

McStas-MCNP interface solutions

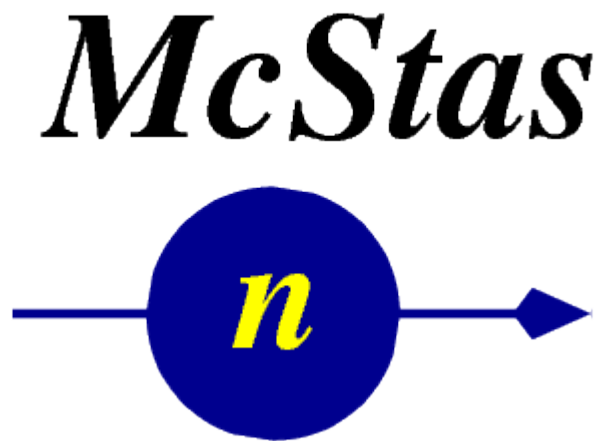
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- Monte Carlo neutron ray tracing engine
- Release 1.1 (1.2 beta available for linux)
- Portable code (Unix/Linux/Mac/Windows, 32 and 64 bit support)
Has run on all from iPhone to 1000+ node clusters (including FERMI)



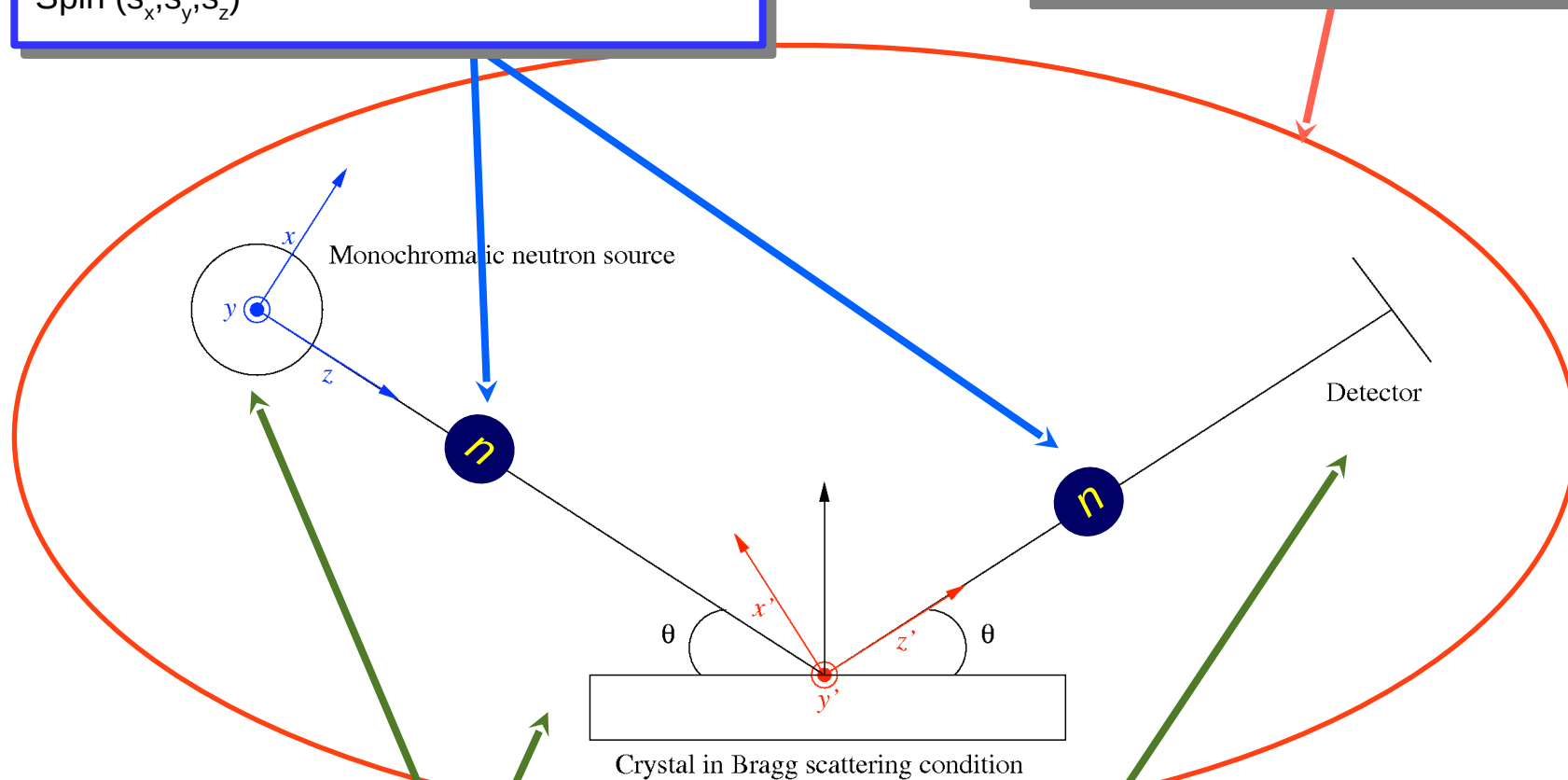
Project website at
<http://www.mcstas.org>

Project mailing list at
mcstas-users@mcxtrace.org

- GPL-license
- DSL / Compiler Technology.
Using Lex & Yacc
- Modular Open Structure.
Components/devices written in structured ISO-c automatically fits in the system
- Dependencies: c-compiler (perl/tk for gui).
- Permanent staff at DTU Physics maintaining the code

Neutron ray/package
Weight (p): # neutrons (left) in the package
Coordinates (x,y,z)
Velocity (v_x, v_y, v_z)
Spin (s_x, s_y, s_z)

Instrument: positioning + transformations
between sequential component coordinate
systems, e.g. neutron source, crystal, detector



Components: Where neutron physics happen,
Weights adjusted according to scattering
cross sections etc.

