

Program Numach , June 20-22, 2011

	Monday 20th June	Tuesday 21st June	Wednesday 22nd June
08:30am	Opening Session		
09:00am	Chair Person: N.Gmati E. Palomo <i>Thermal characterization of homogeneous and heterogeneous materials using SVD techniques</i>	Chair Person: C. Bernardi M. Masmoudi <i>The vault method</i>	Chair Person: A. blouza J. Shen <i>Phase-field models for multiphase complex fluids: modeling, numerical analysis and simulations</i>
09:50am	Coffee Break		
10:20am	Chair Person: R.Gruber M. Azaiez <i>Improvements on open and traction boundary conditions for Goda time splitting algorithm</i>	Chair Person: A. Ben Abda M. Moakher <i>A Slepian Framework for a Local Point-Mass Model of the Gravity Field</i>	Chair Person: M. Azaiez C. Bernardi <i>Optimisation du parametre de penalisation pour la discretisation par elements spectraux du probleme de Stokes.</i>
10:55am	I.Mortazavi <i>A vortex penalization method for flows with moving obstacles</i>	M. Deville <i>Spectral element simulation of the 3D flow on a cylinder in between lateral walls.</i>	A. Blouza <i>Some questions on shell finite element approximation</i>
11:30am	R. Touihri <i>Methode spectrale pour un ecoulement de Darcy</i>	H. Maatoug <i>Fluid flow design optimization using topological sensitivity analysis method</i>	S. Vincent <i>High order penalty and interface tracking methods for incompressible multiphase flows</i>
12:05pm 02:30pm	Lunch Break		
02:30pm	Chair Person: M. Deville R. Gruber <i>COOL@MHD</i>	Chair Person: MS. Kaber F. Benbelgacem <i>Identifiablity of pointwise sources for a semi-linear reaction diffusion equation.</i>	Chair Person: J.Vincent M. Chen <i>Theoretical and numerical investigation of three-dimensional water waves</i>
03:20pm	Coffee Break		
03:50pm	Chair Person: I. Mortazavi A. Rousseau <i>Quasi-hydrostatic ocean models</i>	Chair Person: F. Ben Belgacem S. M. Kaber <i>Parallel in time algorithms</i>	Closing Session
04:25pm	F. Ben Hassen <i>Point sources in inverse scattering theory</i>	Z. Belhachmi <i>Regularisation lineaire et non lineaire en vision par ordinateur.</i>	