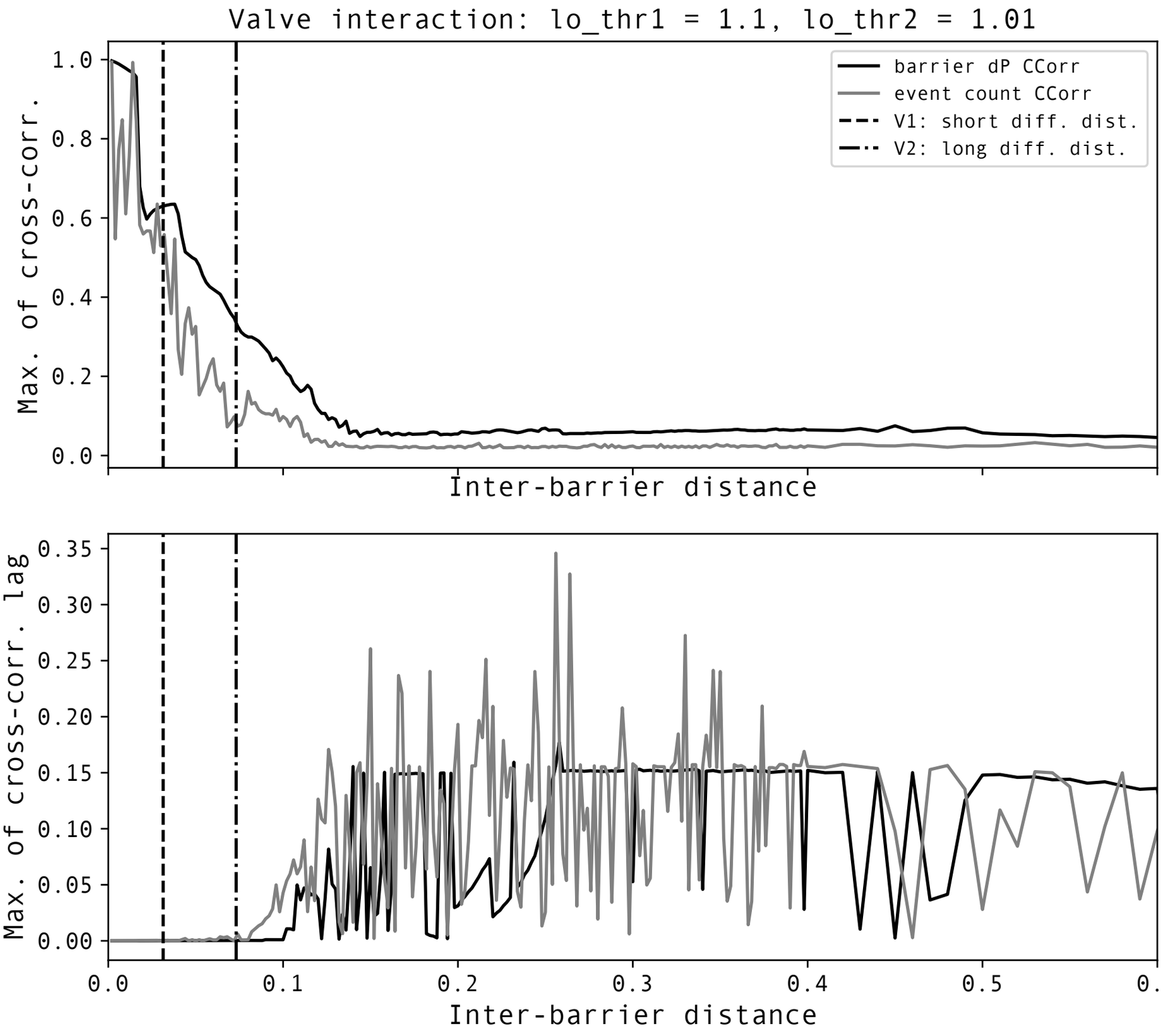
Interactions between 2 valves

Diffusive distance = sqrt(D*T_cycle)



Diffusive distance gives an idea, but imprecise, int. distance must depend on the l/ul dominance.