Independent geometrical entities with local
Internal coordinate systems.

NEUTRON STATE ($x, y, z, v_x, v_y, v_z, t, s_x, s_y, s_z, p$)

- ONLY neutrons
- Validity determined by the code in the components.
- (Epi)Thermal to cold neutrons
 - No high energy stuff
- Structured materials

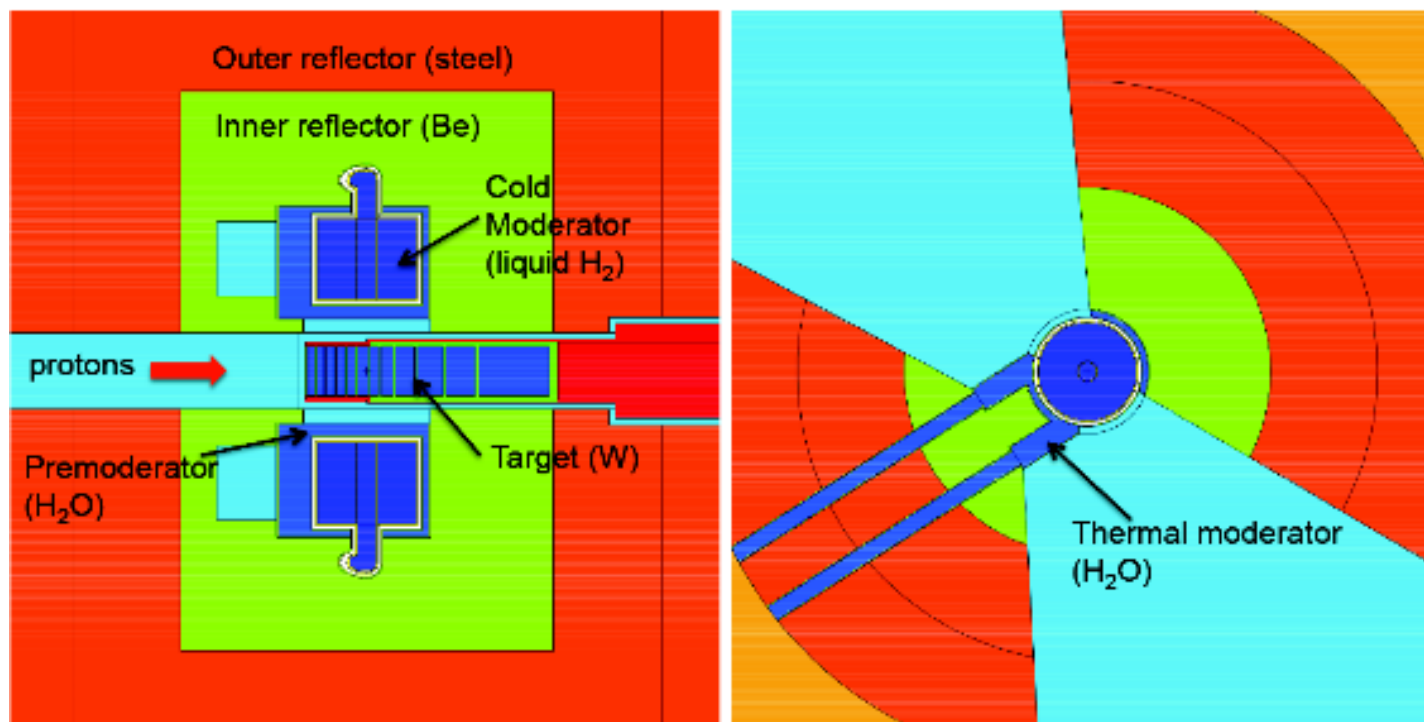
- Distributed “Freely” by RSICC.
- Source code available.
- Restrictive licensing-terms.
- Parallelism through MPI: MCNP6/MCNPx (most functionality)

