

# Neutronics dictionary

Günter Muhrer

[www.europeanspallationsource.se](http://www.europeanspallationsource.se)

- Targets
  - Flat target
  - Compact target
  - Split target
  - Thin target
- Moderator parameters
  - Neutron surface current
  - Neutron surface flux
  - Neutron volume flux
  - Neutron brightness
  - Time distribution/buckling term
- Moderators
  - Coupled moderator
  - Decoupled moderator
  - Poisoned moderator/pre-moderator
  - Wing moderator
  - Grooved moderator/re-entry hole
  - Backscattering moderators
  - Flux-trap moderators
  - Reflector filter
  - Thermal moderator
  - Cold moderator
  - Low dimensional moderator
  - Ortho/Para-Hydrogen

# What is a target?

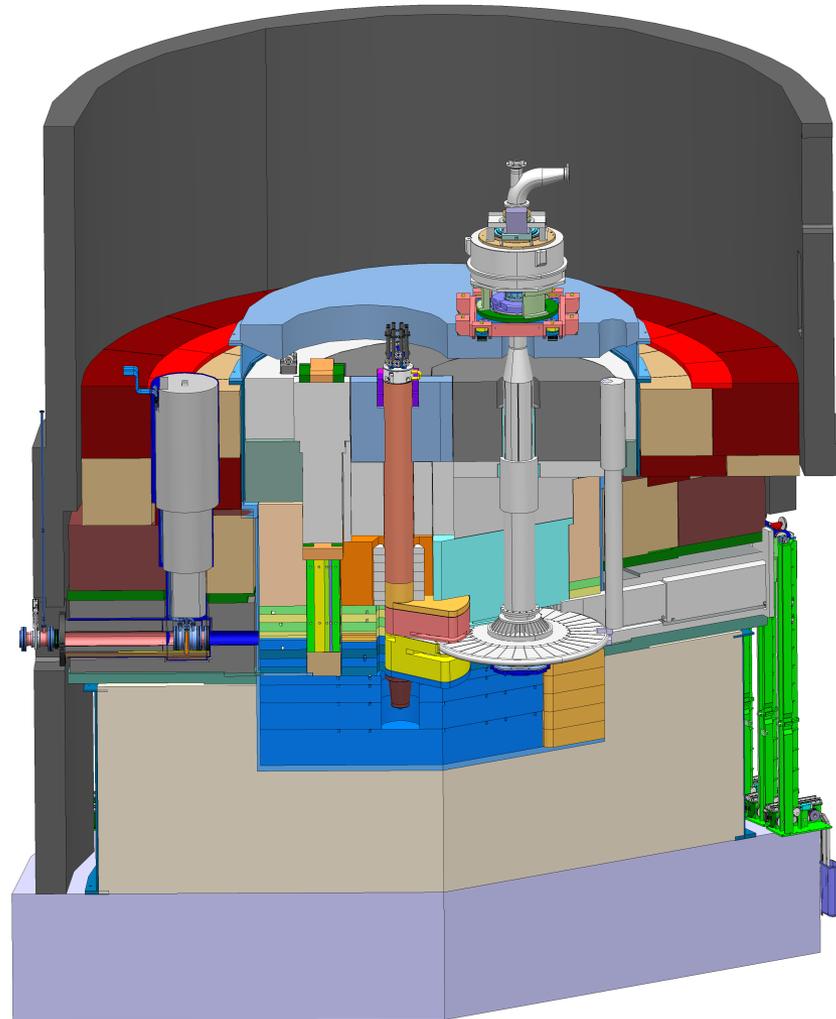
- A target in the terminology of spallation neutron sources is a material that through the bombardment of protons emits neutrons.
- The target material and geometry is chosen to optimize the performance of the source.
  - Efficiency/performance
  - Operability
  - Reliability

- Flat targets can be operated at MW class spallation sources
- Flat targets are more efficient than volume targets
- Not as efficient as compact targets

# SNS flat mercury target



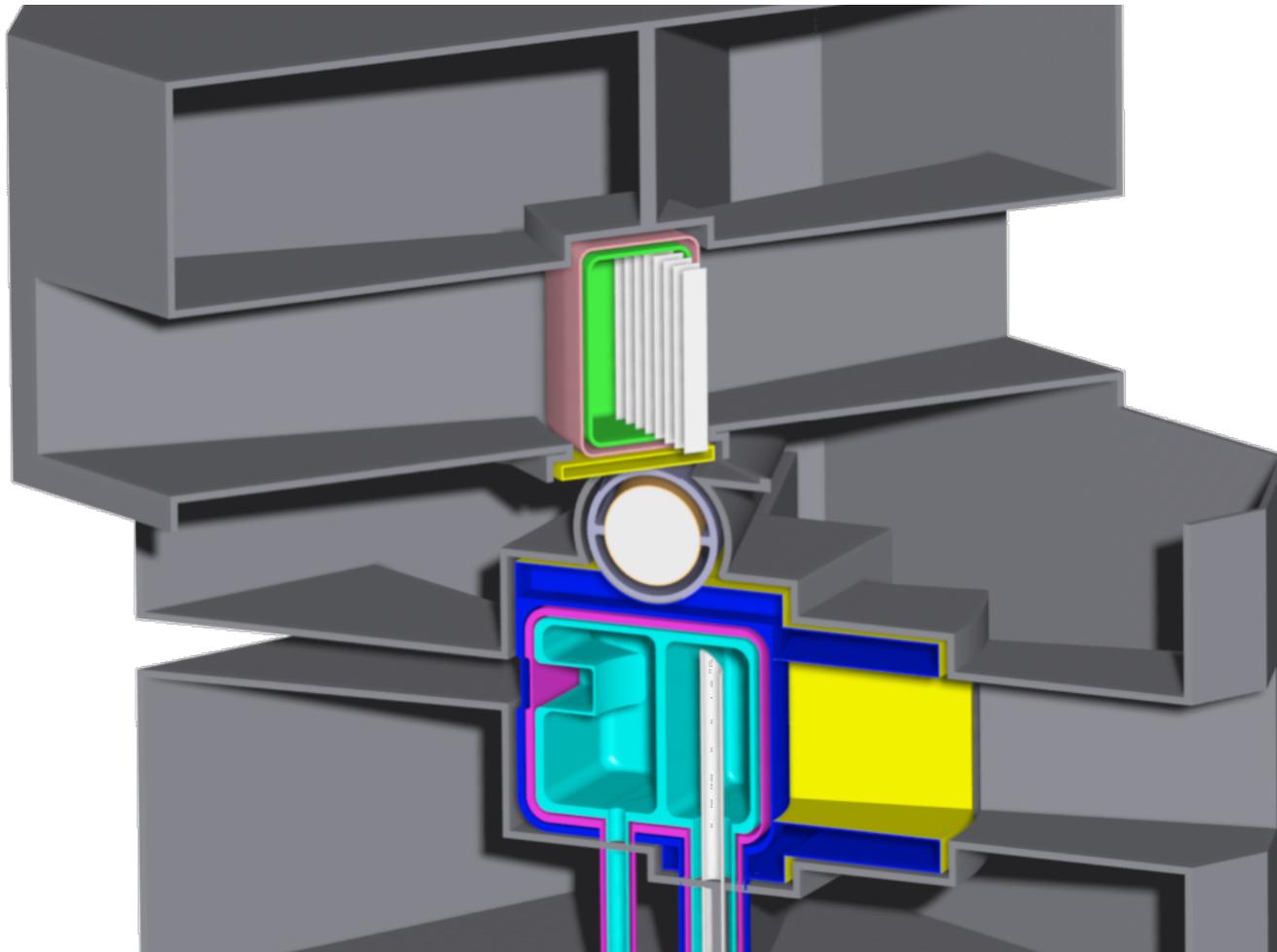
# ESS flat rotating tungsten target



# Why compact target

- Compact targets are very efficient
- Compact targets cannot efficiently be operated at MW class facilities

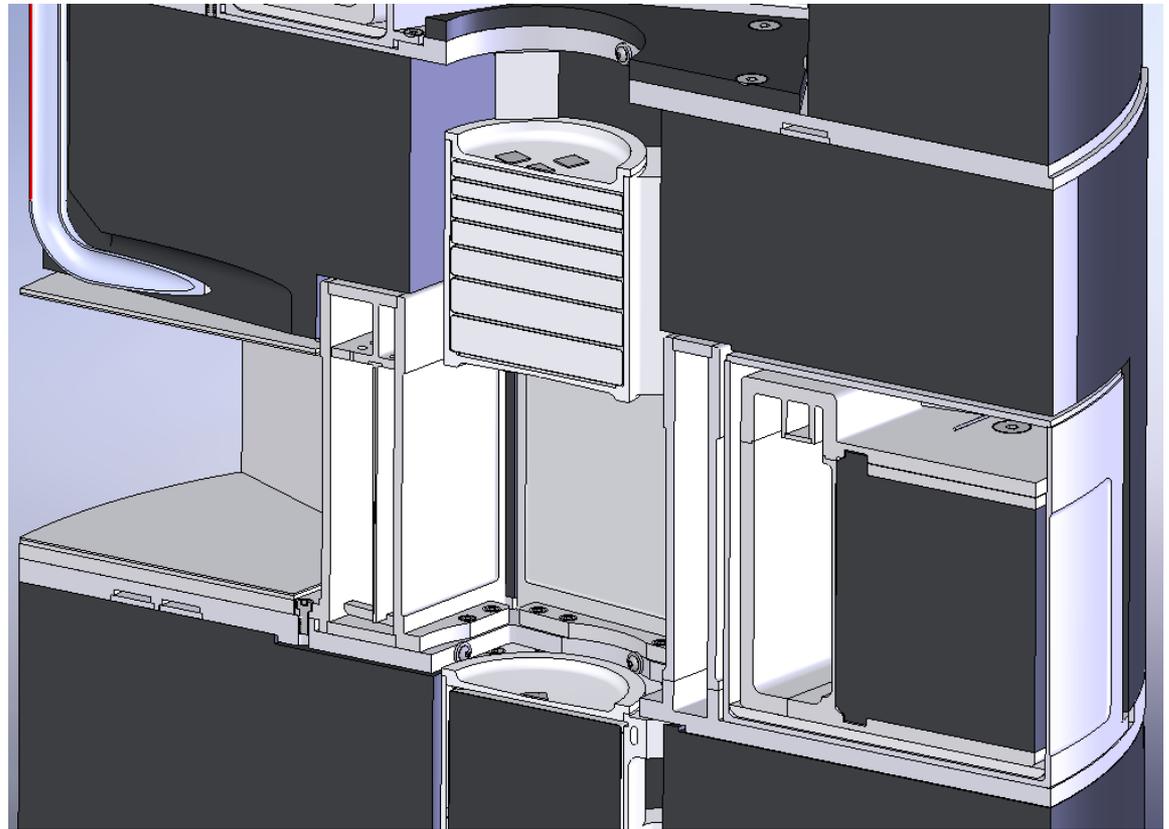
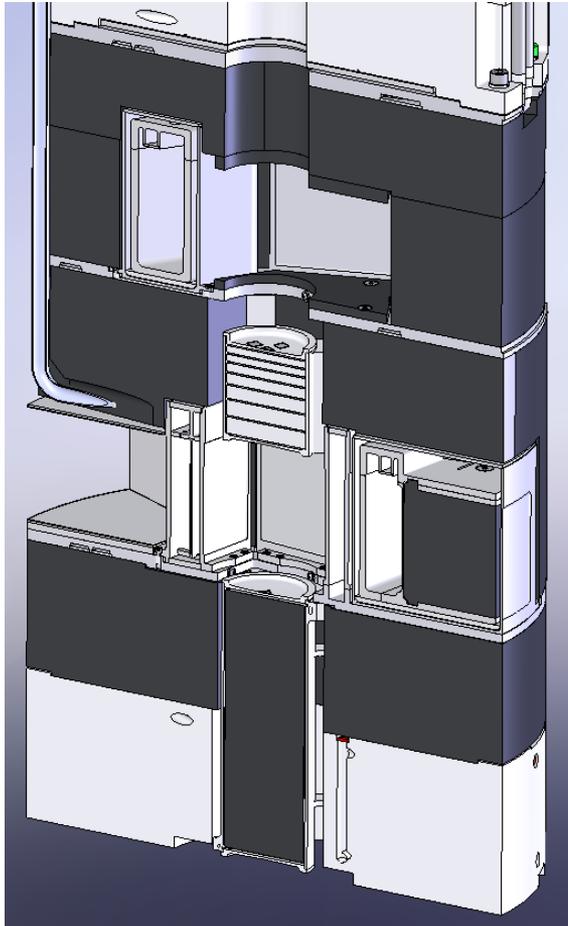
# ISIS TS2 compact target



# Why split target

- Is a compact target, but the target is split.
- Improves the signal to noise ratio.

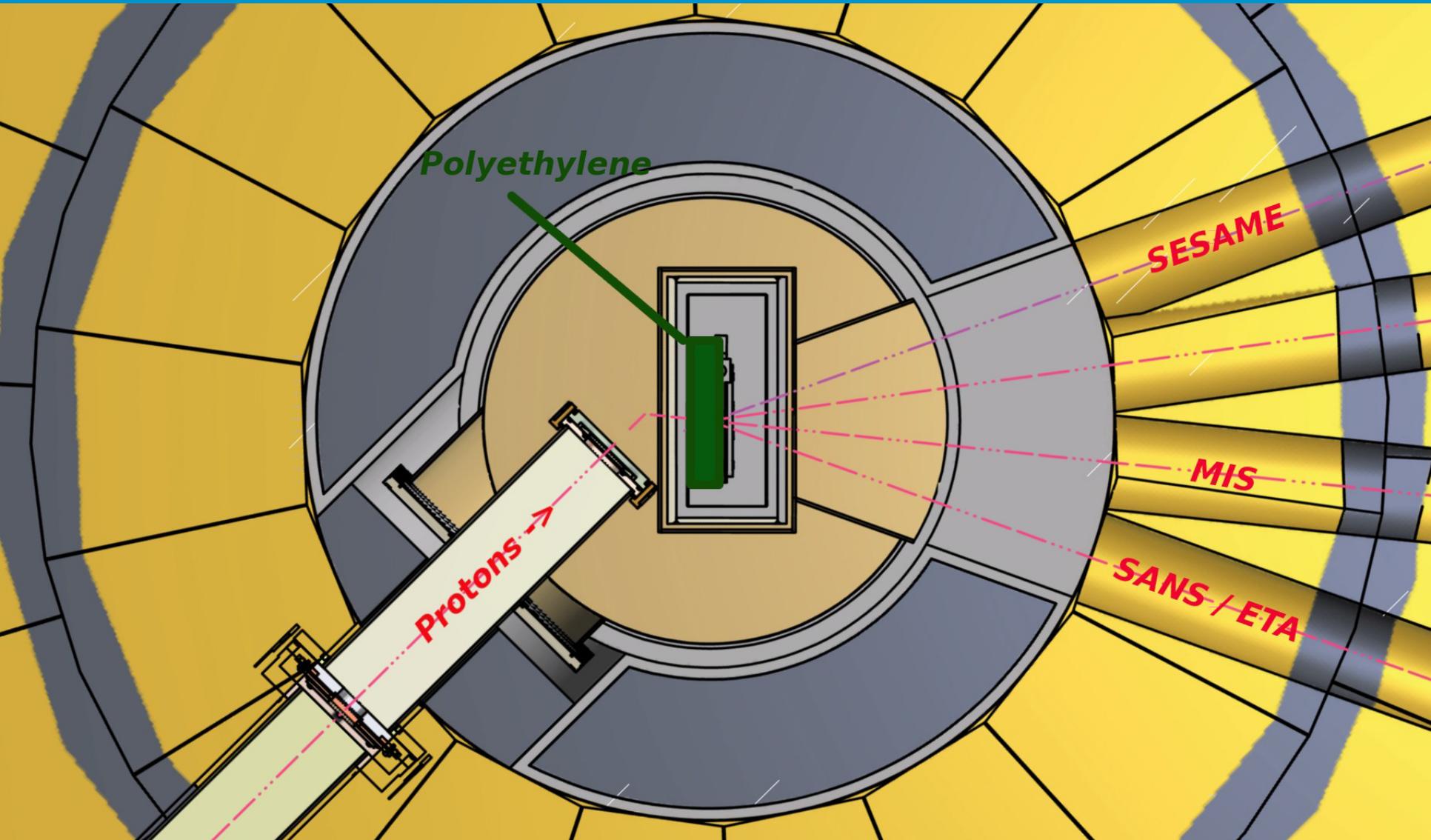
# LANSCÉ split target



# Why thin target

- Thin targets are used with low power accelerators.