A few artifacts: lags are useless for now, interactions do not seem very consistent with what we observe.

We need to review the measure we use for interactions.

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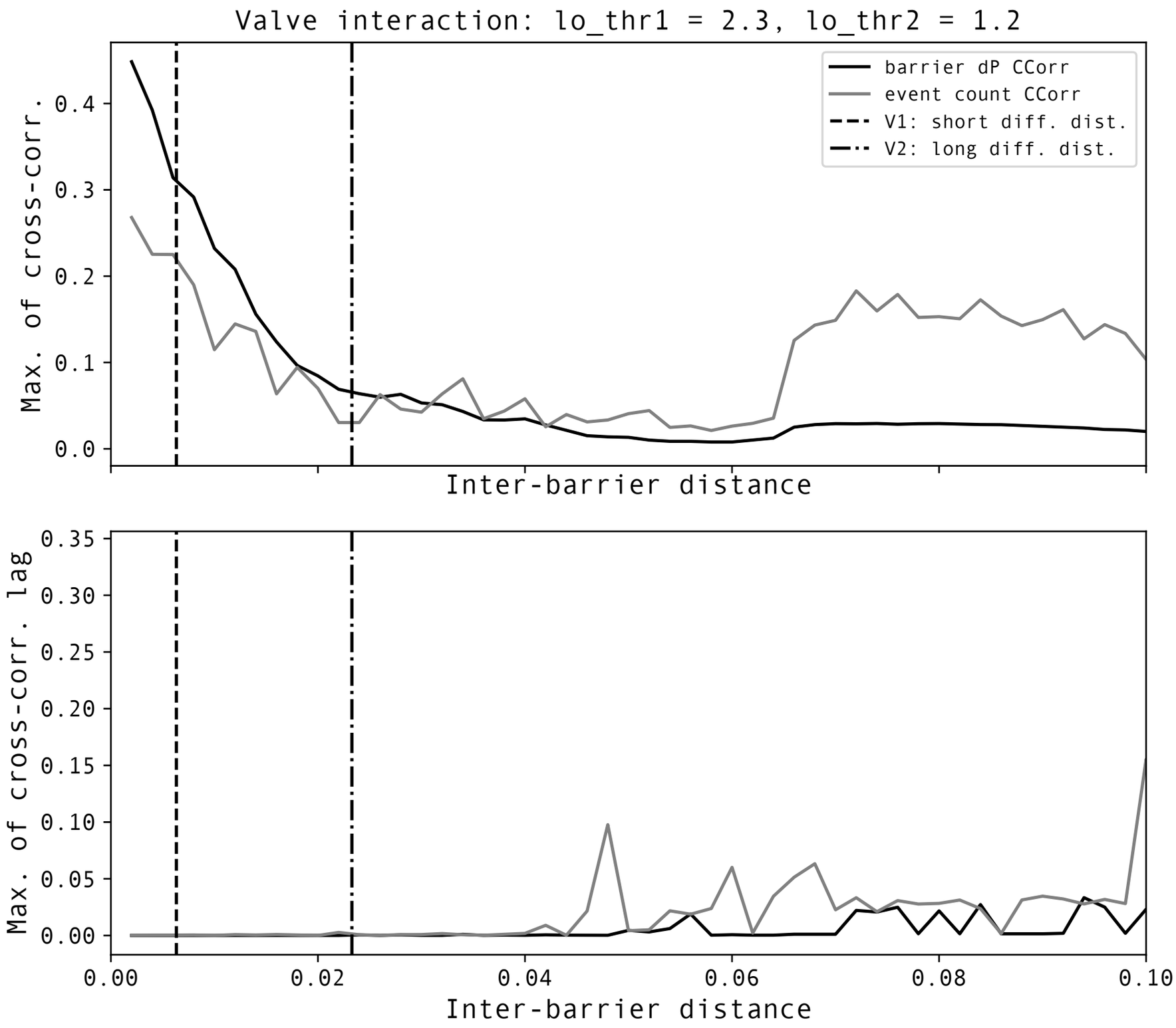

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