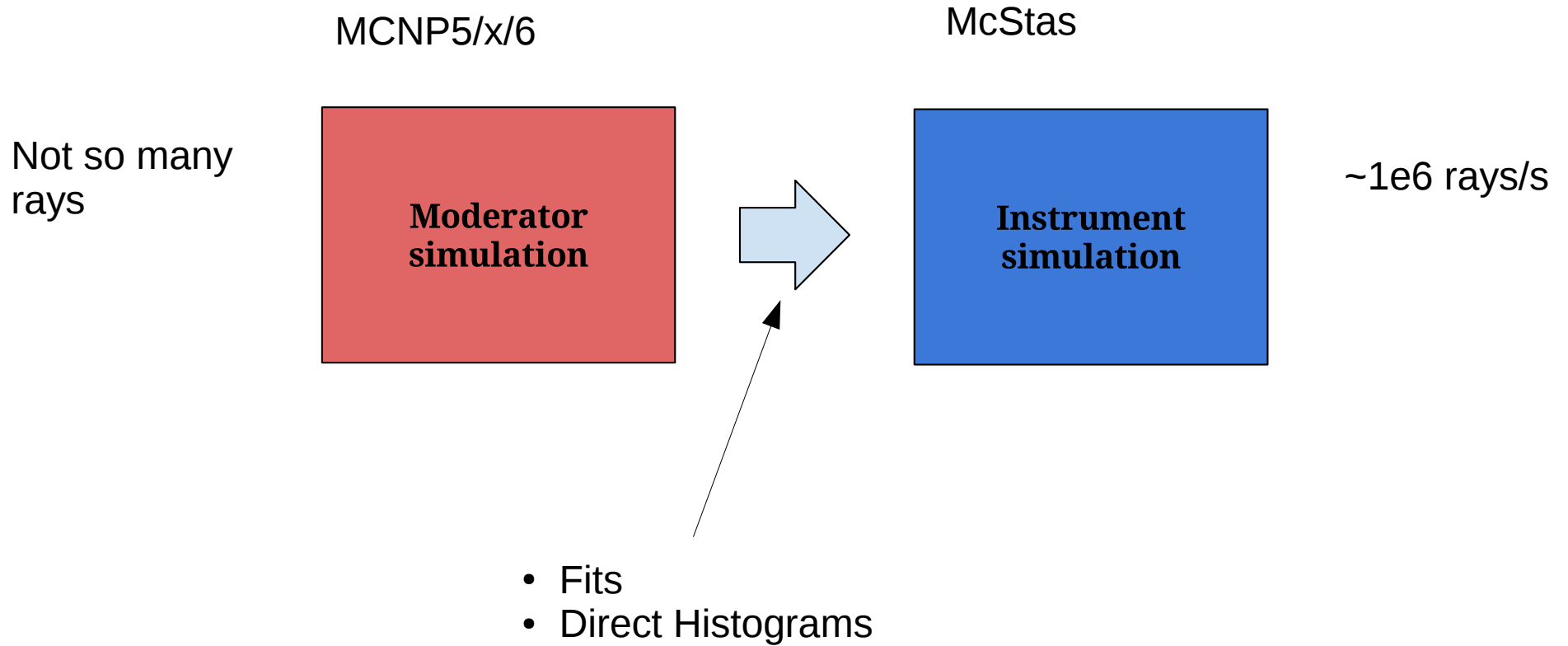


- Not restricted to neutrons (MCNPx / MCNP6)

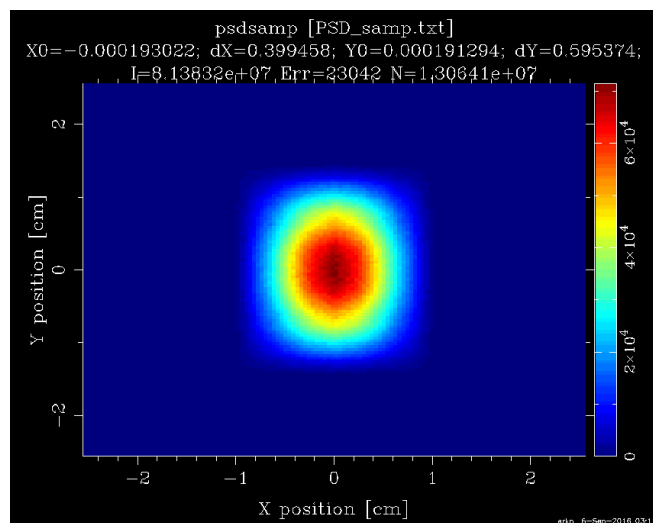
NEUTRON STATE ($x, y, z, v_x, v_y, v_z, t, p$)

- Materials: Everything is a gas
- $E < 150$ MeV
- Sense of p slightly different: $p < 1$
- Particle conversions possible

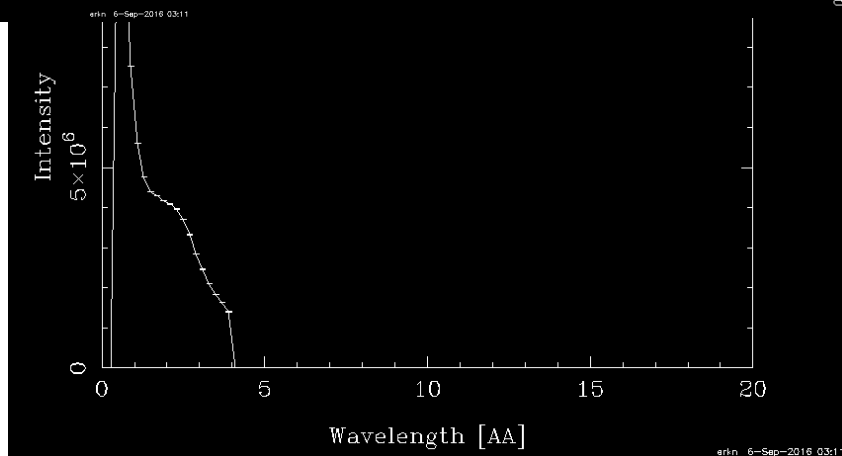
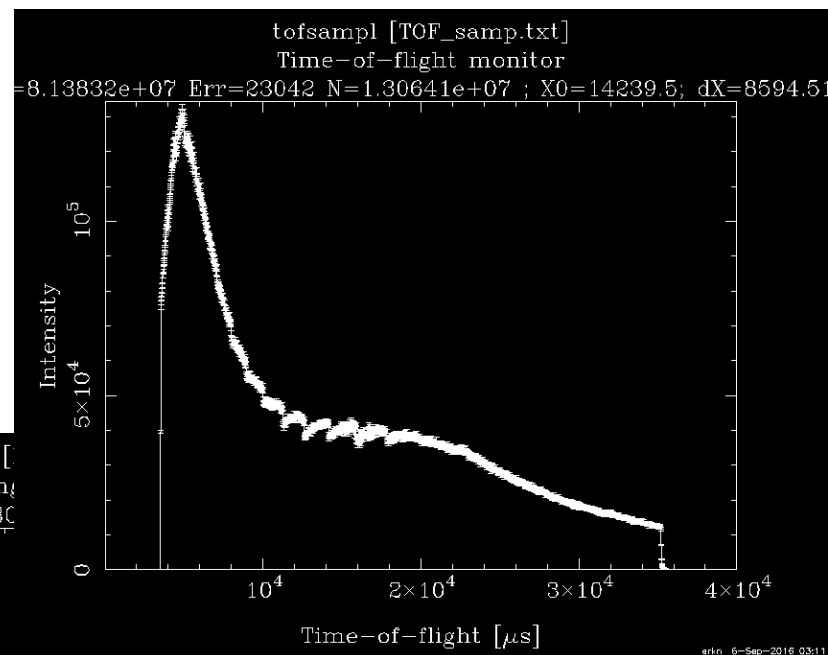