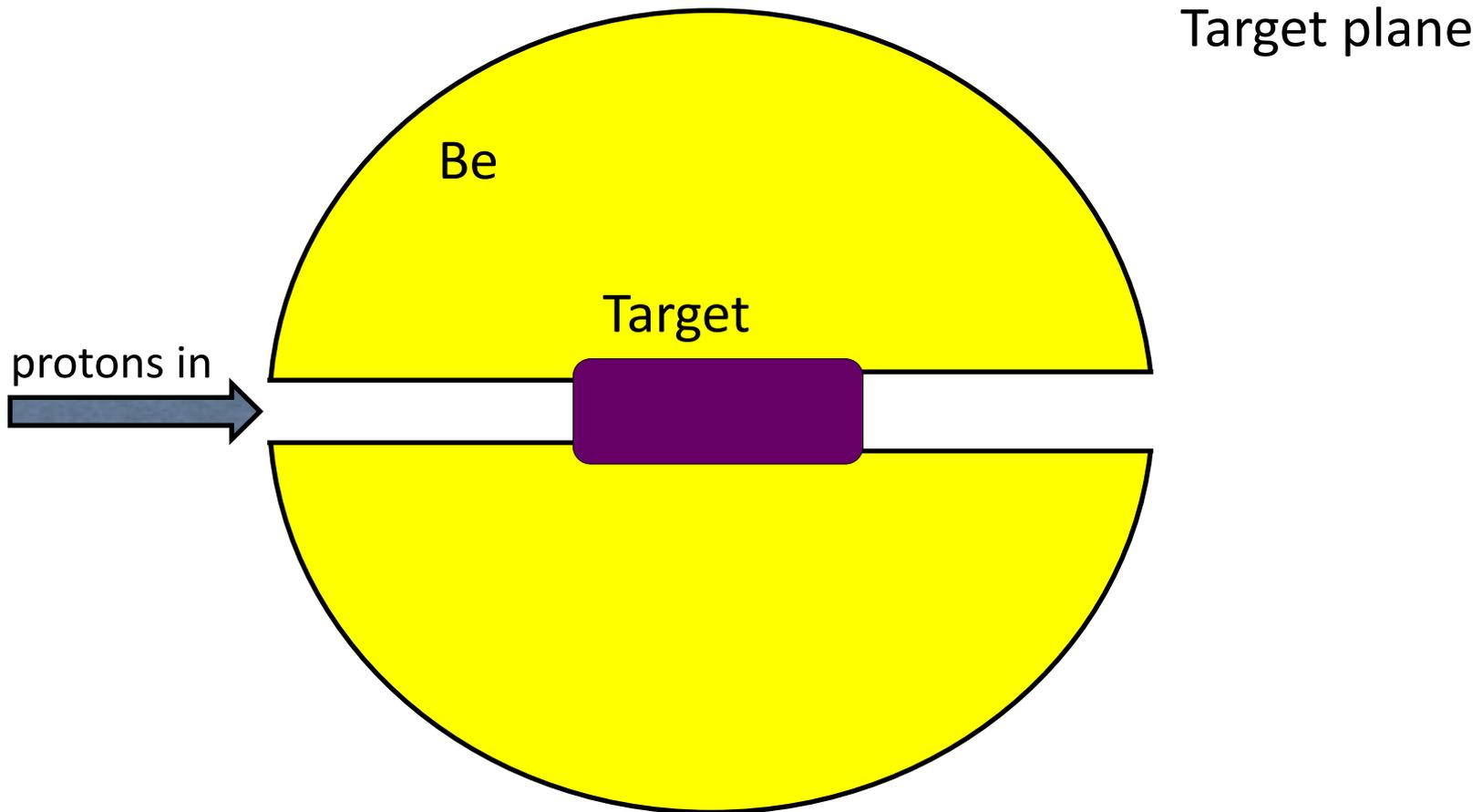
# LENS thin beryllium target



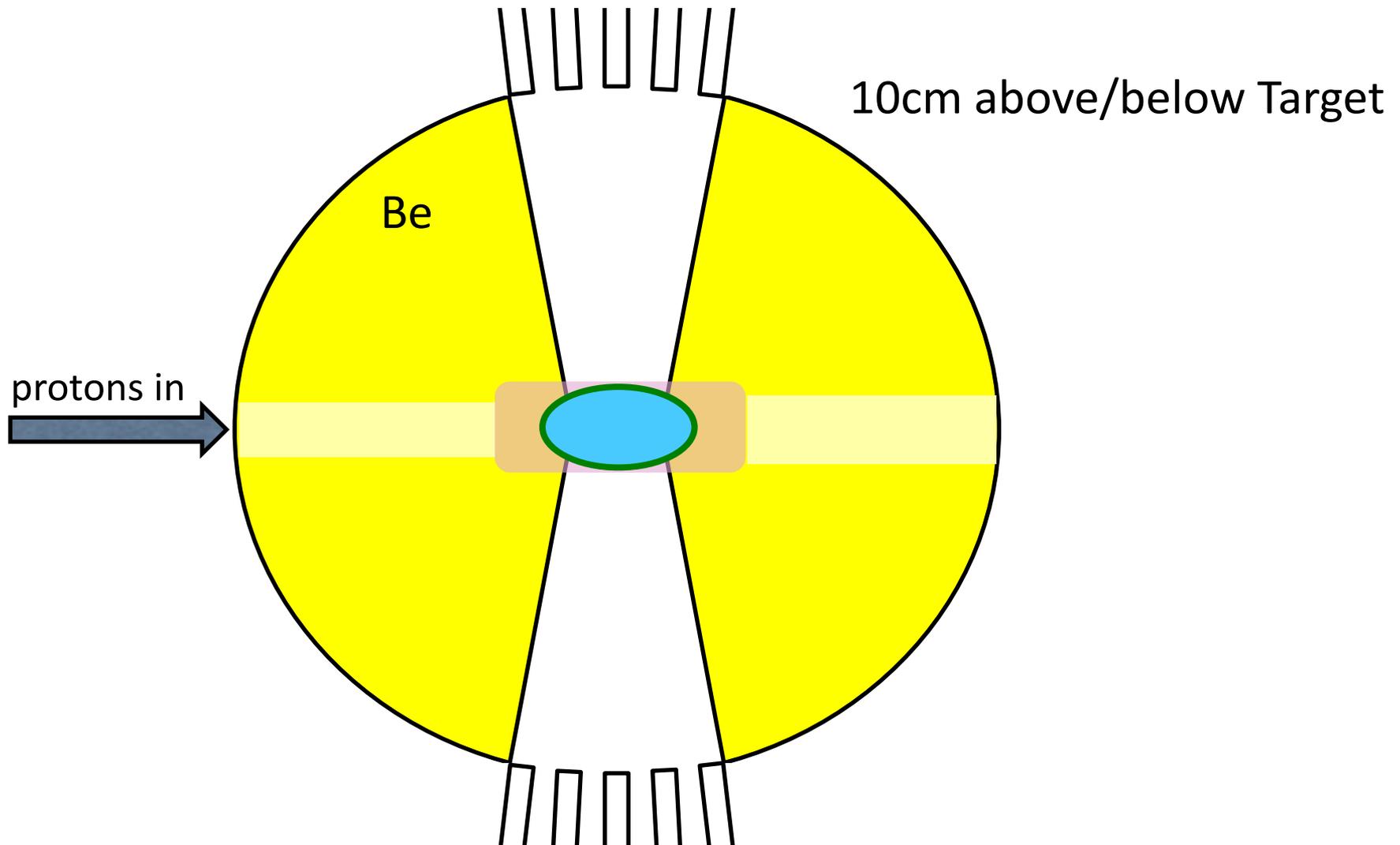
- **Neutron surface current:** The neutron surface current is the number of neutrons that cross a given surface per unit time and per unit area. Typical unit [neutrons/(cm<sup>2</sup>\*s)].
- **Neutron surface flux:** The neutron surface flux is the number of neutrons that cross a given surface per unit time and per unit area normalized by the cosine of the angle between the trajectory of the neutron and the direction perpendicular to the surface. Typical unit [neutrons/(cm<sup>2</sup>\*s)]
- **Neutron volume flux:** Neutron volume flux, also referred to as track length flux is the defined as the number of neutrons in a volume times the average distance traveled by these neutrons in this volume per unit volume and per unit time. Typical unit [neutrons/(cm<sup>2</sup>\*s)] or [neutrons\*cm/(cm<sup>3</sup>\*s)]

- **Neutron brightness:** The neutron brightness is the number of neutrons that cross a given surface per unit time, per unit area and unit angle. Typical unit [neutrons/(cm<sup>2</sup>\*s\*sr)].
- **Moderator time distribution:** The moderator time distribution is the neutron flux emitted from the moderator surface as a function of time. Typical unit [neutrons/(cm<sup>2</sup>\*s)]
- **Buckling term:** It the mathematical description of the storage time of the neutrons in a component based on the geometry of the component.

