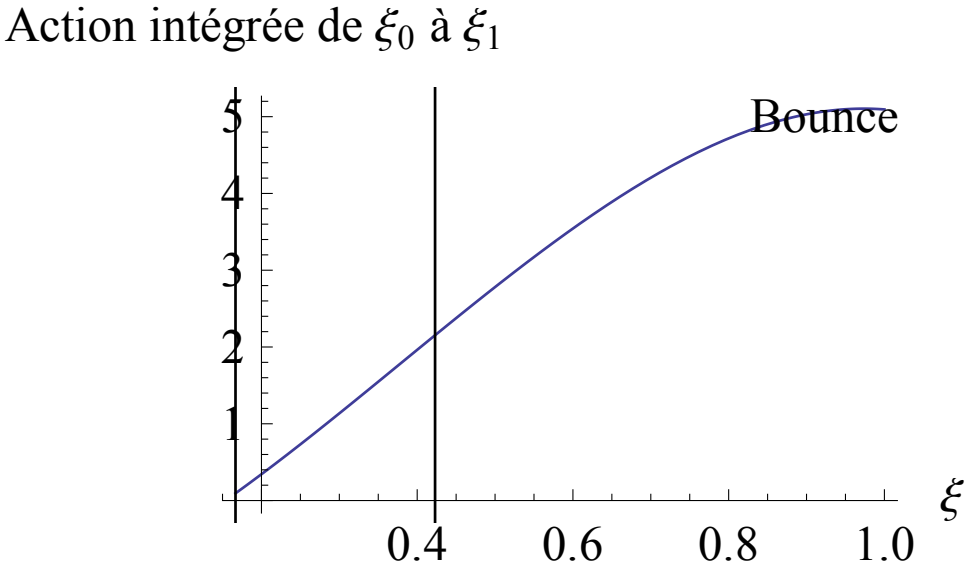
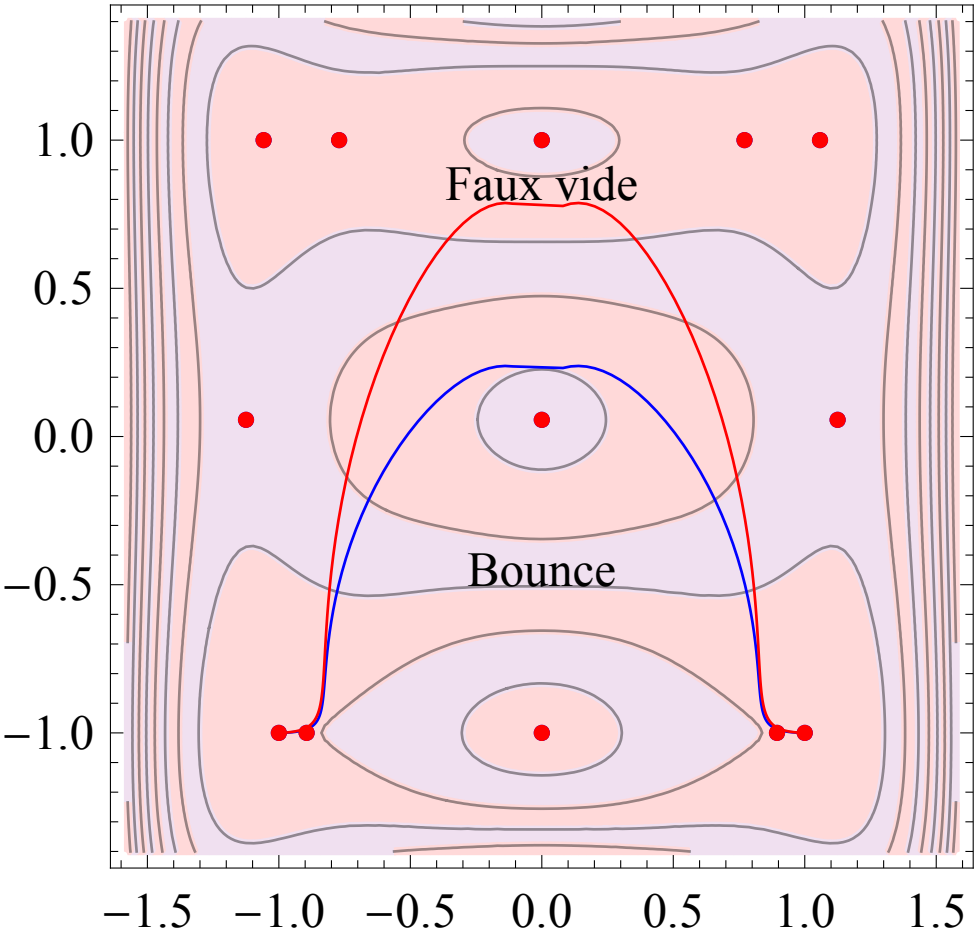
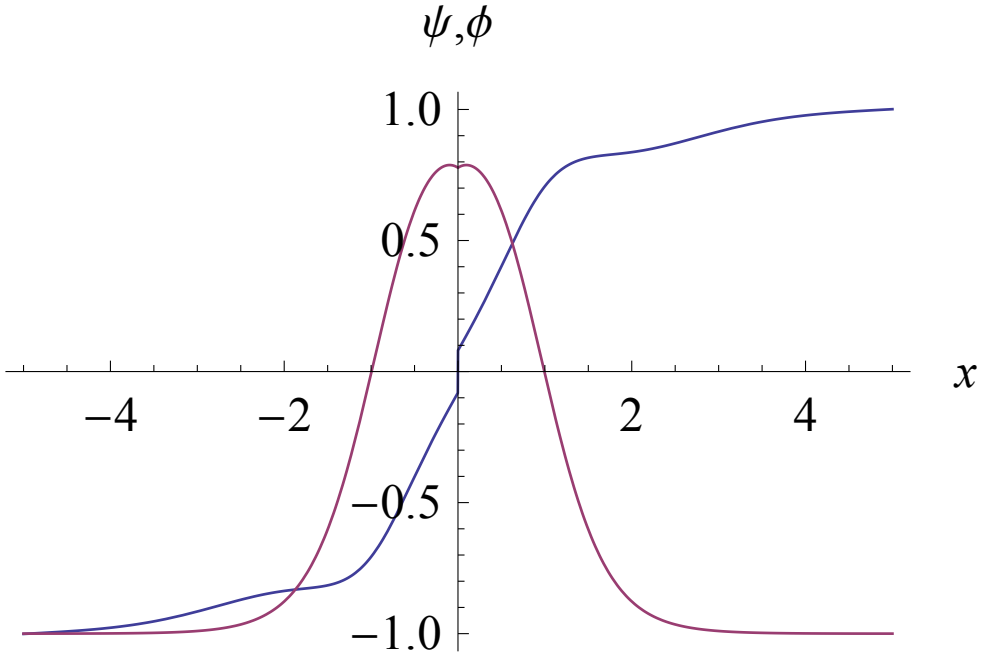

K,V,E_{tot}
4
3
2
1
Bounce
ξ (unités arbitraires)
0.0 0.2 0.4 0.6 0.8 1.0


Action intégrée de ξ_0 à ξ_1
5
4
3
2
1
Bounce
ξ
0.4 0.6 0.8 1.0


1.0
0.5
0.0
−0.5
−1.0
Faux vide
Bounce
−1.5 −1.0 −0.5 0.0 0.5 1.0 1.5


ψ,ϕ
1.0
0.5
−0.5
−1.0
x
−4 −2 2 4