- ISIS_moderator
- SNS_source
- ESS_moderator/butterfly

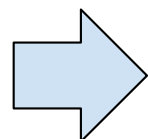


lsamp [TOF_samp.txt]
Wavelength [Å]
Err=23042 N=1.30641e+07

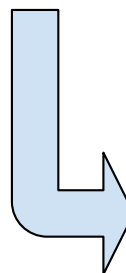


- Fits
- Direct Histograms

MCNP5/x/6



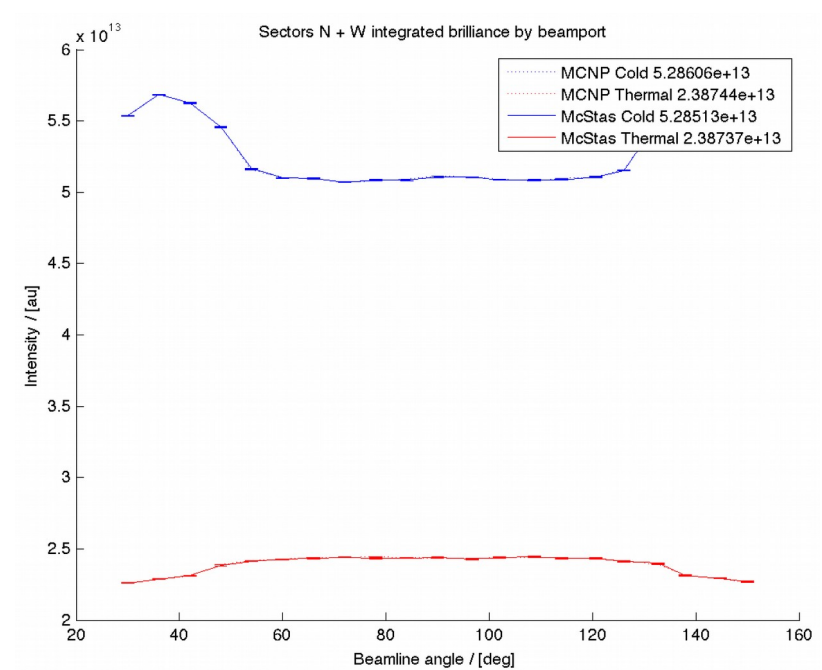
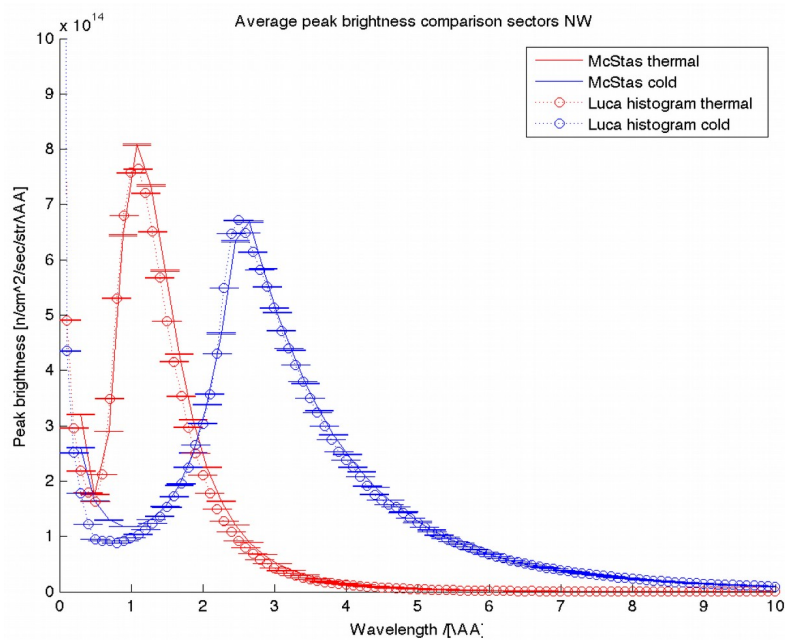
McStas



Scatter_logger / SSR/W
Using escaped neutrons

MCNP5/x/6

- 1)Tallys and Fits (traditional, typically uniform emission same spectrum everywhere)
- 2)Ptrac-files
- 3)Combined compilation
- 4)SSW/SSR
- 5)....



- Fast
- Robust



- No reentry
- Highly dependent on quality of documentaion



- MCNPx outputs an ascii file containing neutron states.
- This file may be read by McStas
MCNP_virtual_input

- Fast



- No reentry
- No MPI
- Large ascii files ~.2kB/event
- Only 1 ptrac surface allowed



Ptrac format

```
-----  
3000      2      10      179  
100       2       0  
0.00000E+00 0.28640E+00  
0.43531E+00 -0.10000E+01  
0.00000E+00 0.00000E+00  
0.10000E+00 0.10000E+01  
0.33356E-02  
3000      3      110      179  
10        2       0  
-0.20000E+00 0.28640E+00  
0.43531E+00 -0.10000E+01  
0.00000E+00 0.00000E+00  
0.10000E+00 0.10000E+01  
0.40028E-02  
3000      4      120      179  
100       2       0  
-0.40000E+00 0.28640E+00  
0.43531E+00 -0.10000E+01  
0.00000E+00 0.00000E+00  
0.10000E+00 0.10000E+01  
0.46699E-02  
3000      5      130      179  
-----
```

Source **S**urface **W**rite/**R**ead in MCNP stops/starts simulations at a given logical point.