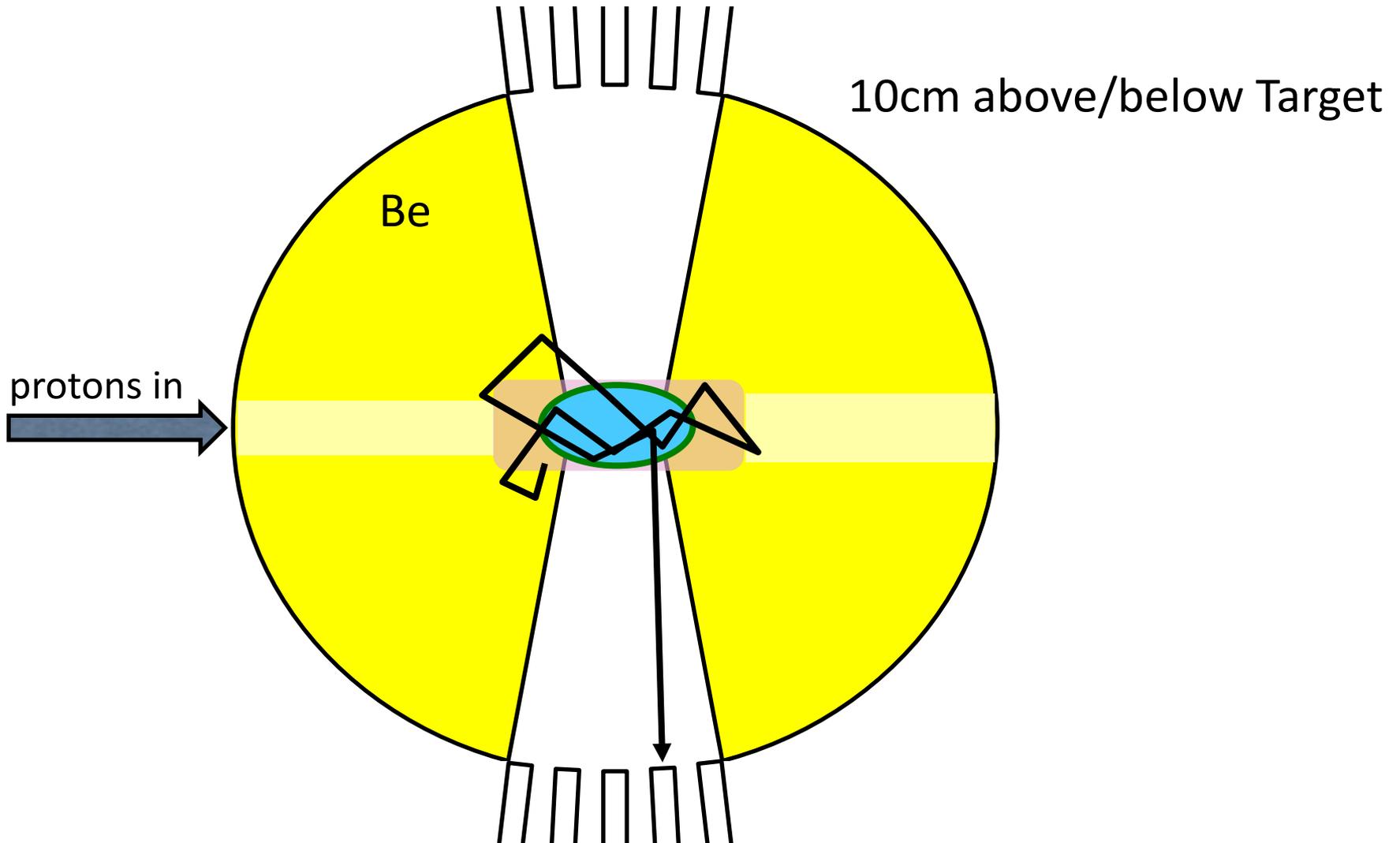
# Target-Reflector-Moderator Neutronics



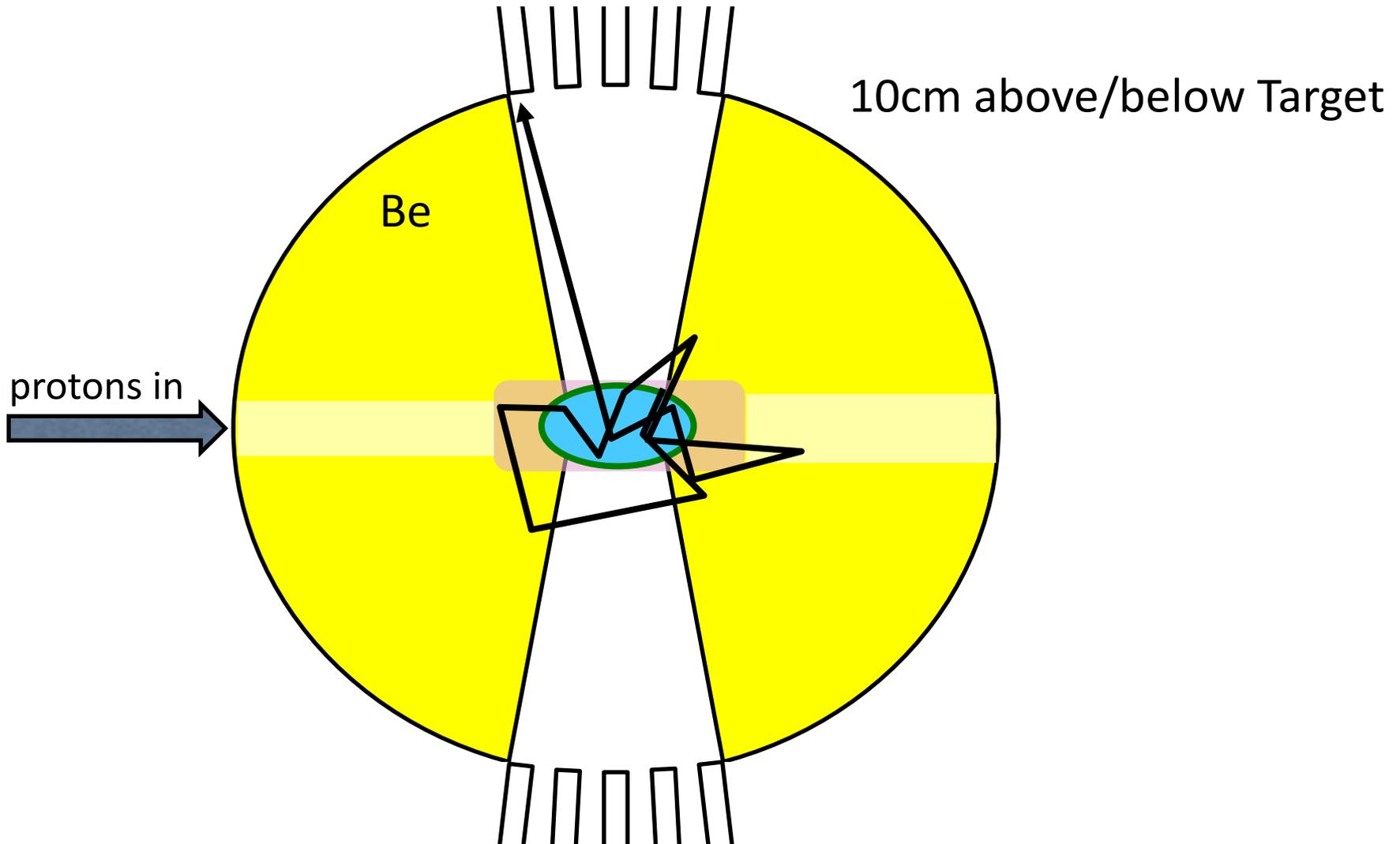
# Target-Reflector-Moderator Neutronics



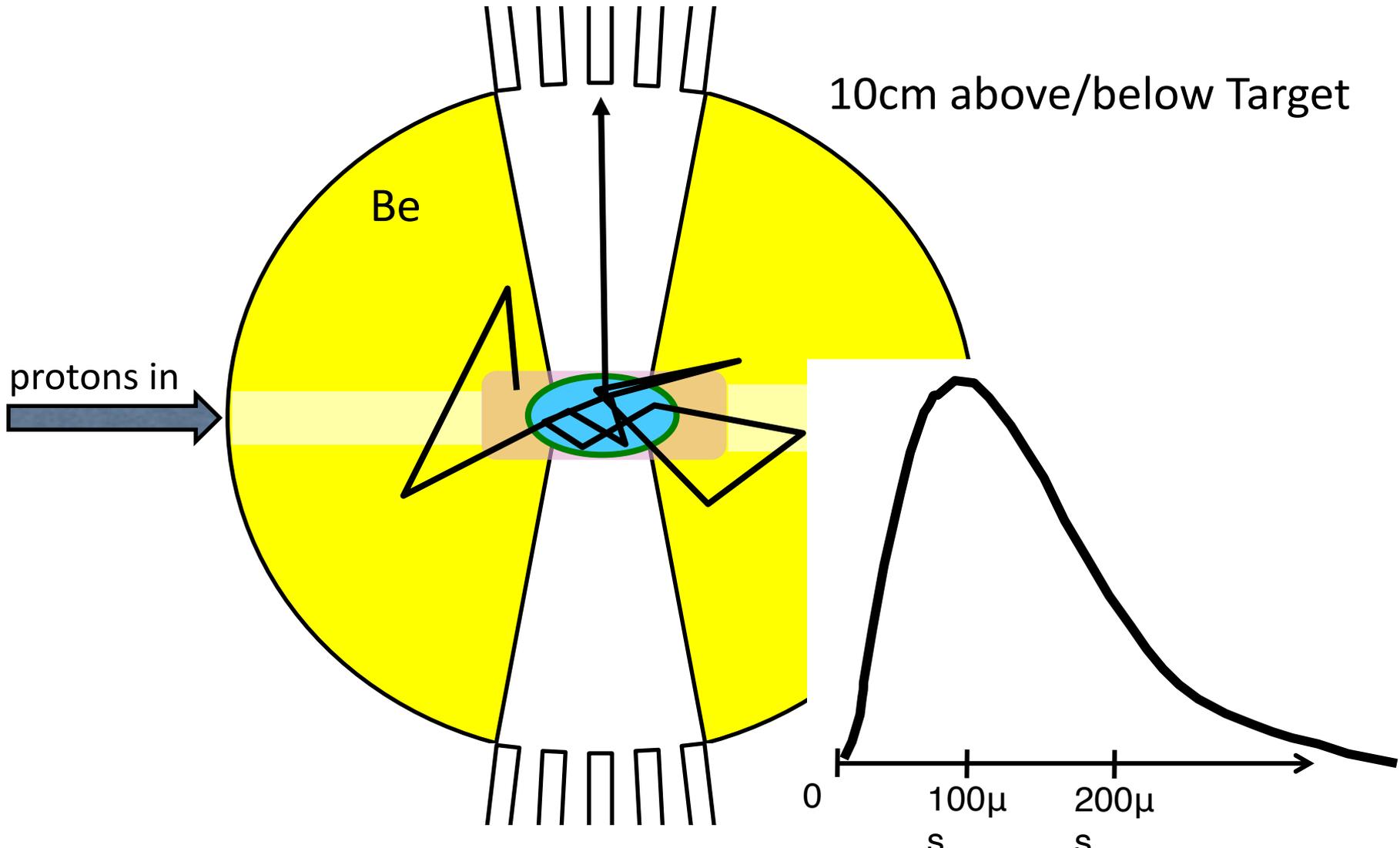
# Target-Reflector-Moderator Neutronics



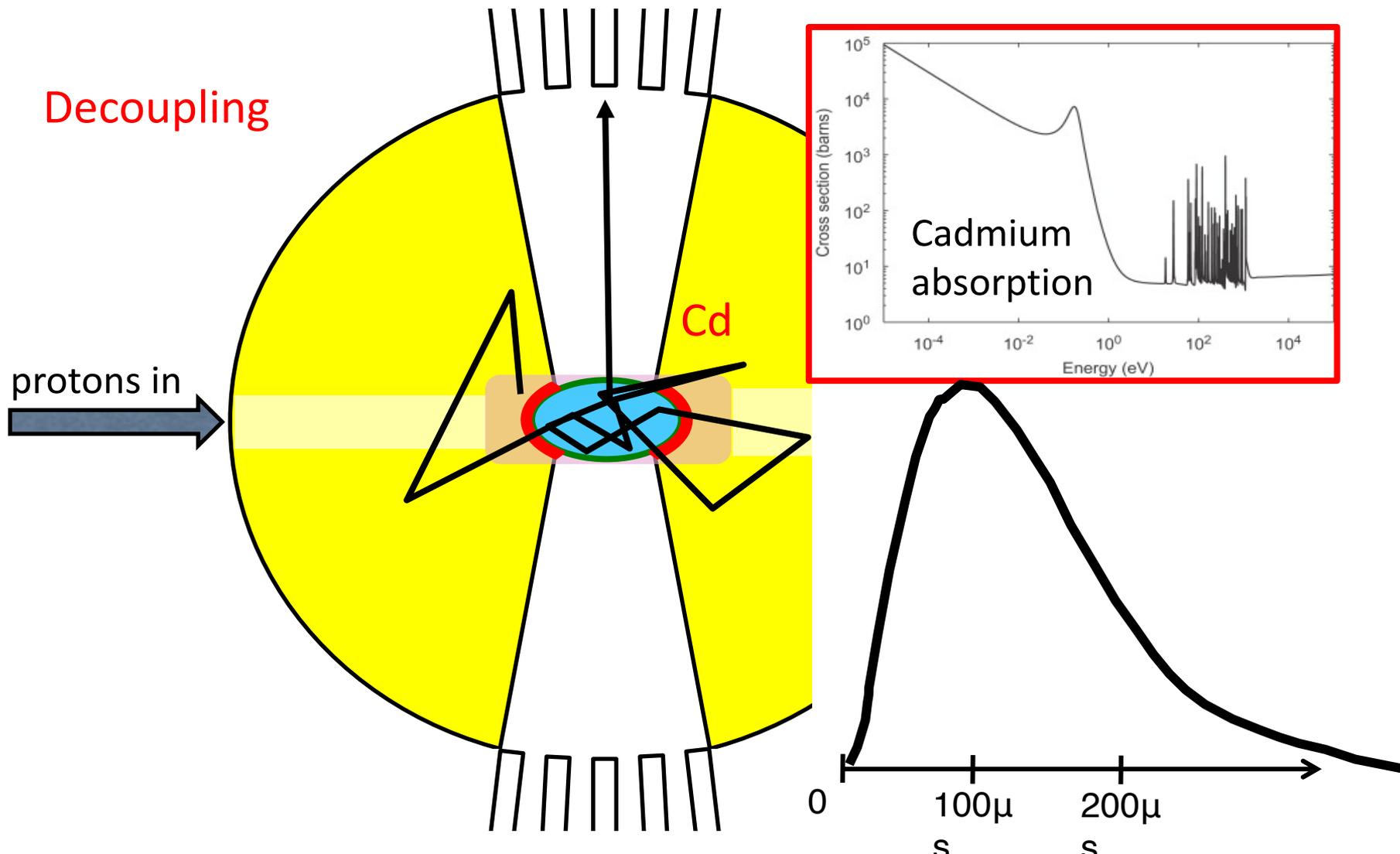
# Target-Reflector-Moderator Neutronics



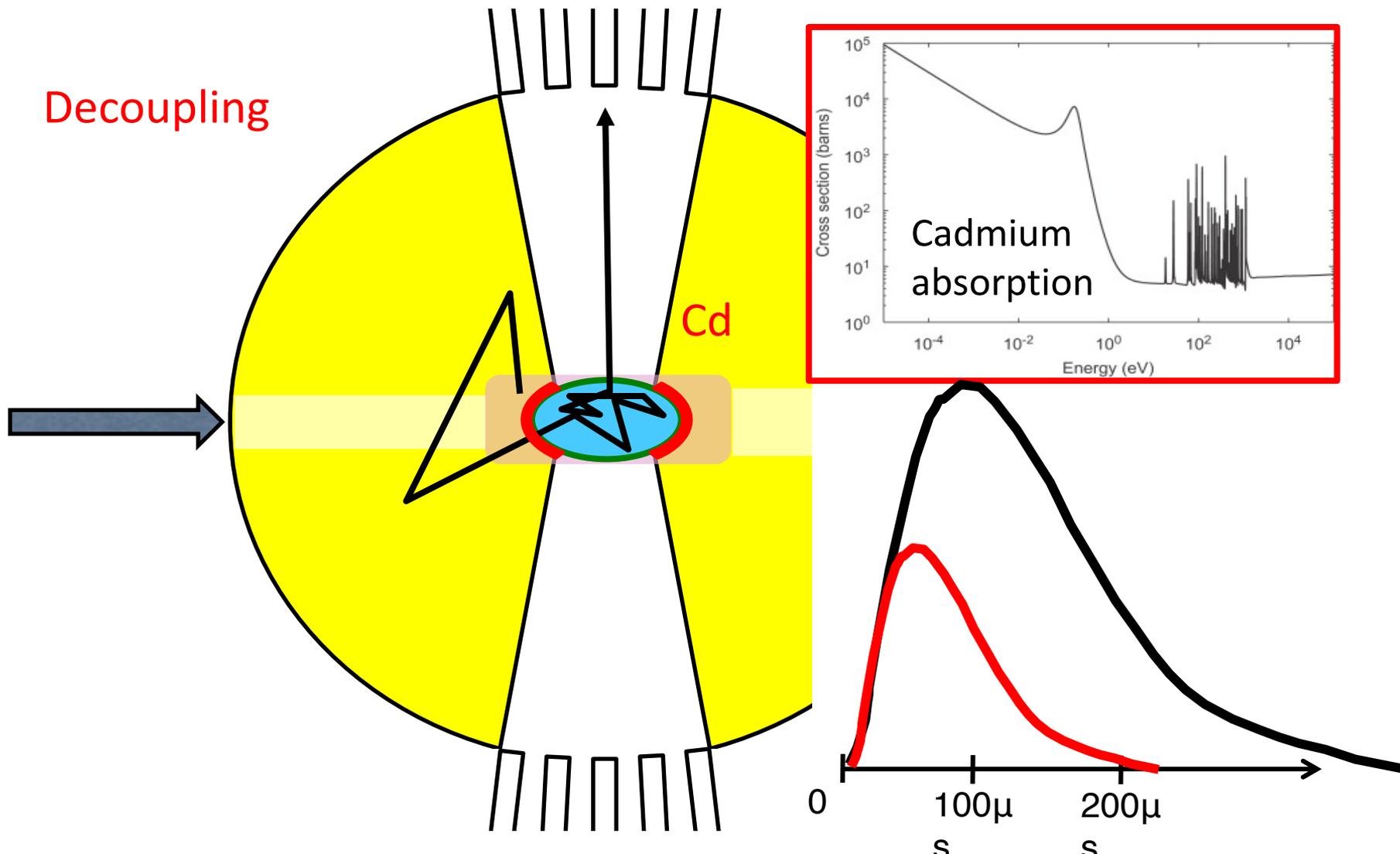
# Coupled moderator



# Decoupled moderator

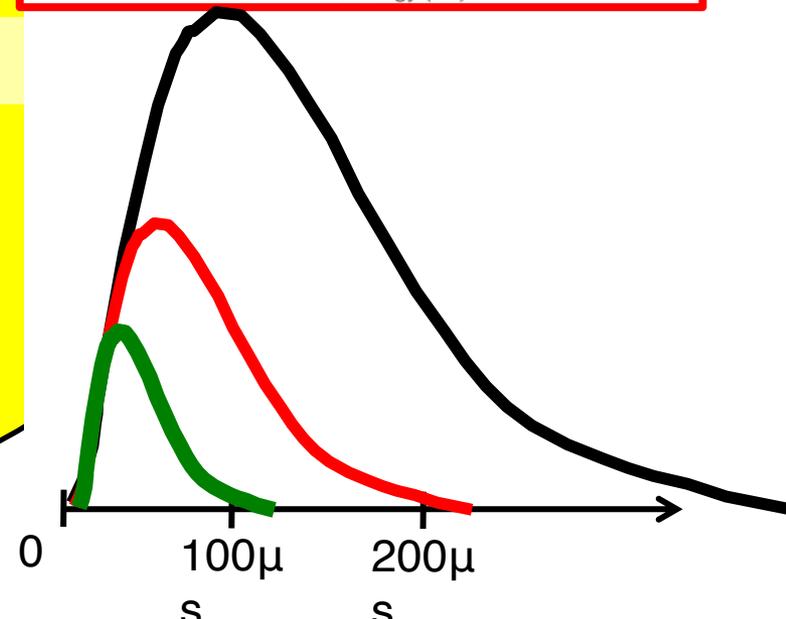
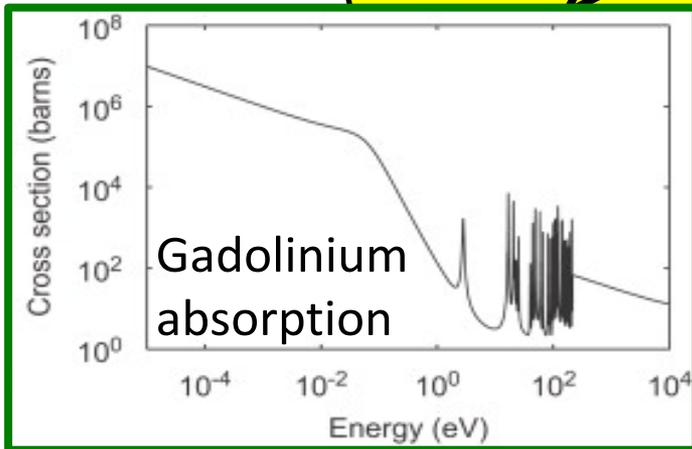
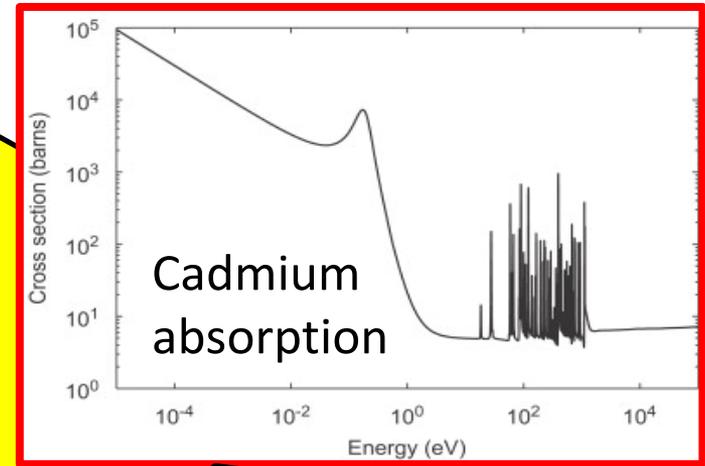
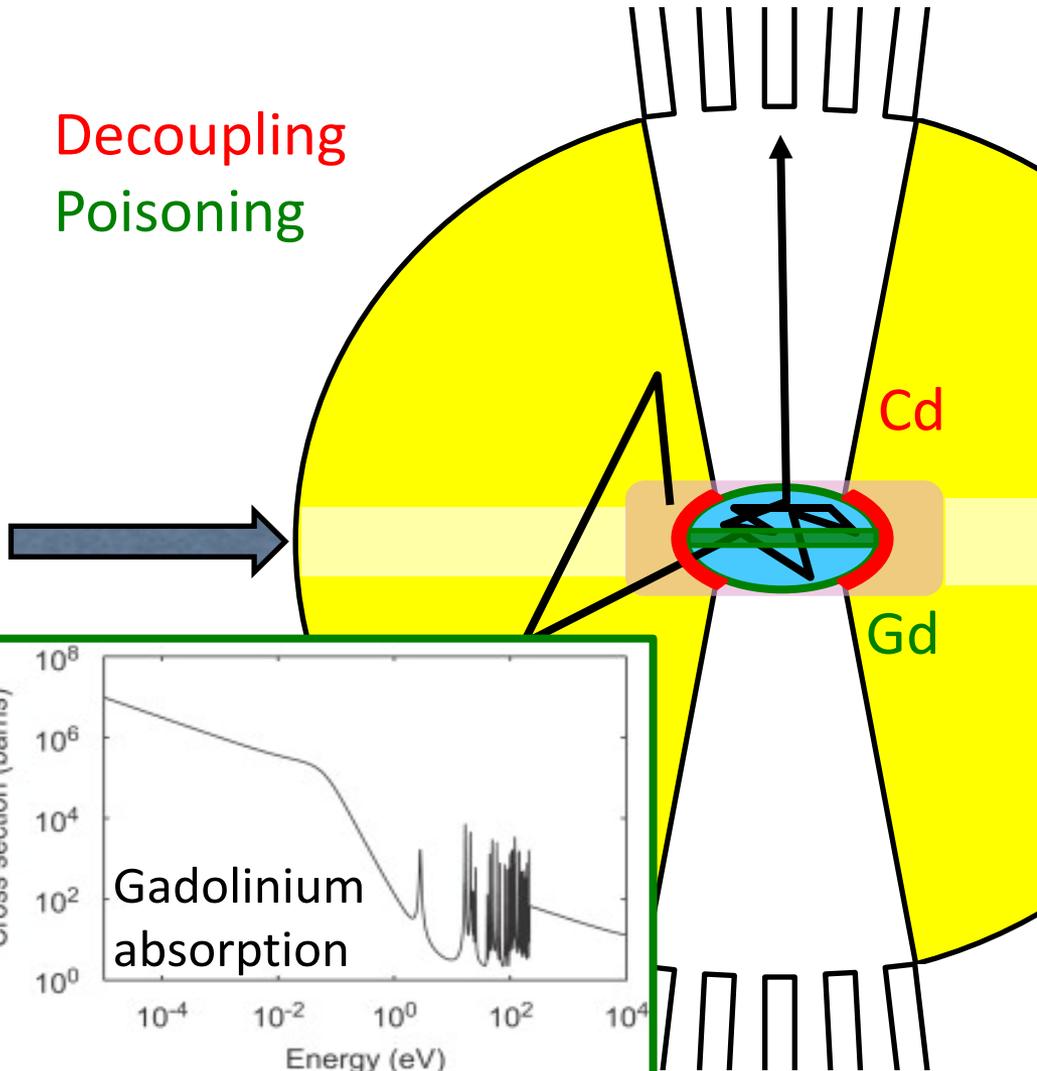


