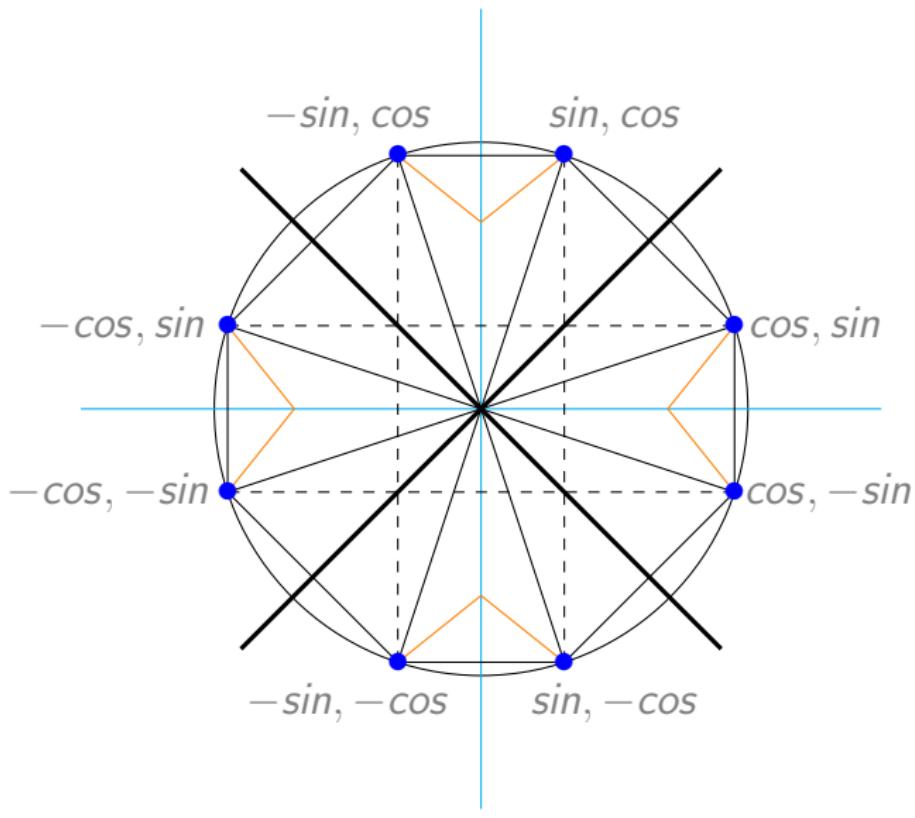


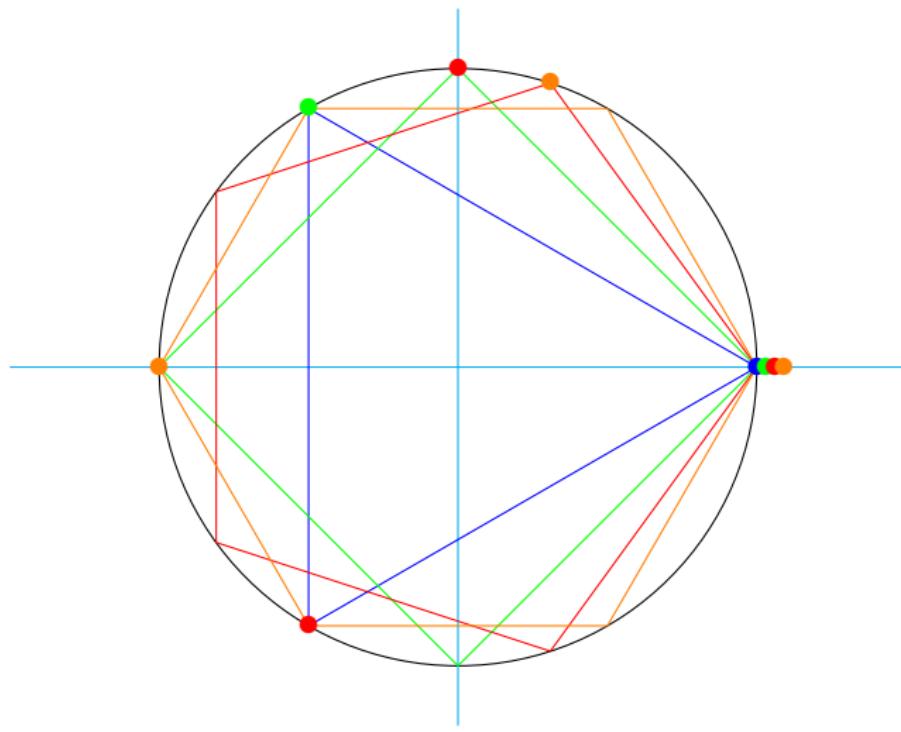
# L'opérateur Snuroo

$$PlusUn = \begin{pmatrix} \exp\left(\frac{2i\pi}{2}\right) & 0 & 0 & 0 & 0 & \dots \\ 0 & \exp\left(\frac{2i\pi}{3}\right) & 0 & 0 & 0 & \dots \\ 0 & 0 & \exp\left(\frac{2i\pi}{5}\right) & 0 & 0 & \dots \\ 0 & 0 & 0 & \exp\left(\frac{2i\pi}{7}\right) & 0 & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots \end{pmatrix}$$

# Malte

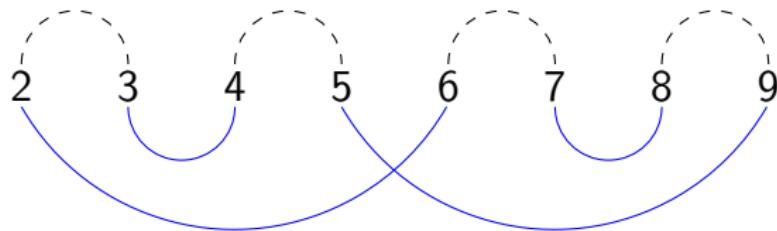


# Polygones sur lesquels cyclent les restes modulaires



# Entrelacs sur les inversibles

Selon le module 11 premier



Selon le module 13 premier