Neutron state is written to a binary file

McStas Components:

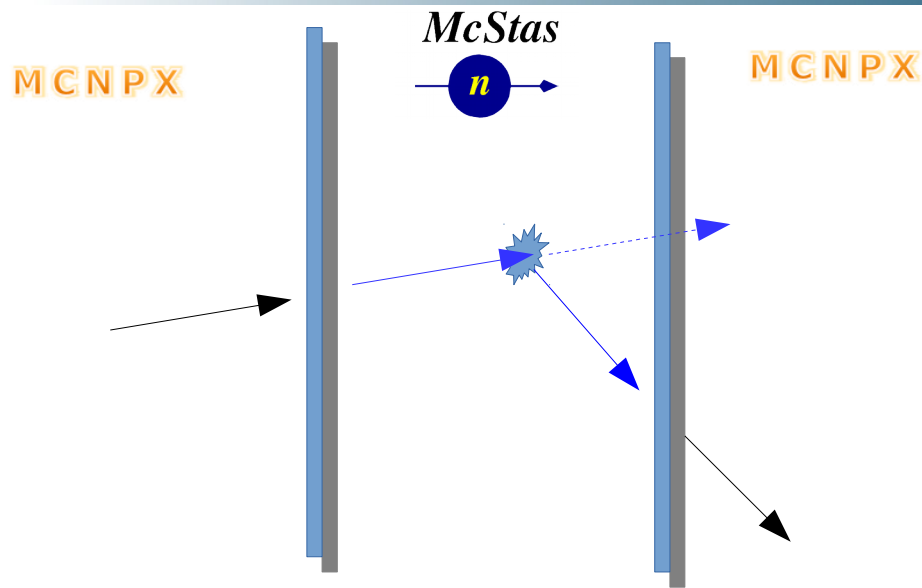
MCNP_Virtual_ss_Input & MCNP_Virtual_ss_Output

- Flexible
 - Access to full McStas functionality
 - Access to full MCNPx functionality
- Reentrant (but limited)



- Big files ~.1kB/event
- Proprietary binary format (diff. MCNPx & MCNP6)





Prototype exists for MCNPx

- McStas entry surface defined in MCNPx
- Neutrons crossing the surface trigger a McStas simulation.
- Upon reentry the neutron state is updated.
-

- Flexible
 - Access to full McStas functionality
 - Access to full MCNPx functionality
- Reentrant



- Slow
- Requires MCNP source code
- Licensing Issues
- Not all user-friendly

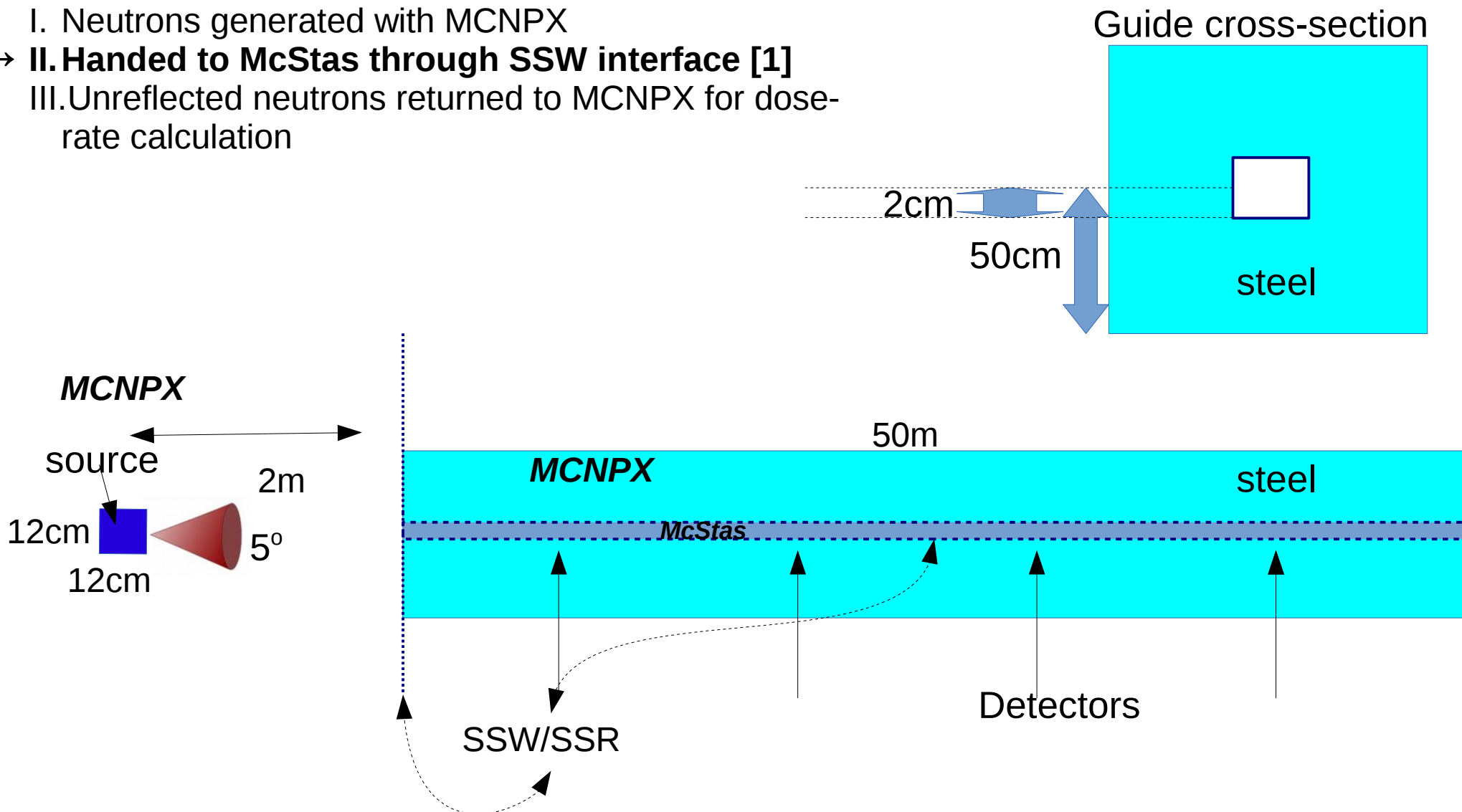


PROTOTYPE Exists for MCNPx

I. Neutrons generated with MCNPX

→ II. Handed to McStas through SSW interface [1]