# Decoupled moderator

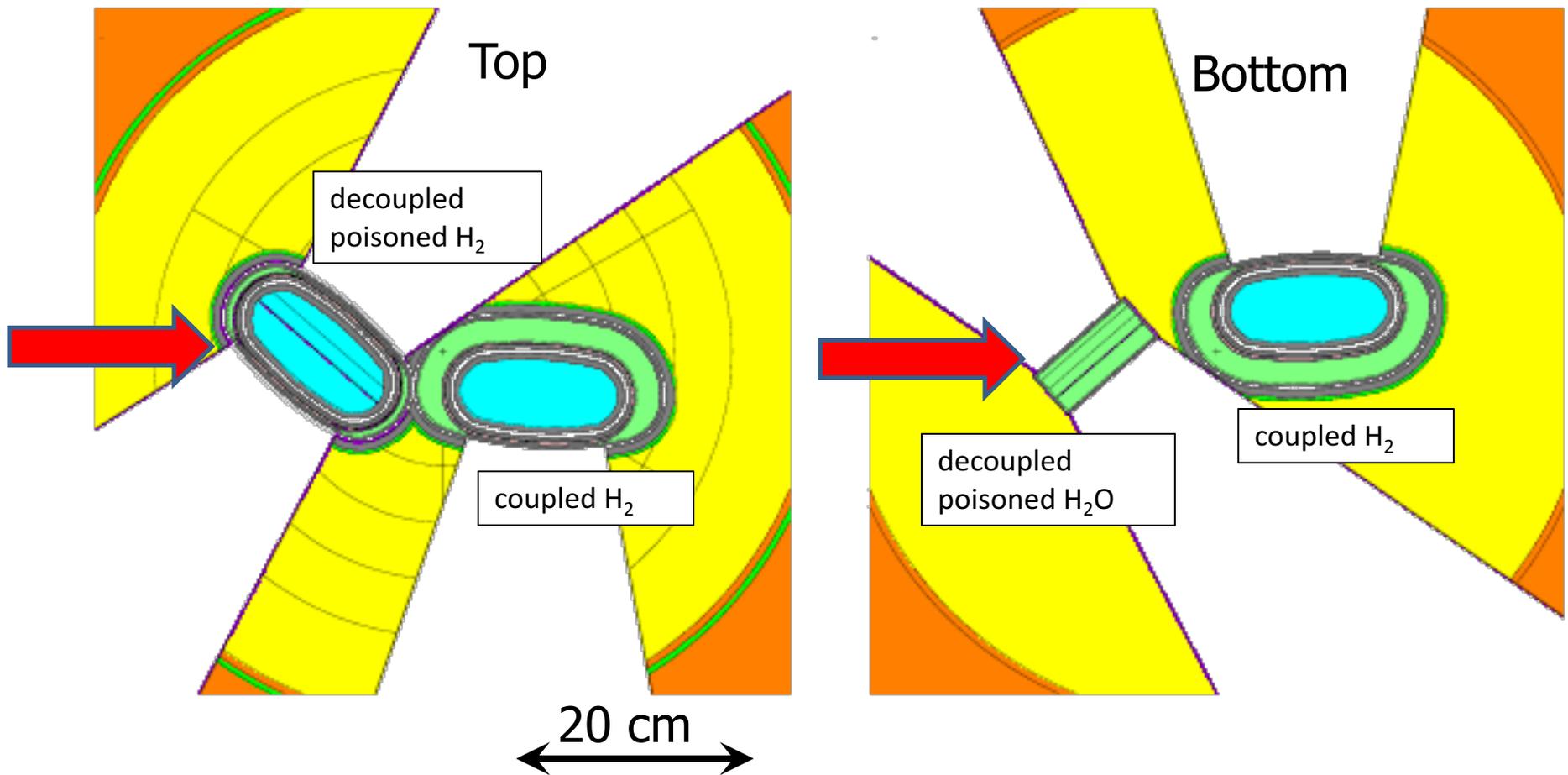


# Poisoned moderator/Pre-moderator

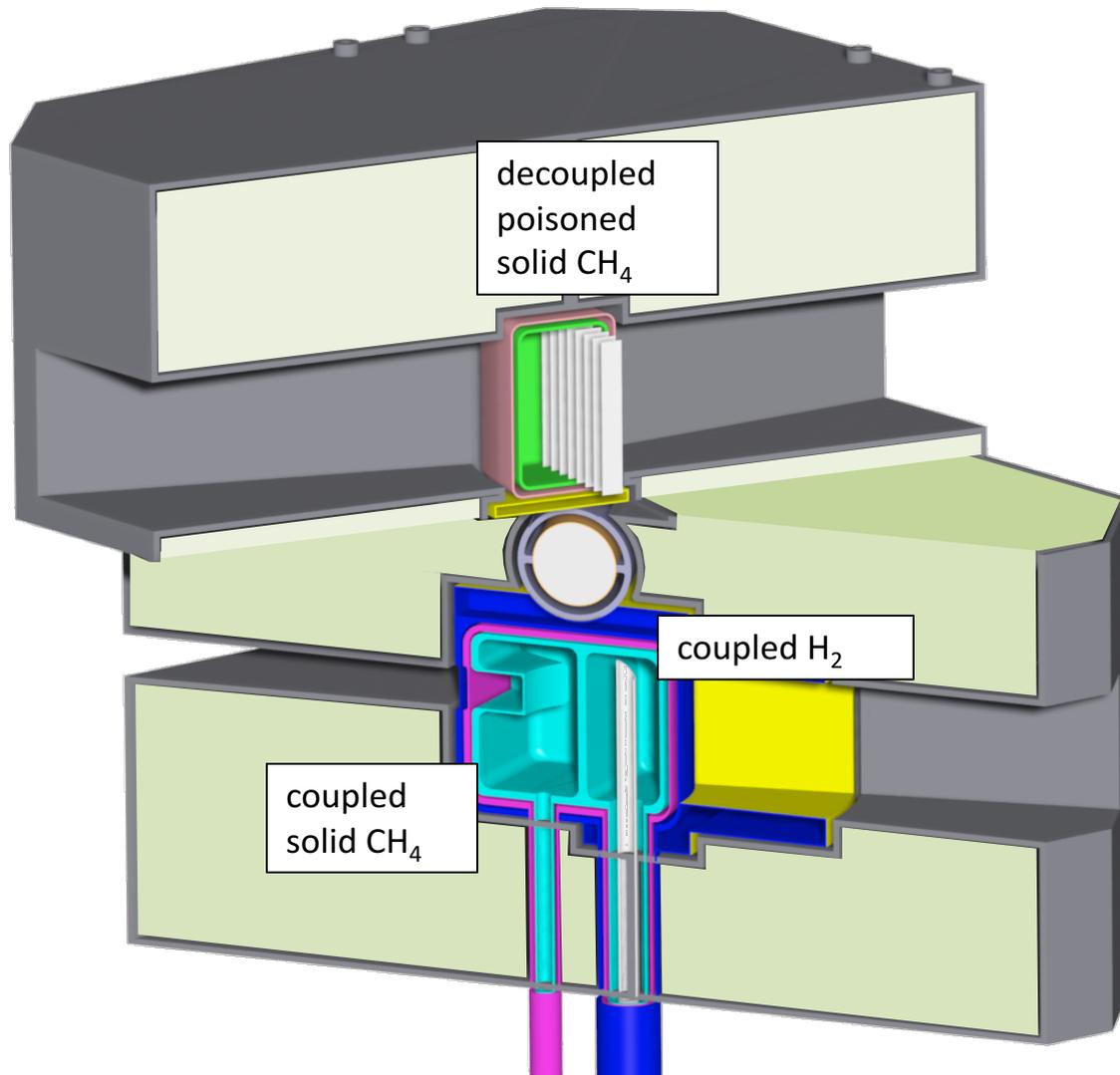
Decoupling  
Poisoning



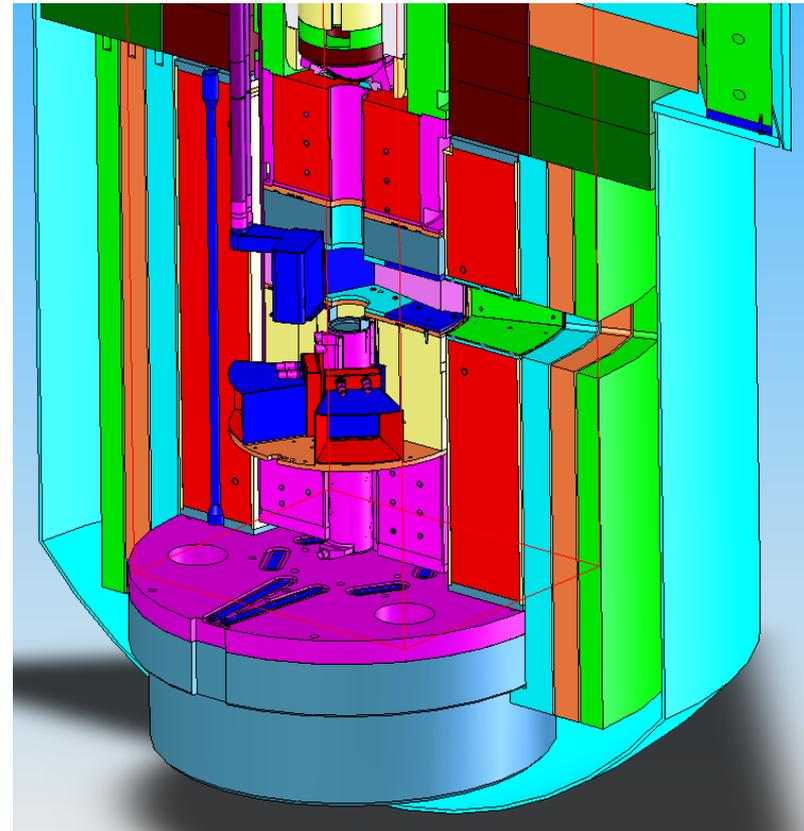
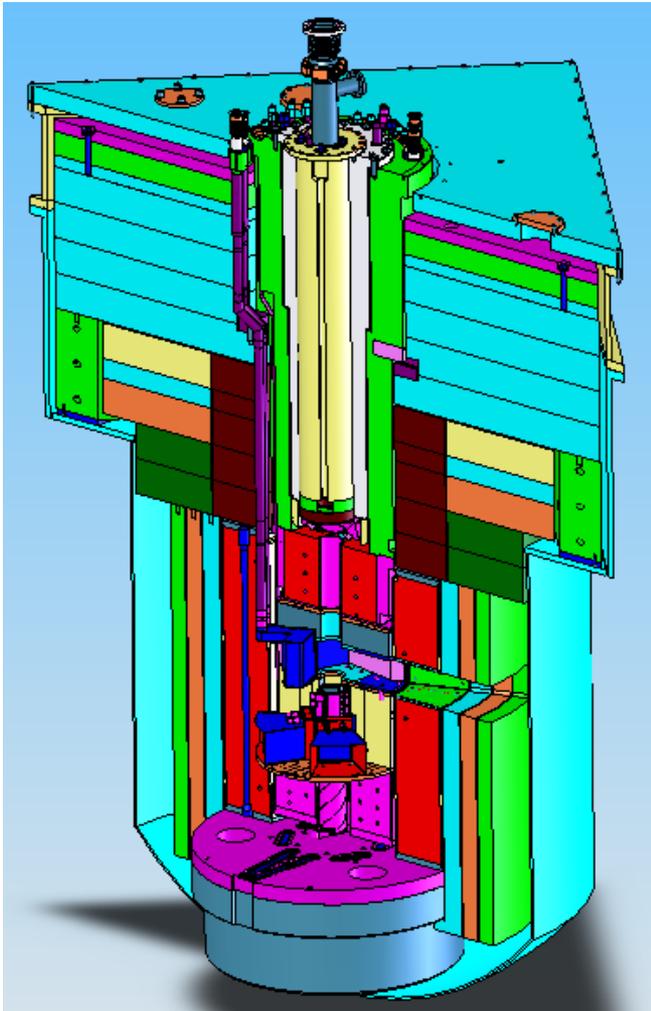
# SNS moderators



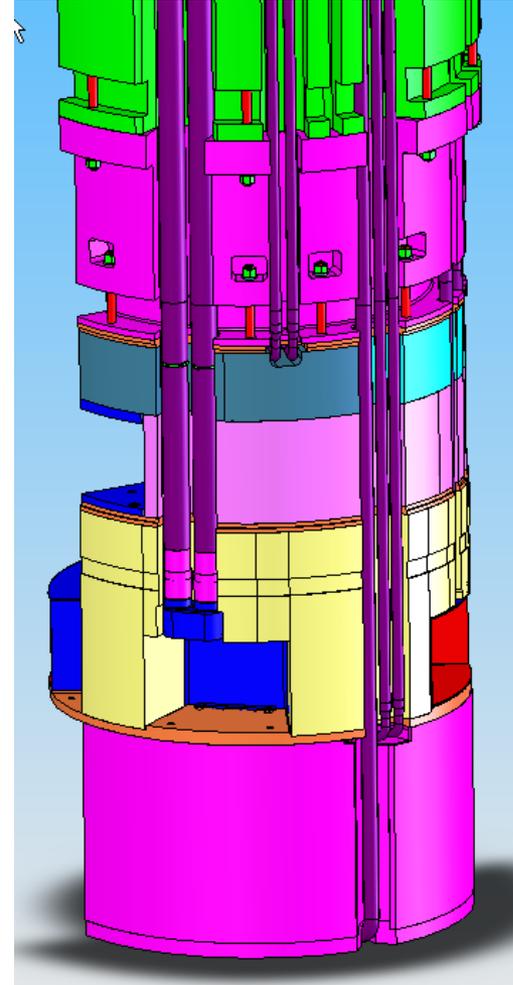
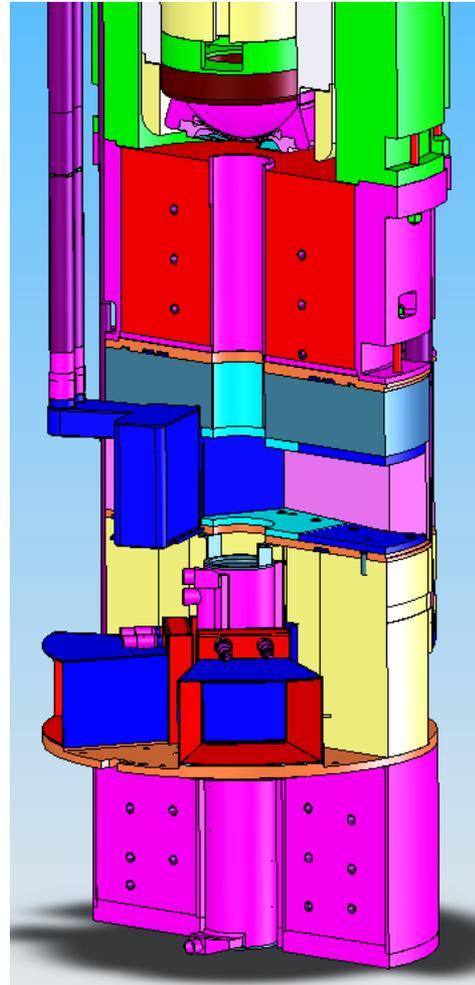
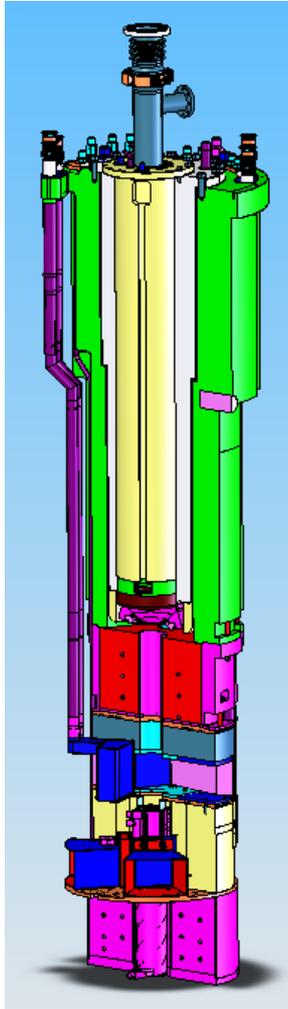
# Wing/Grooved moderator/re-entry hole (ISIS TS2)



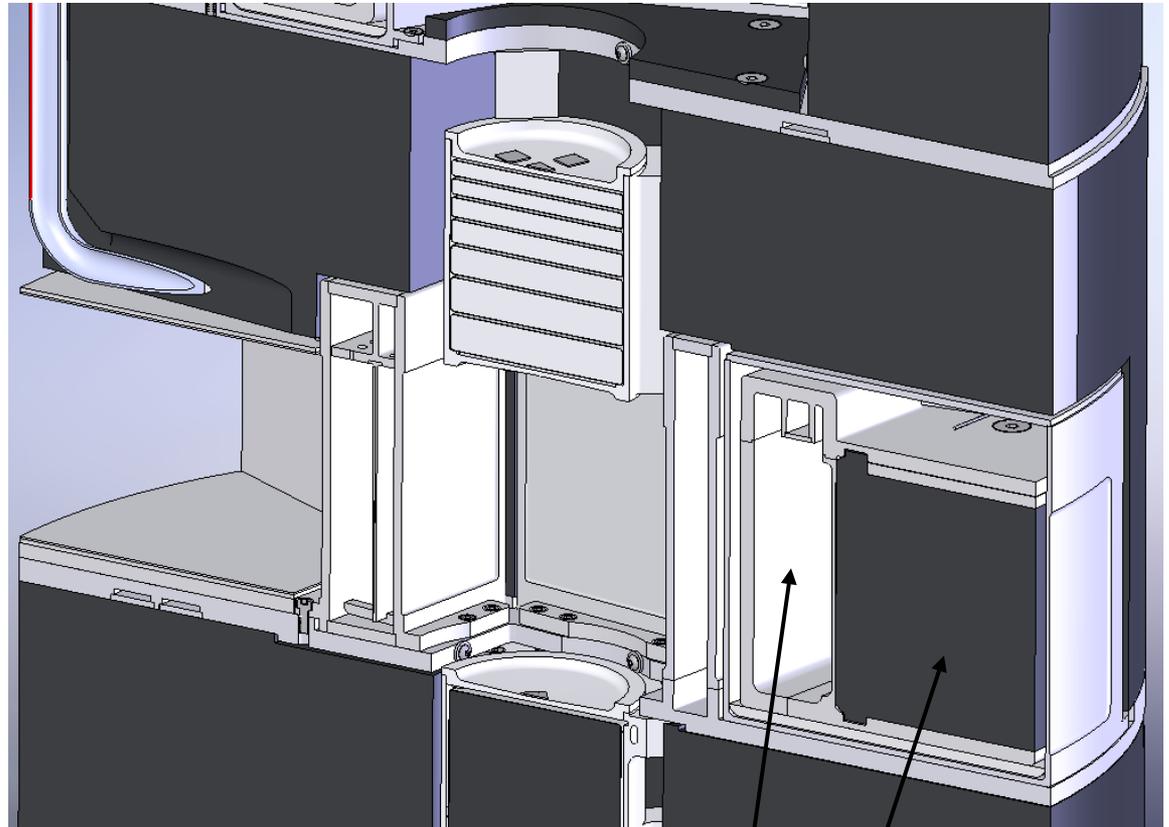
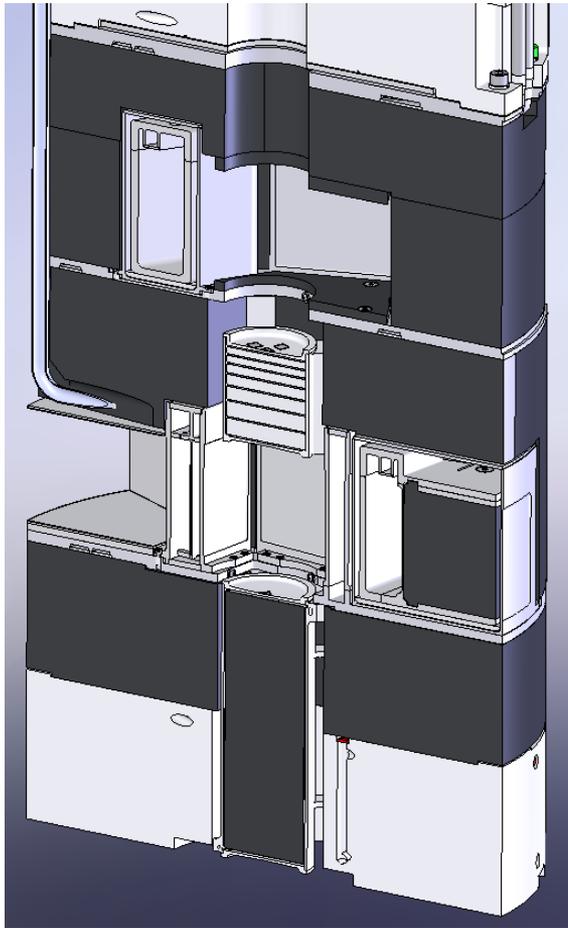
# Backscattering moderator, flux-trap moderator and reflector filter (LANSCE 1L target)



# Backscattering moderator, flux-trap moderator and reflector filter (LANSCE 1L target)



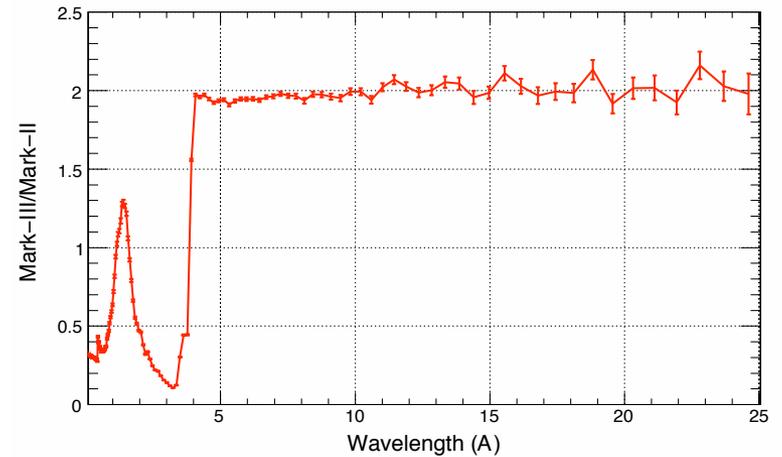
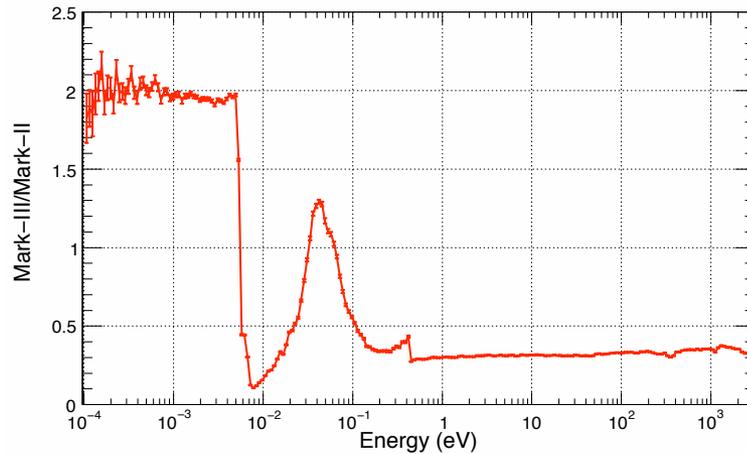
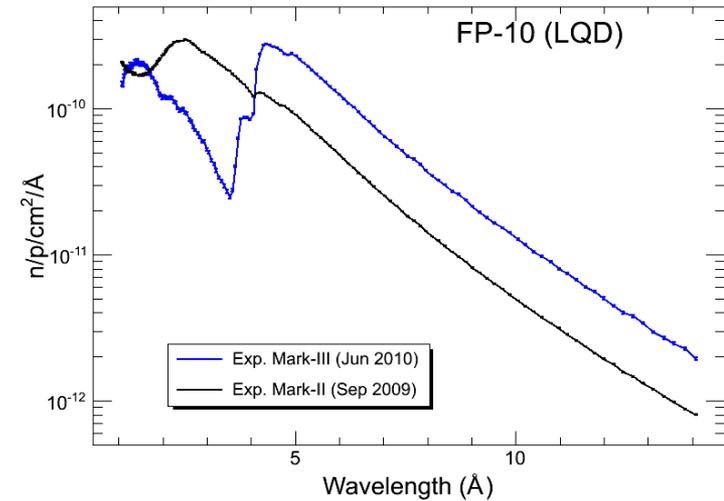
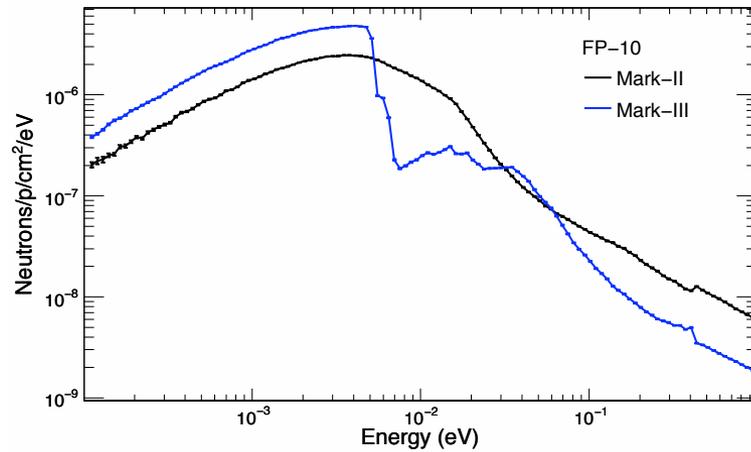
# Backscattering moderator, flux-trap moderator and reflector filter (LANSCE 1L target)



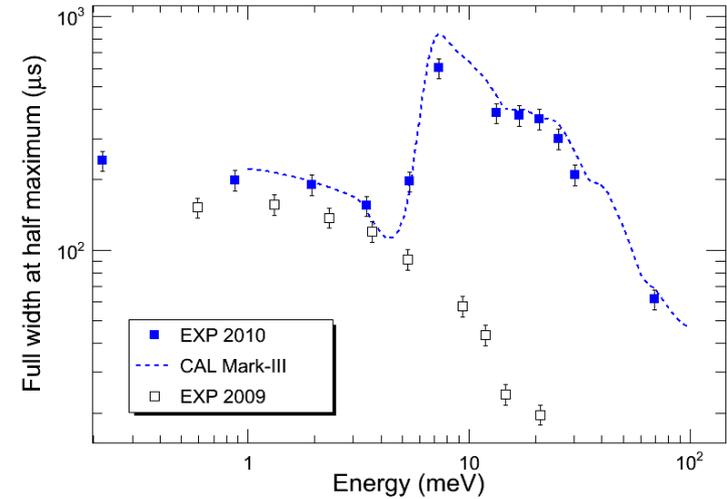
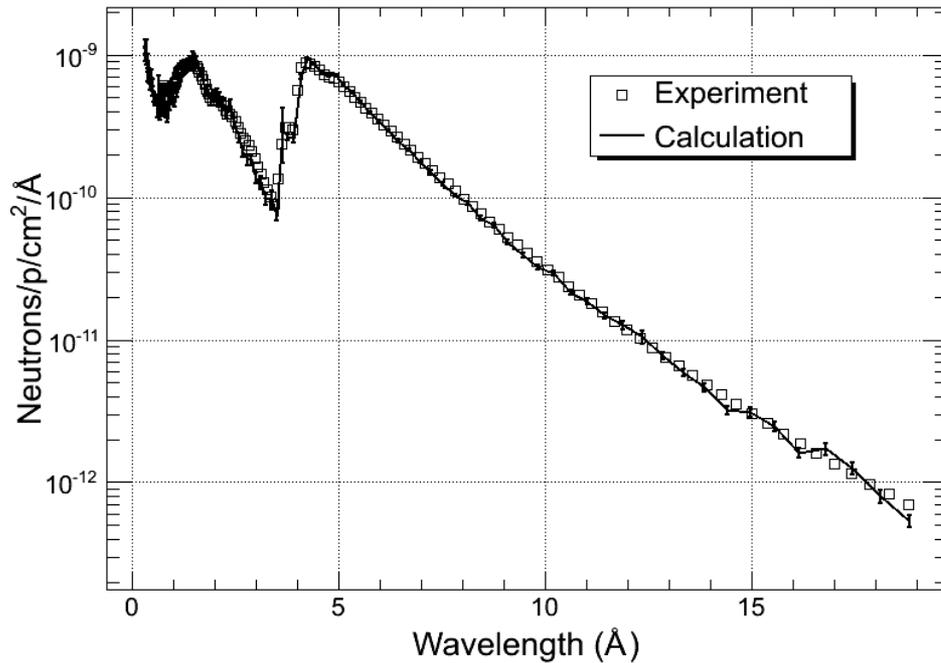
Lower Liquid Hydrogen Moderator

Cold Beryllium Reflector/Filter

# Cold Reflector Filter effect



Excellent understanding of performance

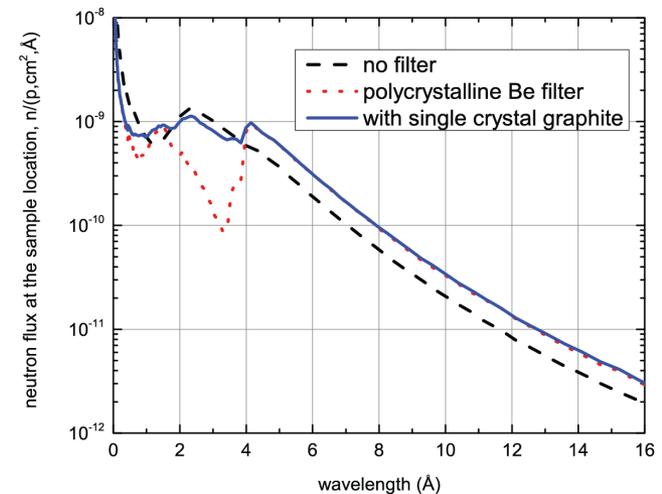
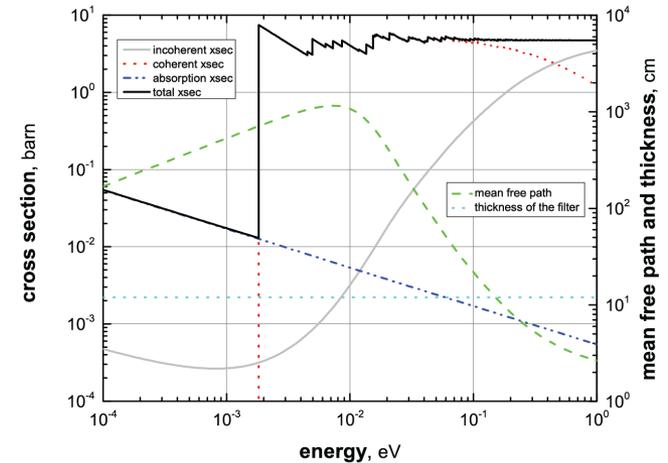


Measure of  
resolution

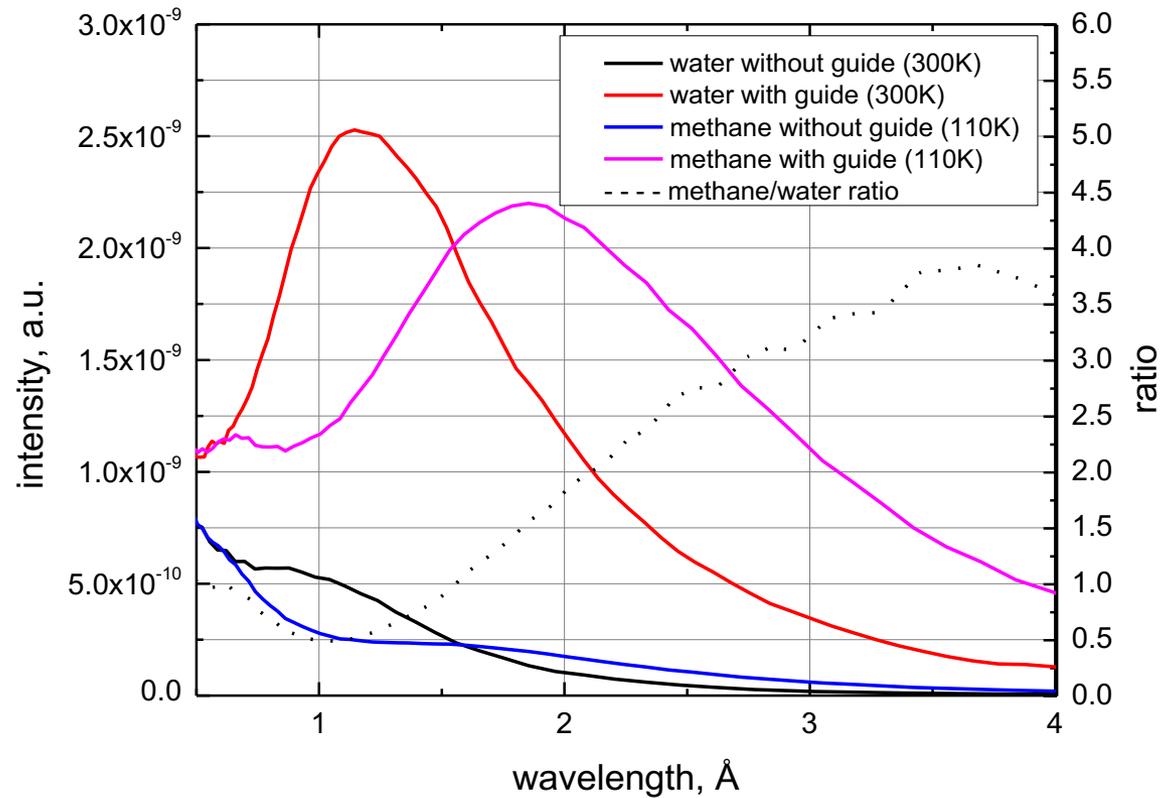
Neutron flux at sample location for  
SPEAR instrument

# Single crystal reflector filter

- Single crystal oriented in off Bragg condition in the transmission direction
- Only inelastic and absorption important
- Simulations done suppressing the coherent cross section in the scattering kernel

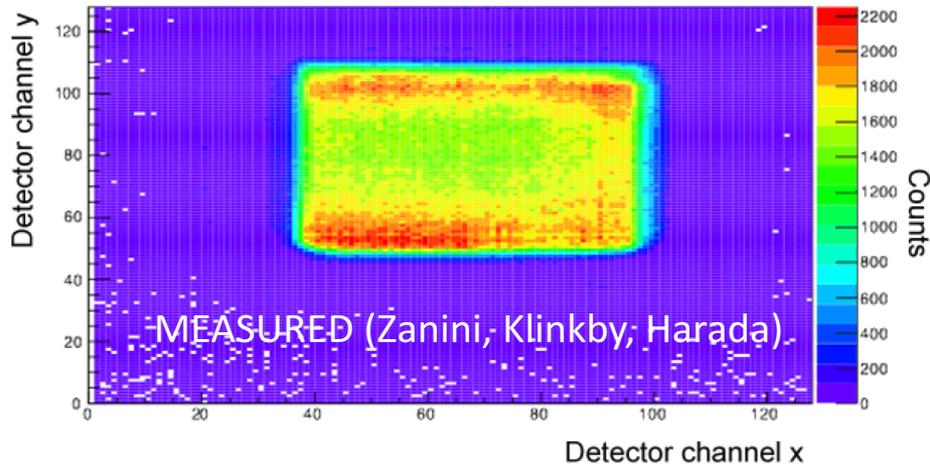


# Thermal – cold neutrons (temperature effect)

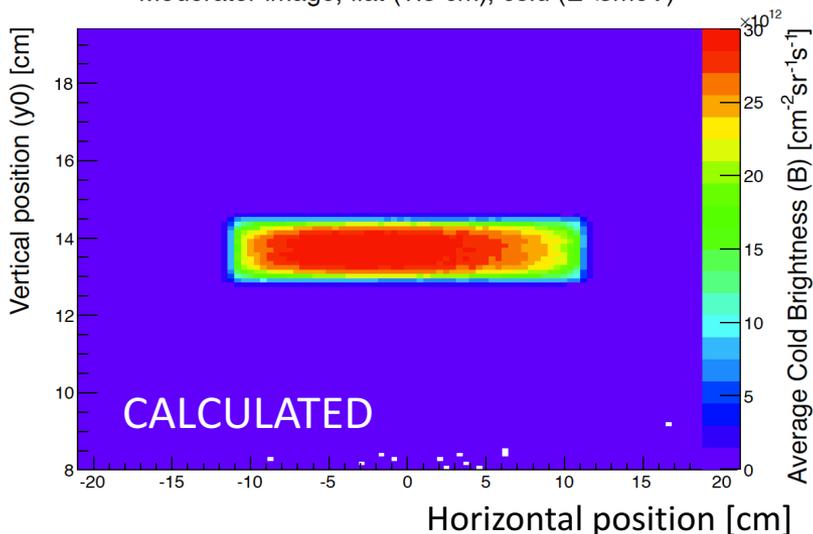


# Principle of the low dimensional moderator

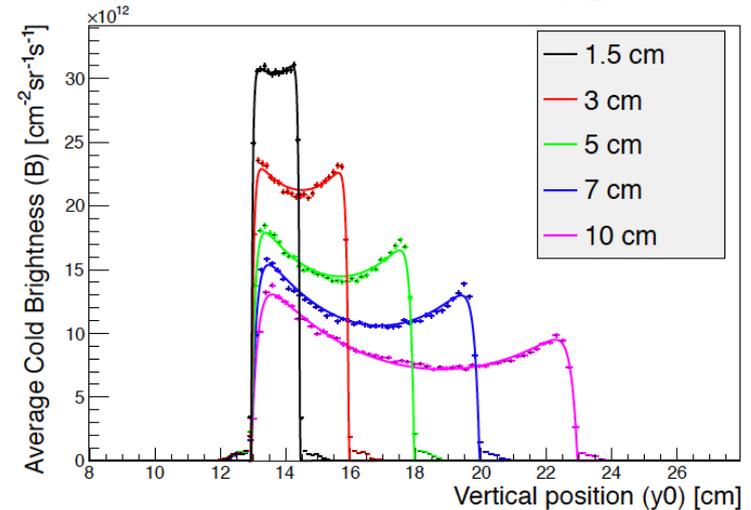
Brightness map of BL04 moderator at J-PARC