III. Unreflected neutrons returned to MCNPX for dose-rate calculation



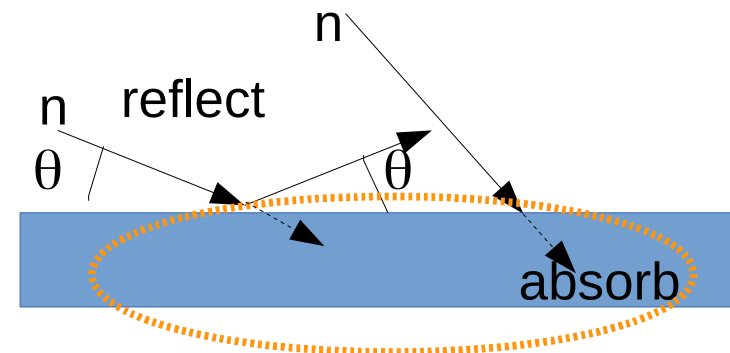
- I. Neutrons generated with MCNPX
- II. Handed to McStas through SSW interface [1]
- **III. Unreflected neutrons returned to MCNPX for dose-rate calculation**

At each scattering:

Incomming state: $n_{in} = (\mathbf{x}, \mathbf{v}_{in}, t, w_{in})$

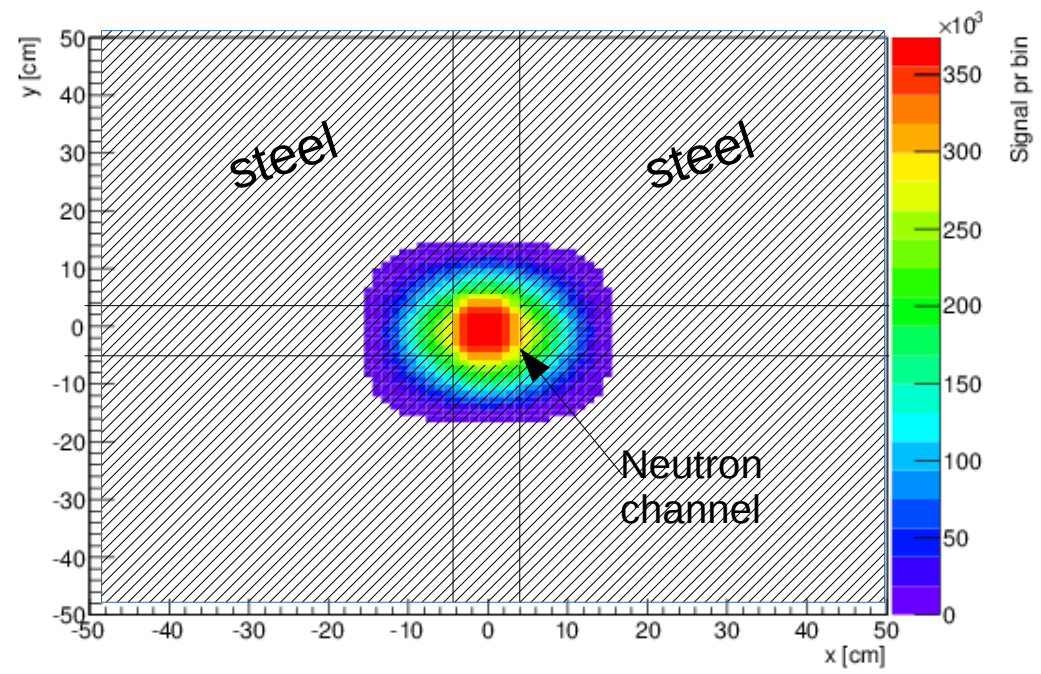
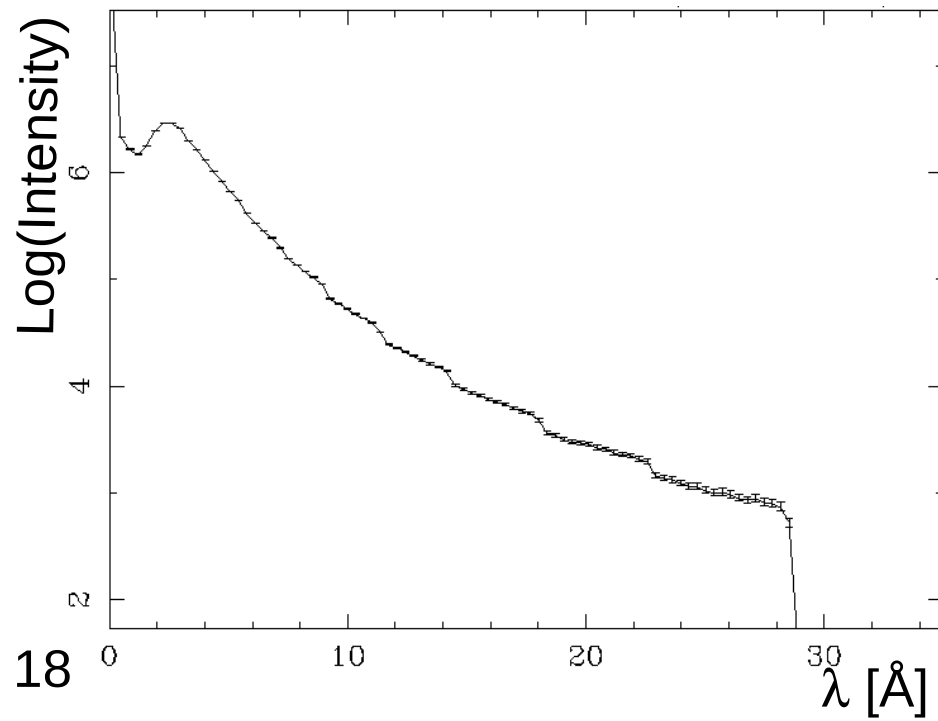
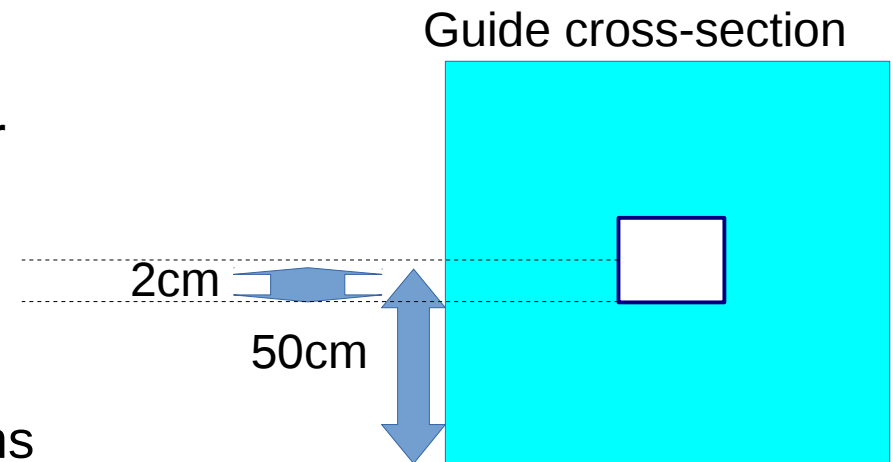
Transmitted state: $n_{trans} = (\mathbf{x}, \mathbf{v}_{in}, t, w_{trans})$