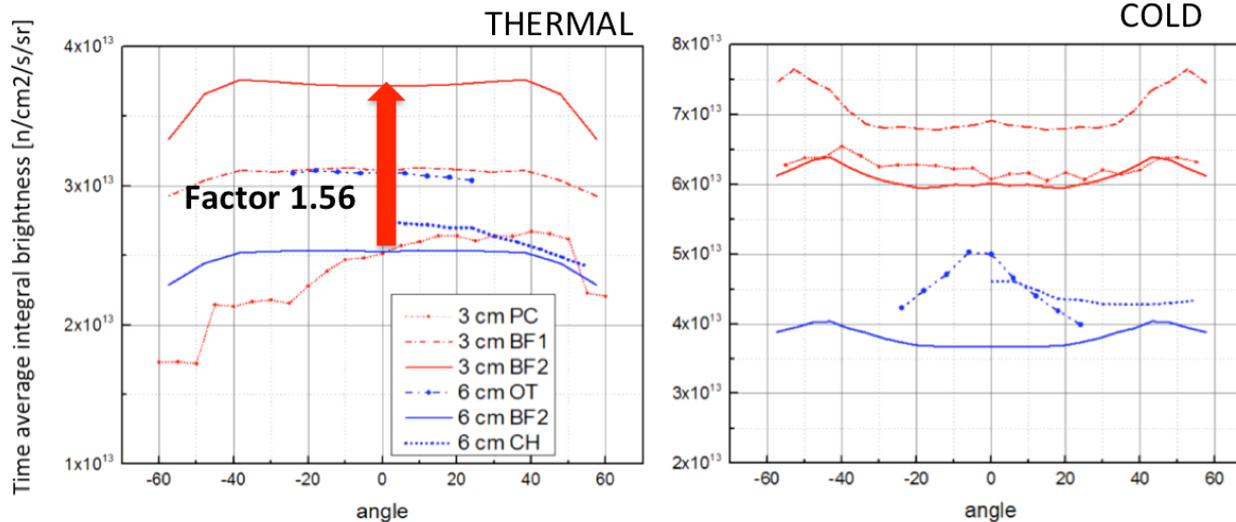
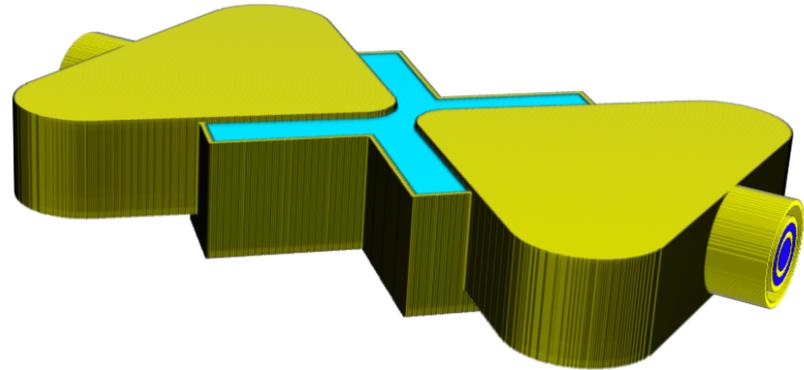
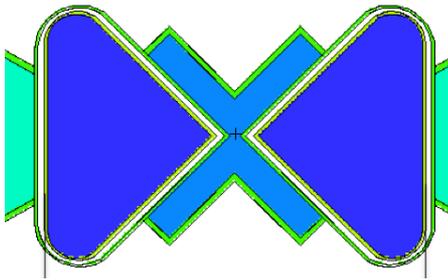
Moderator image, flat (1.5 cm), cold ( $E < 5\text{meV}$ )



Integrated number of neutrons from  
3 cm moderator is 70% of a 10 cm



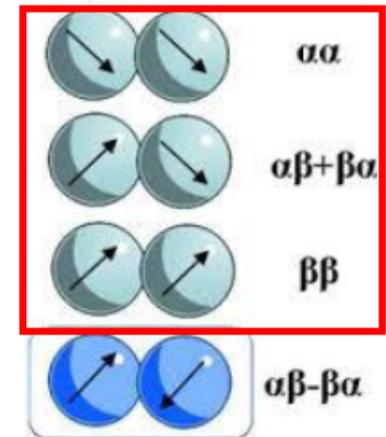
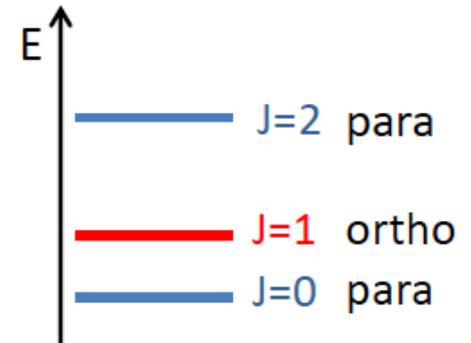
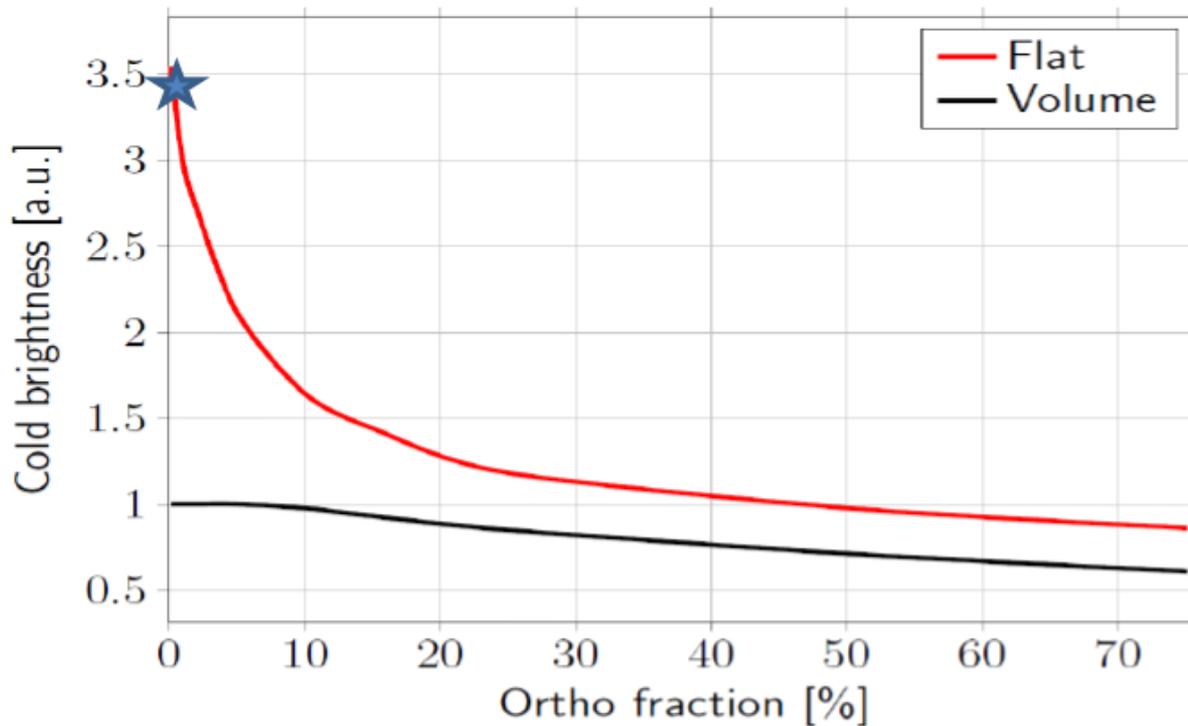
- ❑ thermal neutrons arriving from the surroundings are transformed into cold ones within about 1 cm of the walls of the moderator vessel
- ❑ along the direction of these walls this intense layer of cold neutrons can be seen from the outside into depths comparable to 10 cm.



# The ortho – para hydrogen question

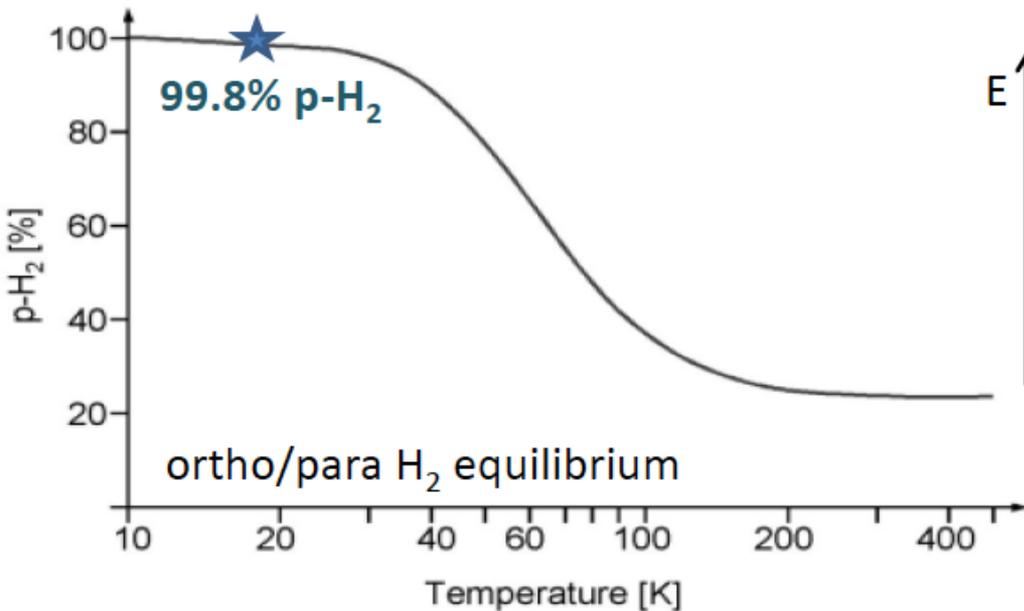
- Calculated brightness as function of o-H<sub>2</sub> fraction in flat and volume moderator.

(source: ESS Neutronics Group)

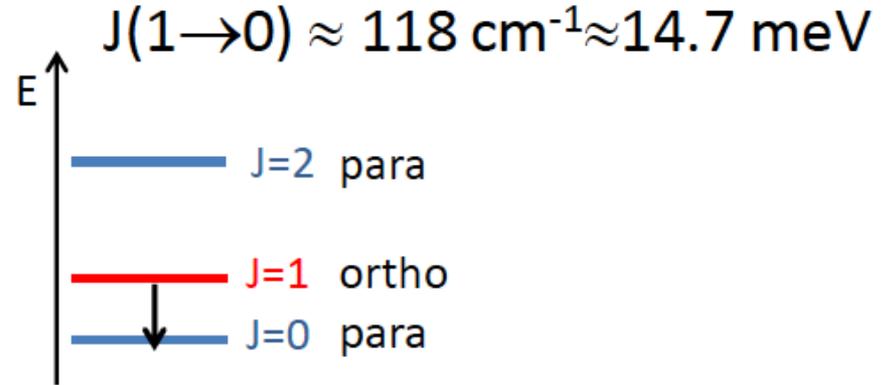


ESS/STS liquid hydrogen moderators are low-dimensional: require a p-H<sub>2</sub> fraction of >99 %

# The ortho – para hydrogen question



(source: <http://hydropole.ch/en/hydrogen/about2/>)



- ESS and SNS TS2 moderator operating at 20 K.

$$\frac{dc}{dt} = -kc^2 \quad c = \frac{1}{\frac{1}{c_0} + kt} \quad k(\text{l-oH}_2) = 3.17 \cdot 10^{-6} \text{ 1/s}$$

**KINETICS!** - Long NATURAL conversion times

➔ **Catalysis**

# Mechanism of catalytic conversion of o- to p-H<sub>2</sub>

## Which catalyst? How much?

### Conversion steps:

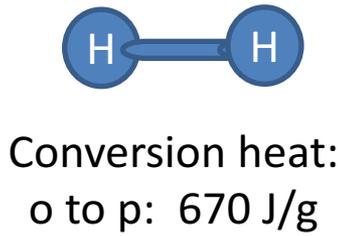
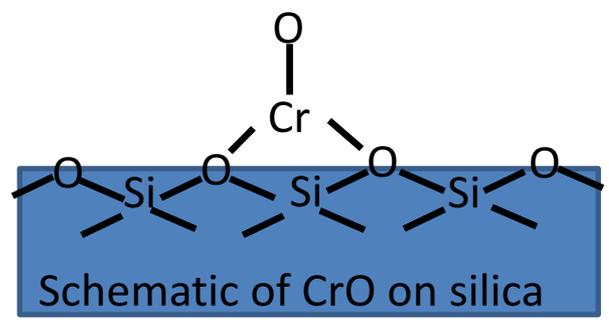
Fast: large area  
H<sub>2</sub> diffuses fast  
few centers  
Fast - weak bond

-adsorption on surface  
-diffusion along surface  
-spin flip at magnetic centers (Fe(III), Cr(II))  
-desorption

strong bond, small surface  
not necessary  
more centers  
Slow-stronger bond

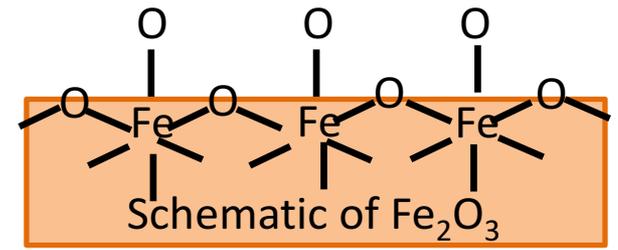
### OXISORB<sup>®</sup>: Cr<sup>II</sup>O (2%) on SiO<sub>2</sub>

- high surface area (~600 m<sup>2</sup>/g)
- efficient hydrogen adsorption
- weaker bond to hydrogen
- “magnetically dilute”



### IONEX<sup>®</sup>: Fe<sub>2</sub>O<sub>3</sub>·2% H<sub>2</sub>O

- low surface area (200 m<sup>2</sup>/g)
- less efficient hydrogen adsorption
- strong bond to hydrogen
- “magnetically dense”



# Shielding

- Why do we need shielding?
- Requirements
- Physics

# Why do we need to shield against radiation?

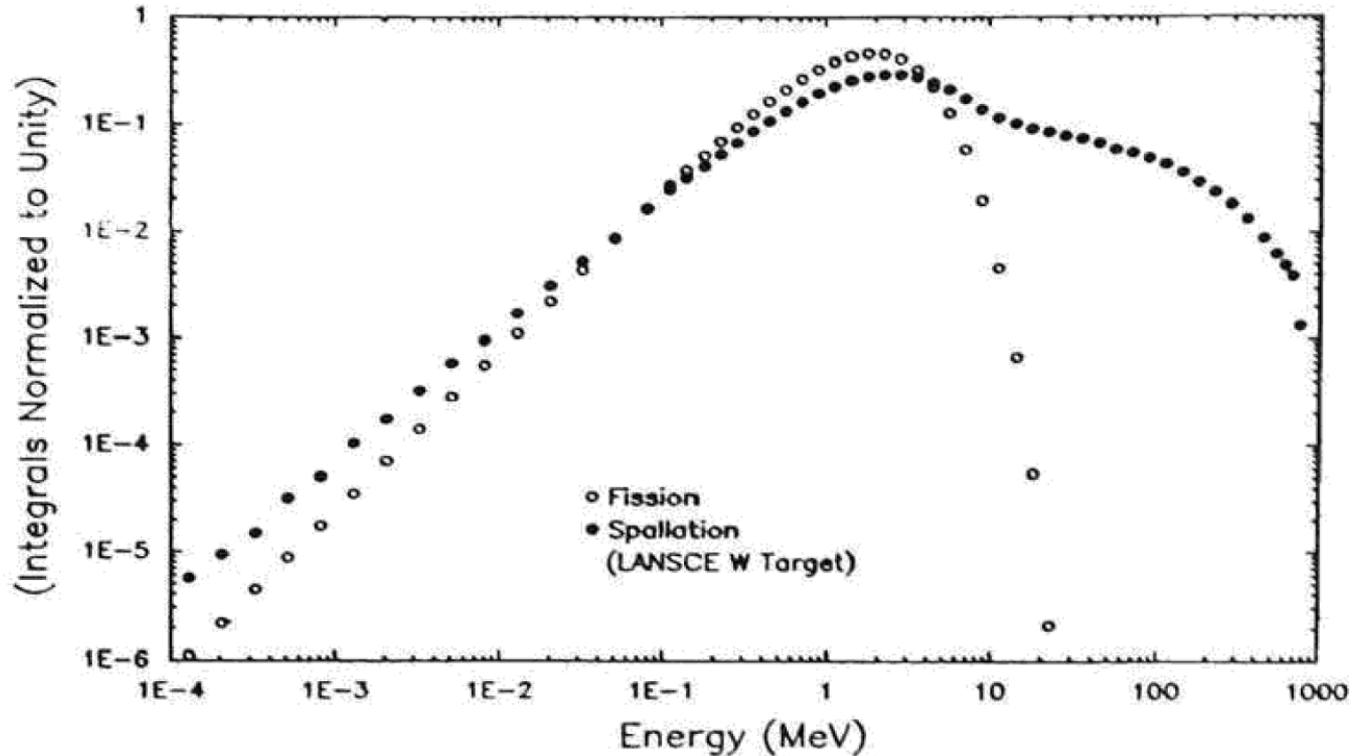
- Damage to the human body (Sievert or Rem)
- Damage to the equipment (Gy or Rad)
- Damage to experimental data (noise level of the data)

- **Protecting people**
  - Governmental and facility regulations
    - Dose to the worker
    - Dose to the public
- **Protecting equipment (Gy or Rad)**
  - Availability and reliability
- **What is the source term?**
- **What are the performance requirements for the instrument?**
- **Protecting experimental data (noise level of the data)**
  - Performance metric of the designed beamline
  - Performance metric of the neighboring beamlines

# Protecting people: The “Safety First” thingy – Rest risk



- First step: “Ensuring safe operation is an absolute necessary requirement, but by itself not a sufficient requirement for operation.
- Rest risk: 100% perfect safety does not exist (Kurt Gödel’s incompleteness theorems (1931))
- The law defines what rest risk is tolerated by the society.



**Figure 4.** Spallation neutron spectrum compared to a typical neutron spectrum from thermal neutron fission of  $^{235}\text{U}$ . The spallation spectrum is at 90 degrees from a "finite" 10-cm-diam by 30-cm-long tungsten target bombarded by 800-MeV protons.

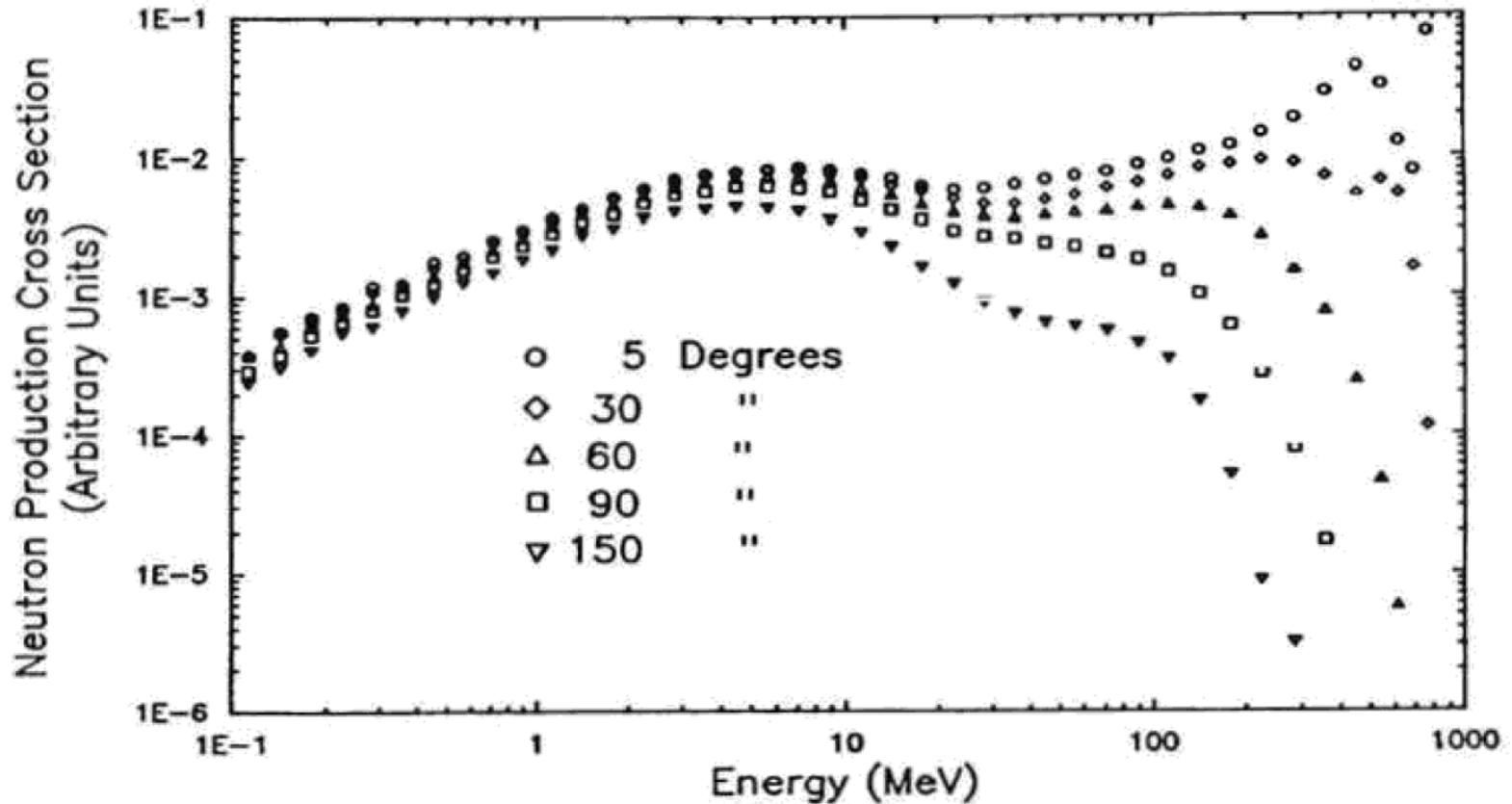
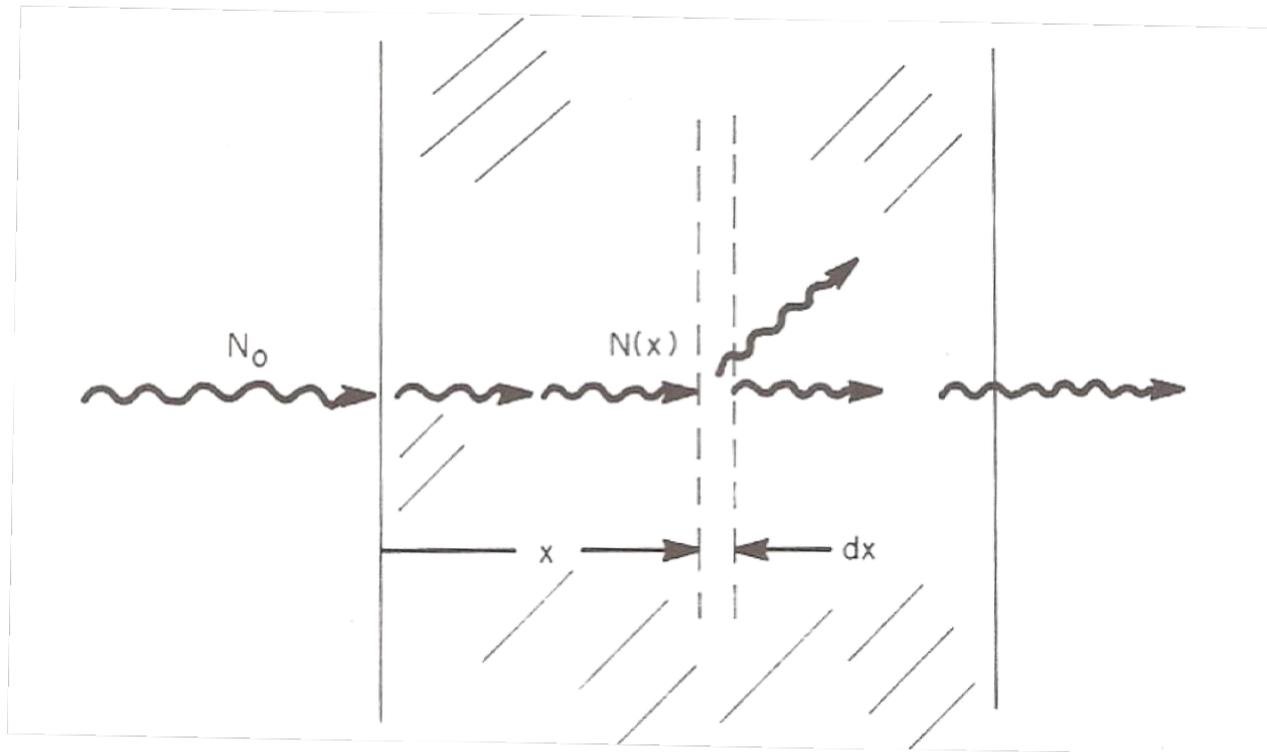


Figure 3. Neutron production from a thin iron target bombarded by 800-MeV protons.



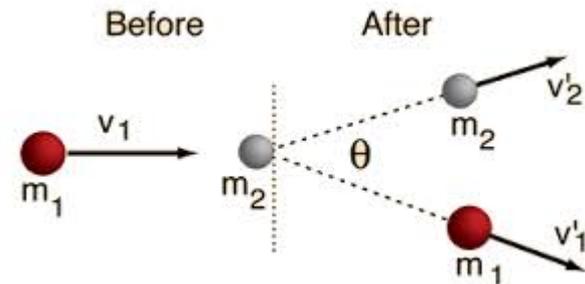
$$dN = -\mu N dx \Rightarrow N(x) = N_0 e^{-\mu x}$$

- Slowing down process:

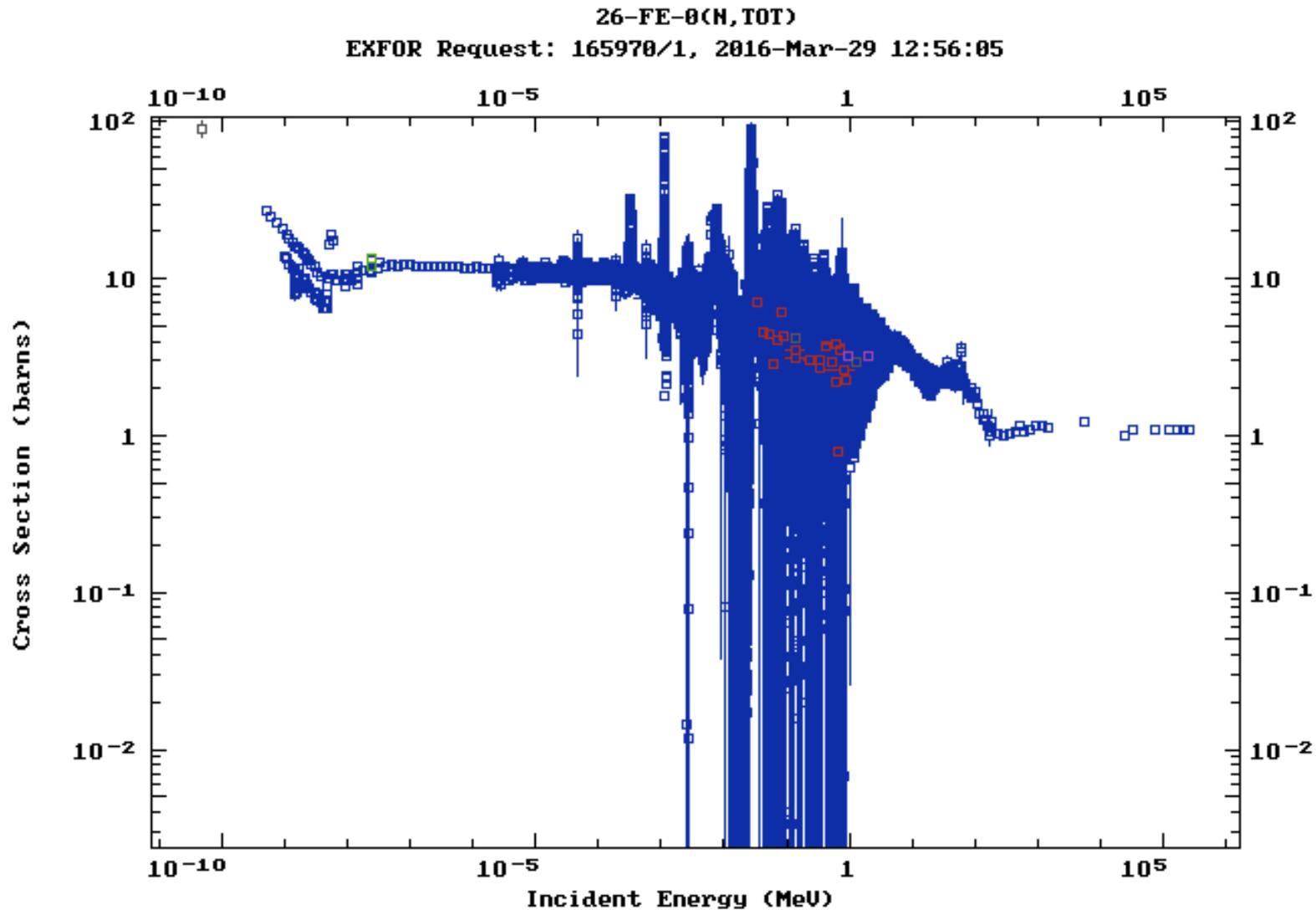
The slowing down process of neutrons in matter can be described by the two body problem from classical mechanics.

Nuclear physicist define this as an elastic process, because the neutron-nucleus system does not lose energy.

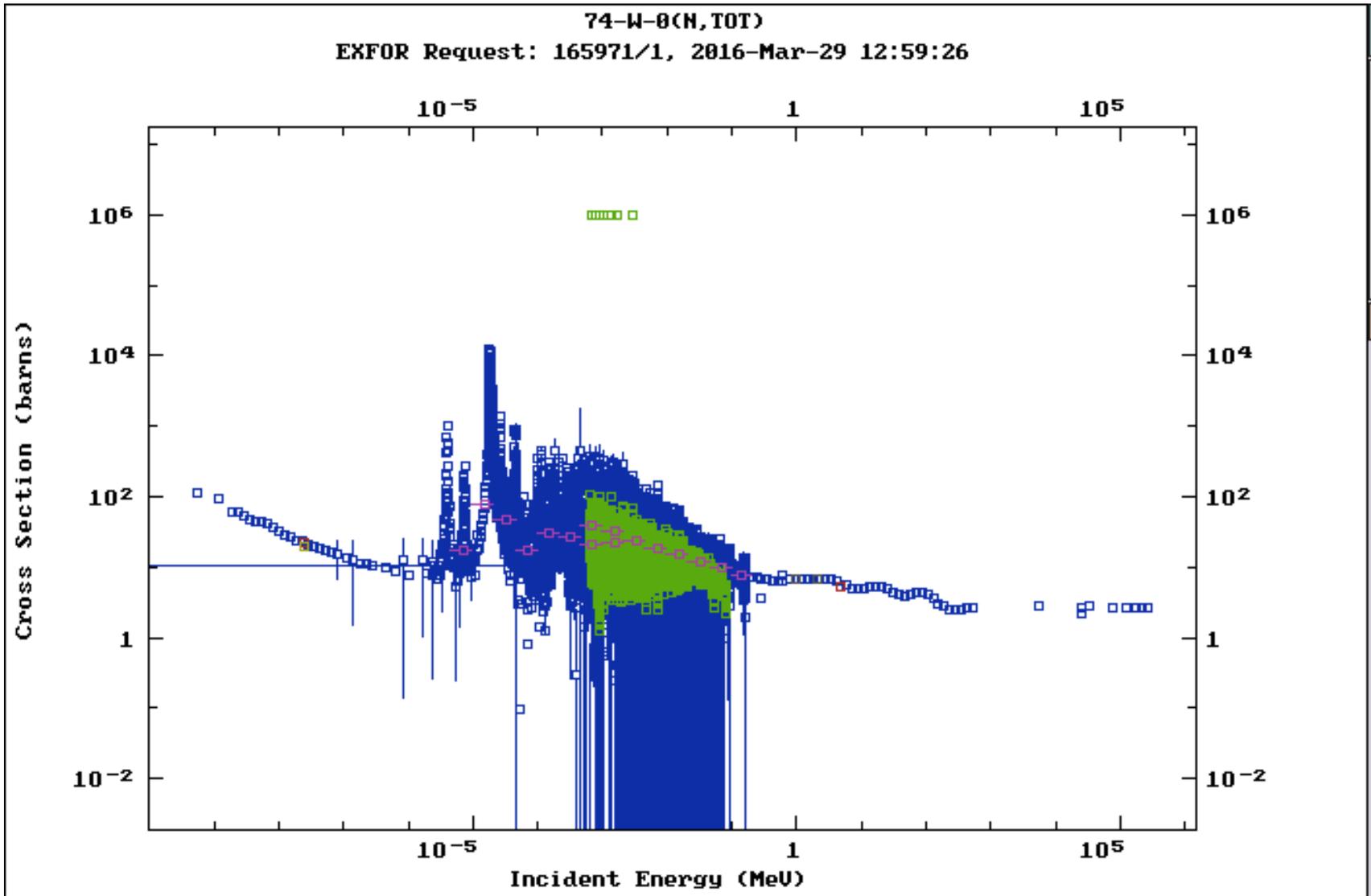
Neutron scattering define this as an inelastic process, because the neutron loses energy.