Reflected state: $n_{refl} = (\mathbf{x}, \mathbf{v}_{out}, t, w_{in} - w_{itrans})$

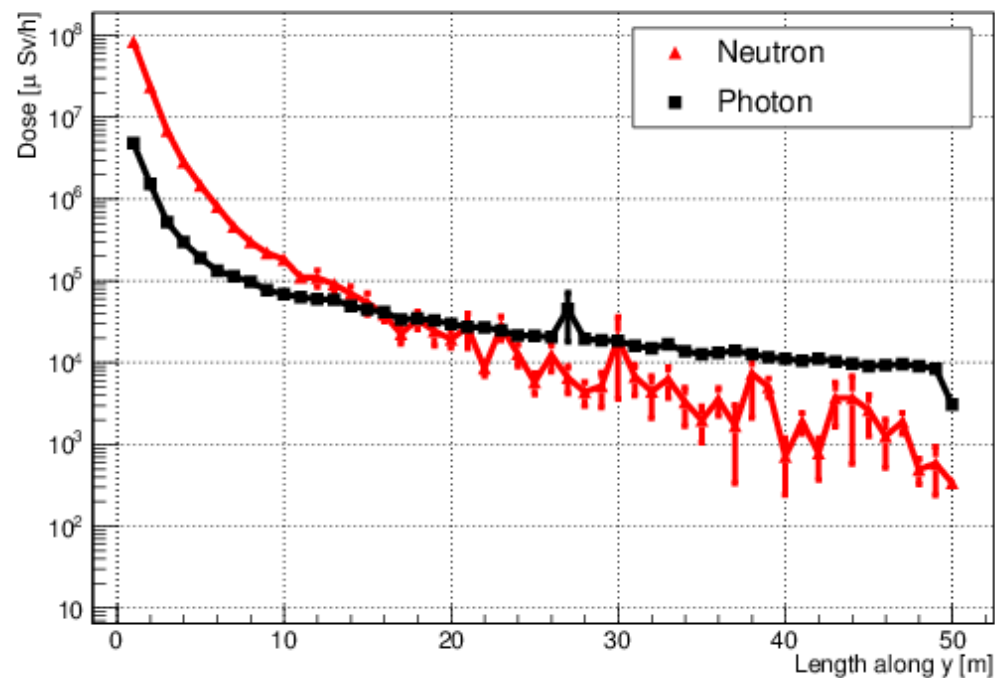


- I. Neutrons generated with MCNPX
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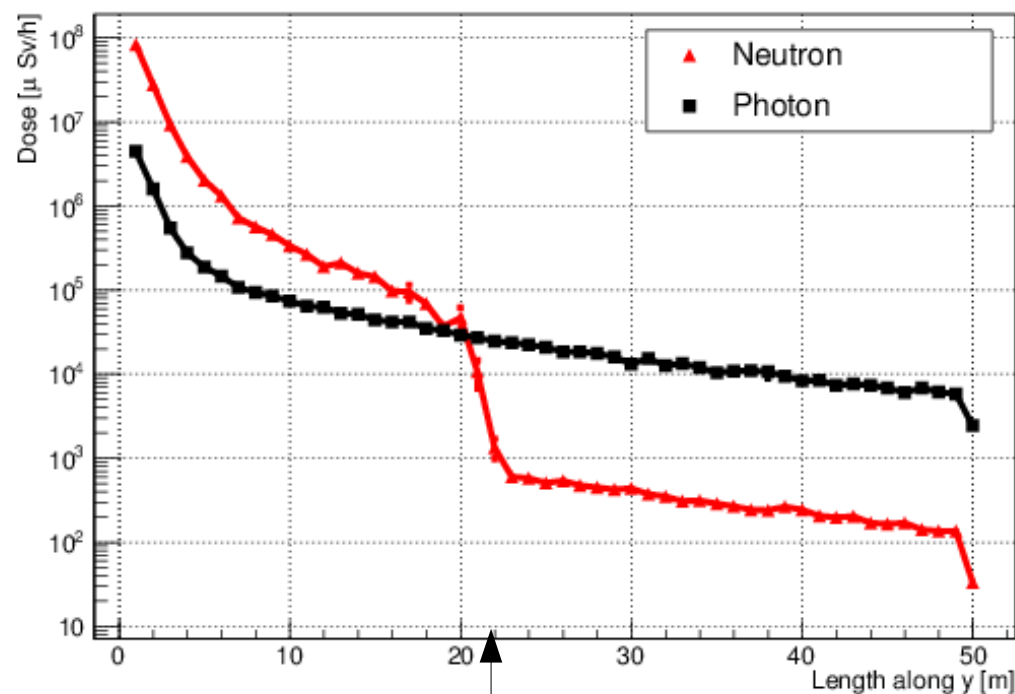
Guide end overilluminated by energetic neutrons



Straight guide



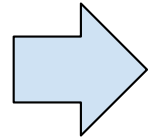
Curved guide ($r_{\text{curvature}}=1500\text{m}$)



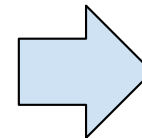
Line-of-sight lost

- Dose-rates, measured 5cm in the steel converted from flux according to official Swedish radiation protection procedures

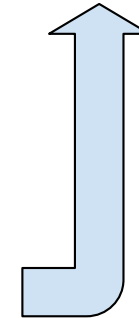
MCNP5/x/6

**Moderator
simulation**

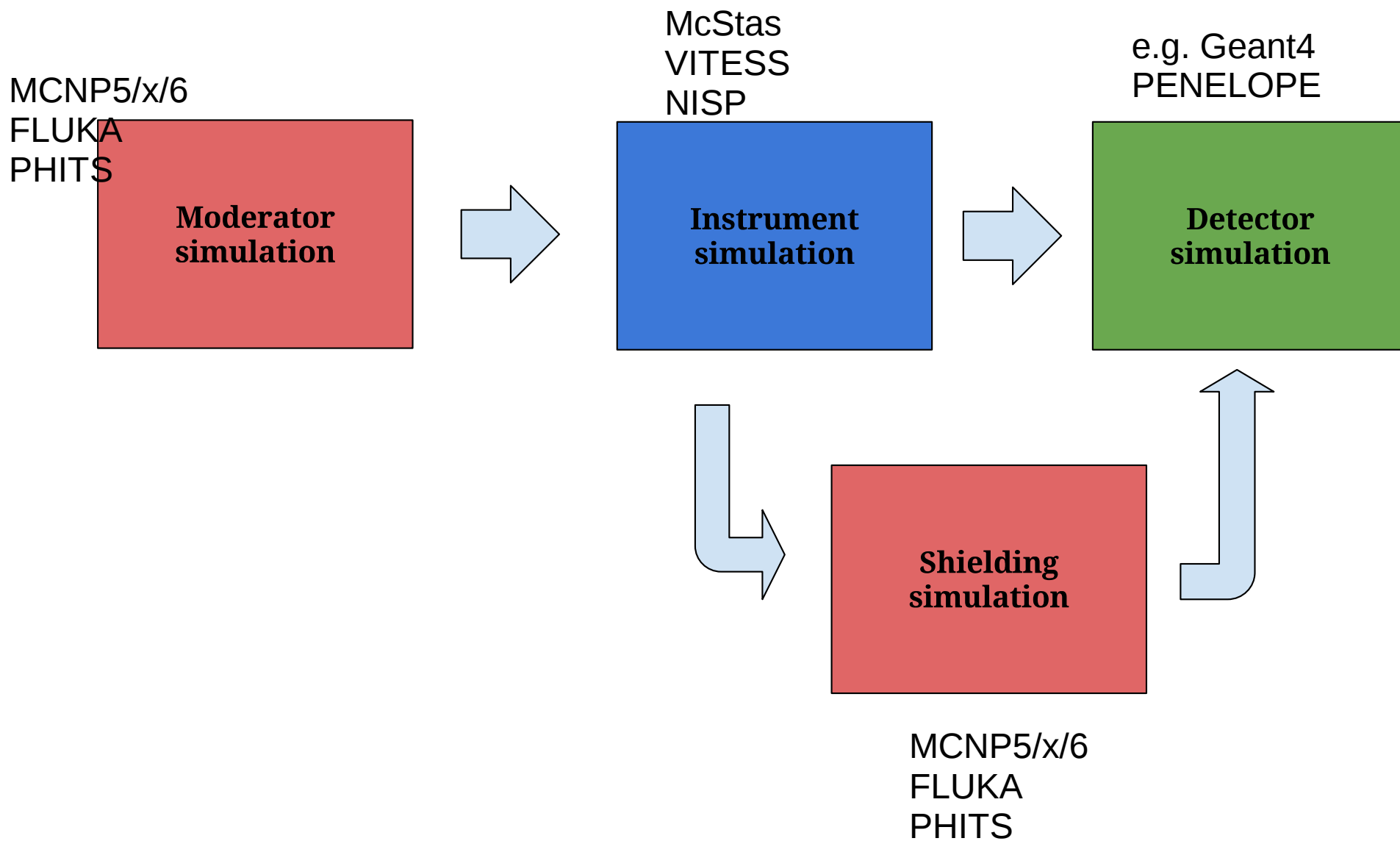
McStas

**Instrument
simulation**

e.g. Geant4

**Detector
simulation****Shielding
simulation**

MCNP5/x/6



NONE OF THE ABOVE

Next talk by Thomas Kittelmann