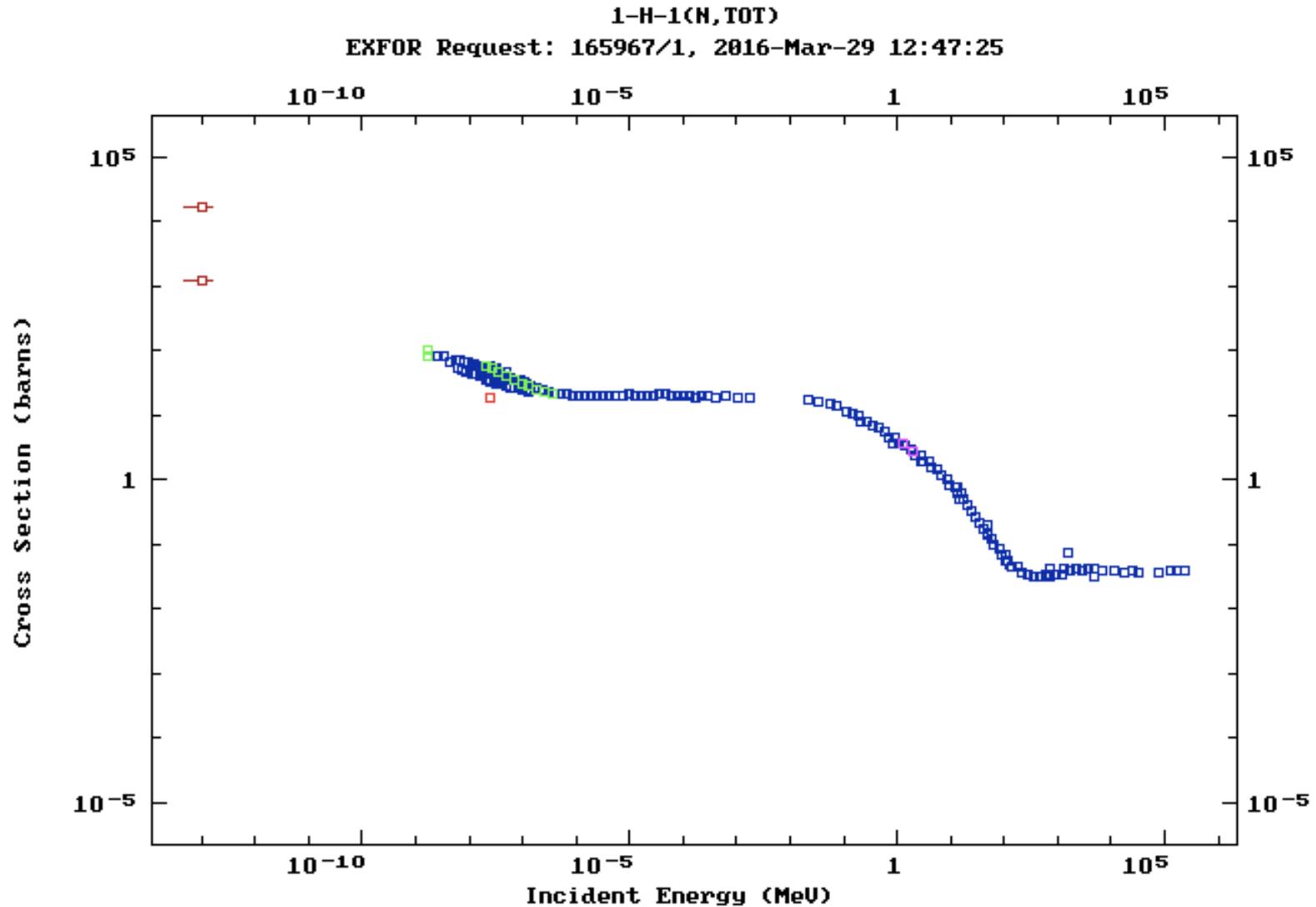
# Physics: Iron cross-section



# Physics: Tungsten cross-section

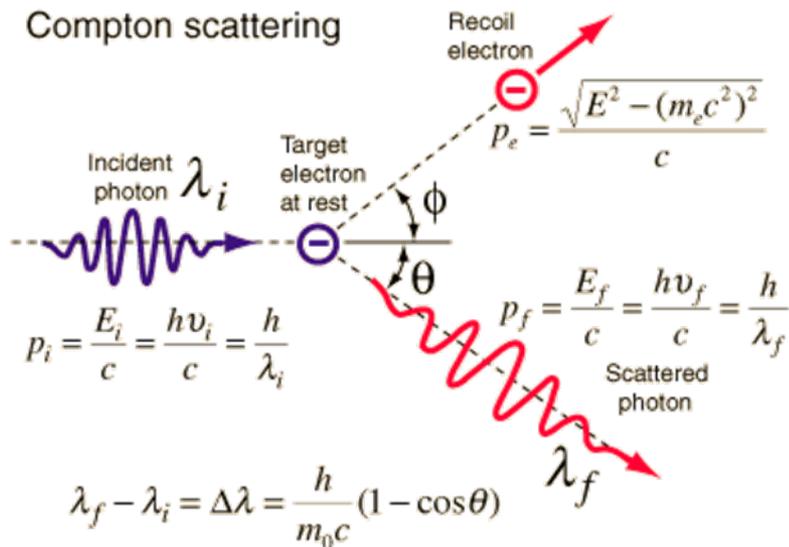
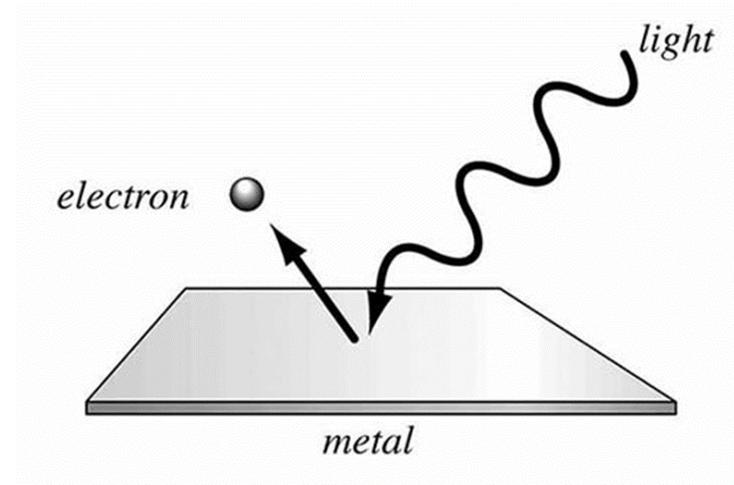


# Physics: Hydrogen cross-section



- Photoelectric effect

During the photoelectric effect the photon will be absorbed by the matter and an electron will be emitted.

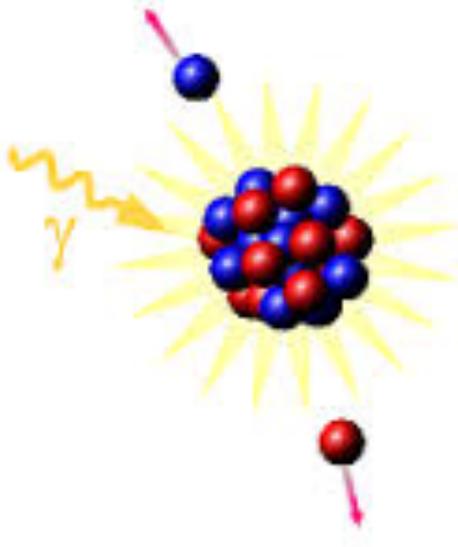
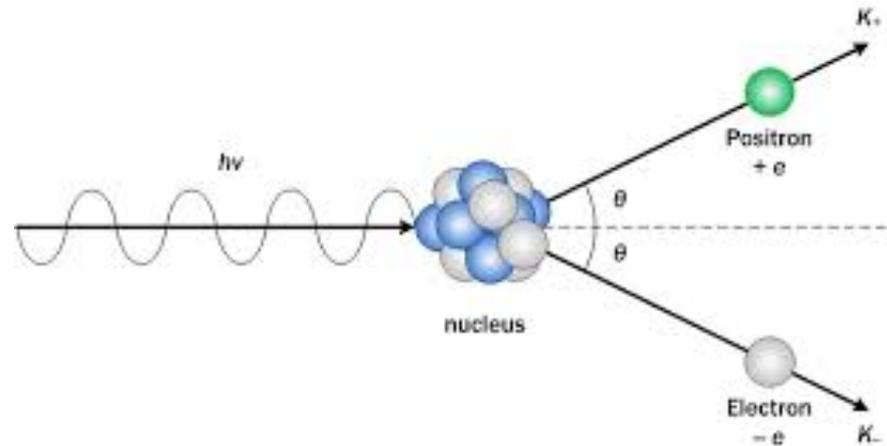


- Compton effect

Compton effect is the inelastic scattering of a photon on a charged particle, unusually electron. It results in a reduction of the photon energy and a momentum change of the photon (Compton scattering.) or the photon gets absorbed and a different photon with a lower energy will be emitted (Compton absorption).

- **Pair production**

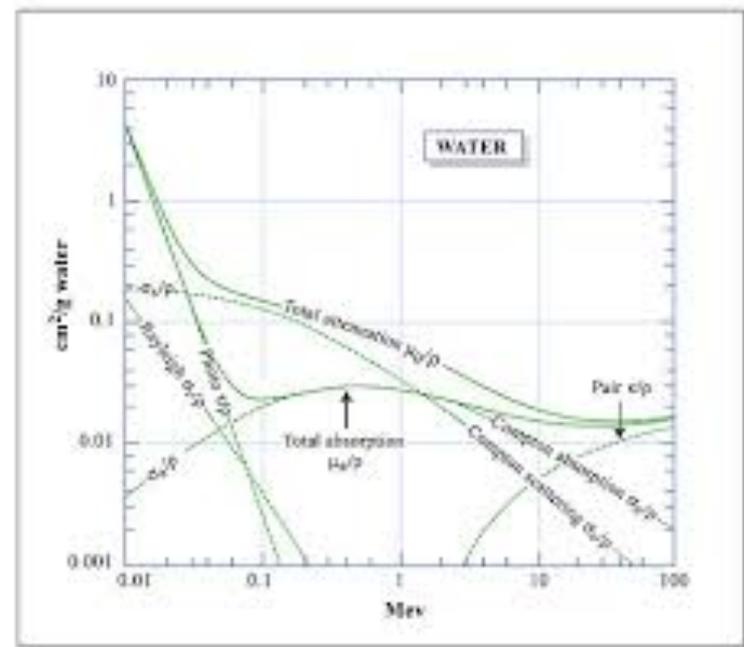
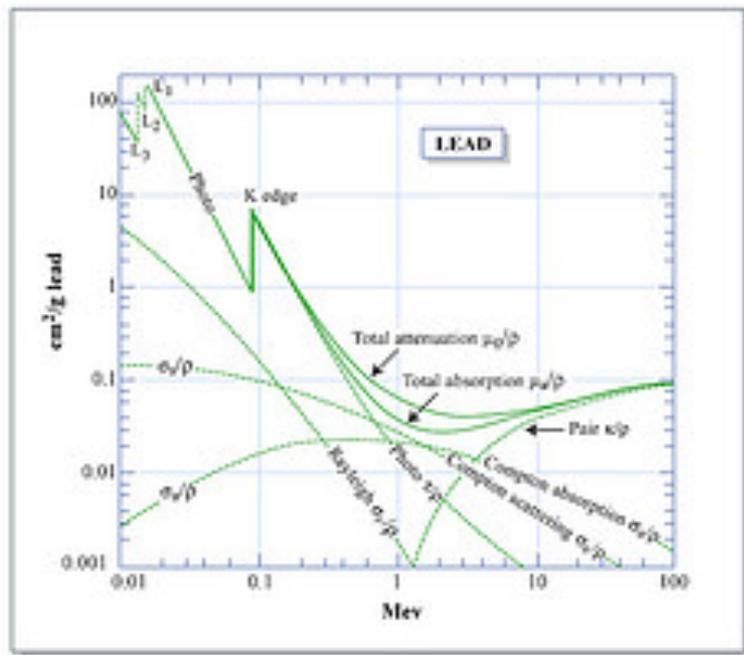
A photon with an energy of at least twice the electron rest mass, can be converted into a electron-positron pair.



- **Photonuclear reactions**

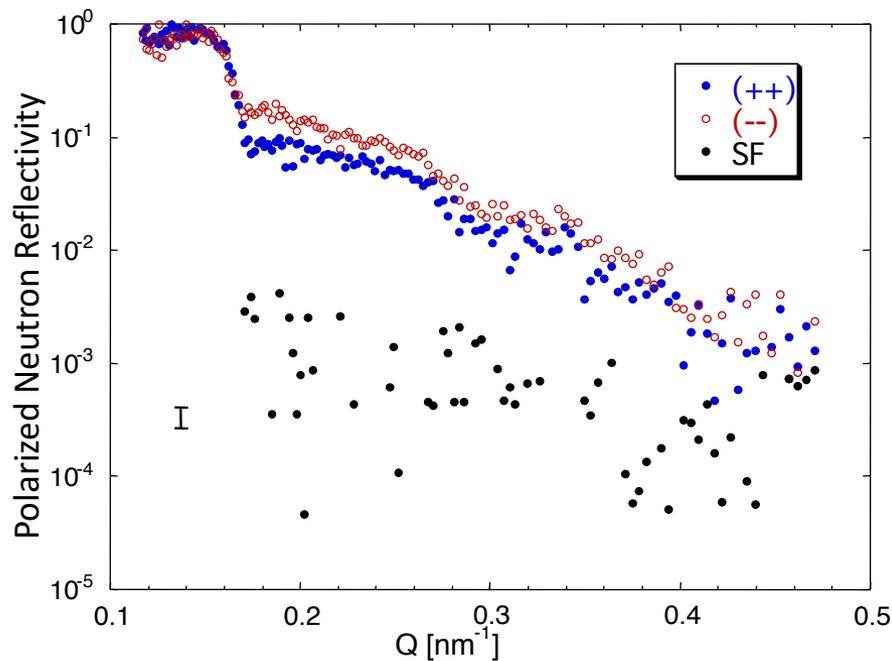
Photons can be absorbed by an atomic nucleus and a nucleon will be emitted (e.g.  $(\gamma, n)$  reaction).

# Photon mass attenuation factor in lead and water

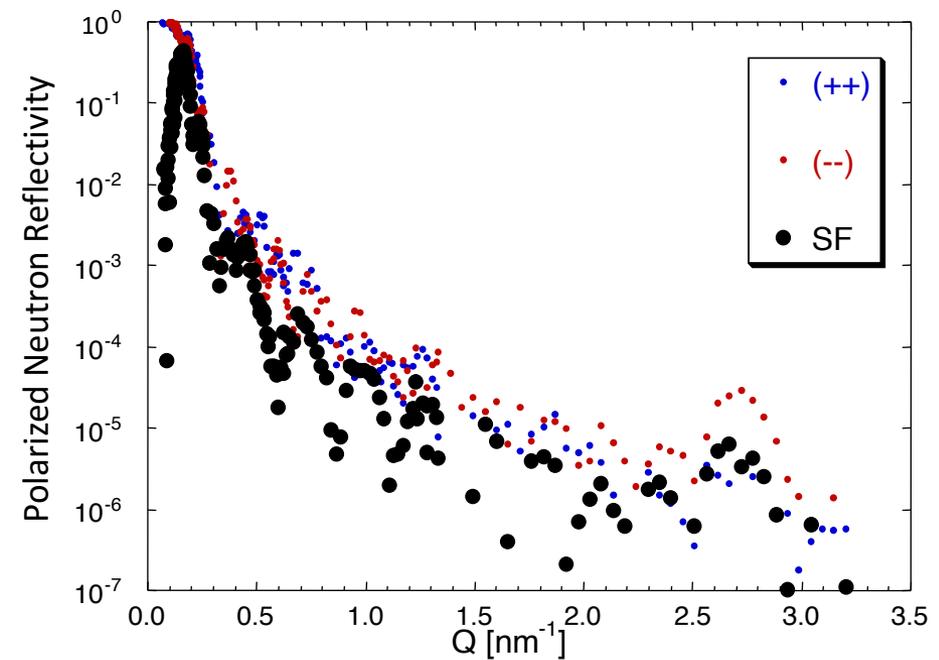


# Metric: Background metric

P-SPEAR ('98)  
24+h measurement



Asterix ('02)  
19h measurement

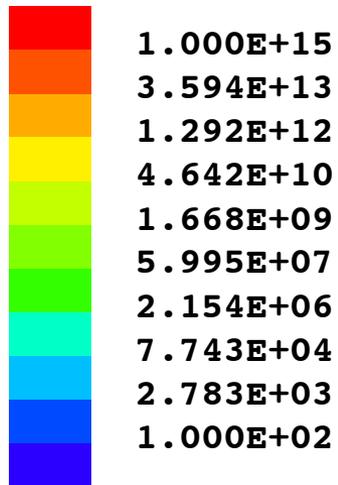


# Neutron Shielding Tools

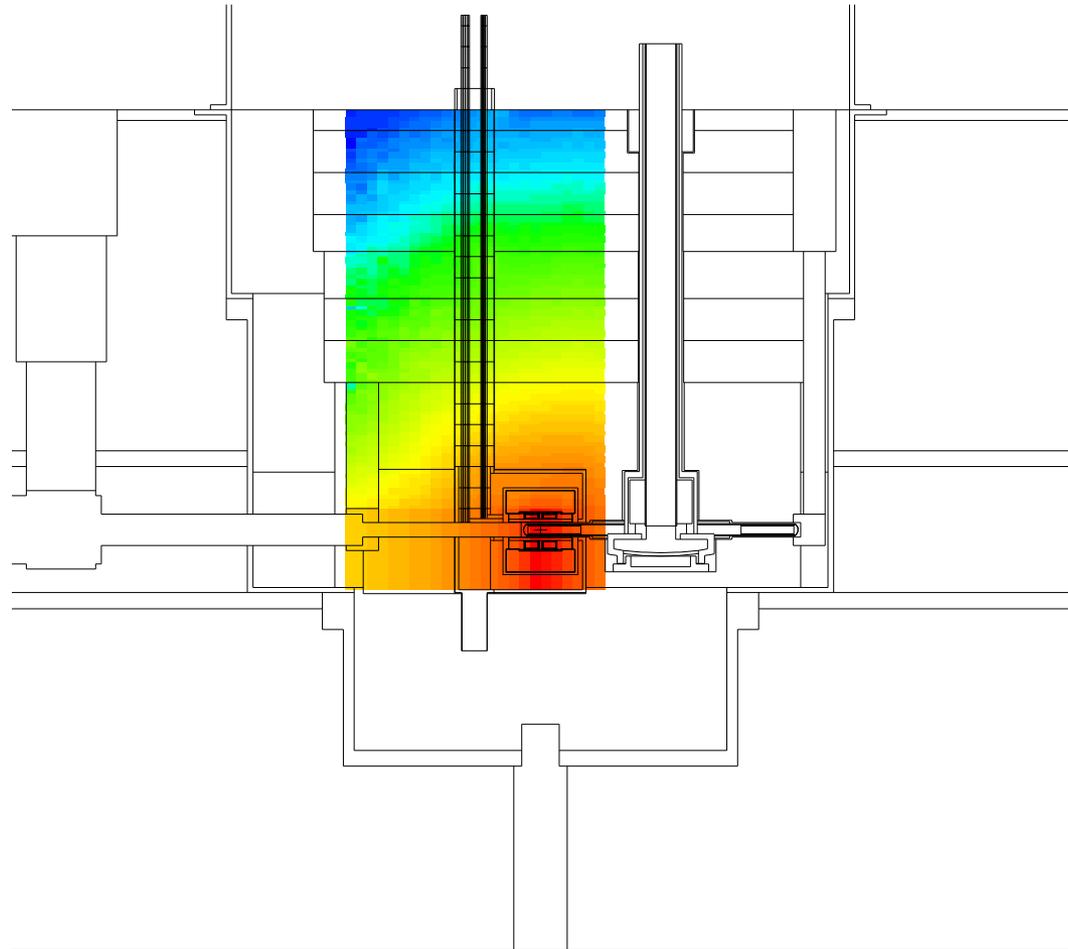
- **Handbook calculations**  
e.g: A.H. Sullivan: “A Guide to Radiation and Radioactivity Levels Near High Energy Particle Accelerators.” Nuclear Technology Publishing Ashford, Kent, TN23 1JW, England
- **Monte Carlo Particle transport codes**  
Variance reductions

- Variance reductions are very power full, while very dangerous methods to cheat time in Monte Carlo simulations.

# Variance reductions: Why?

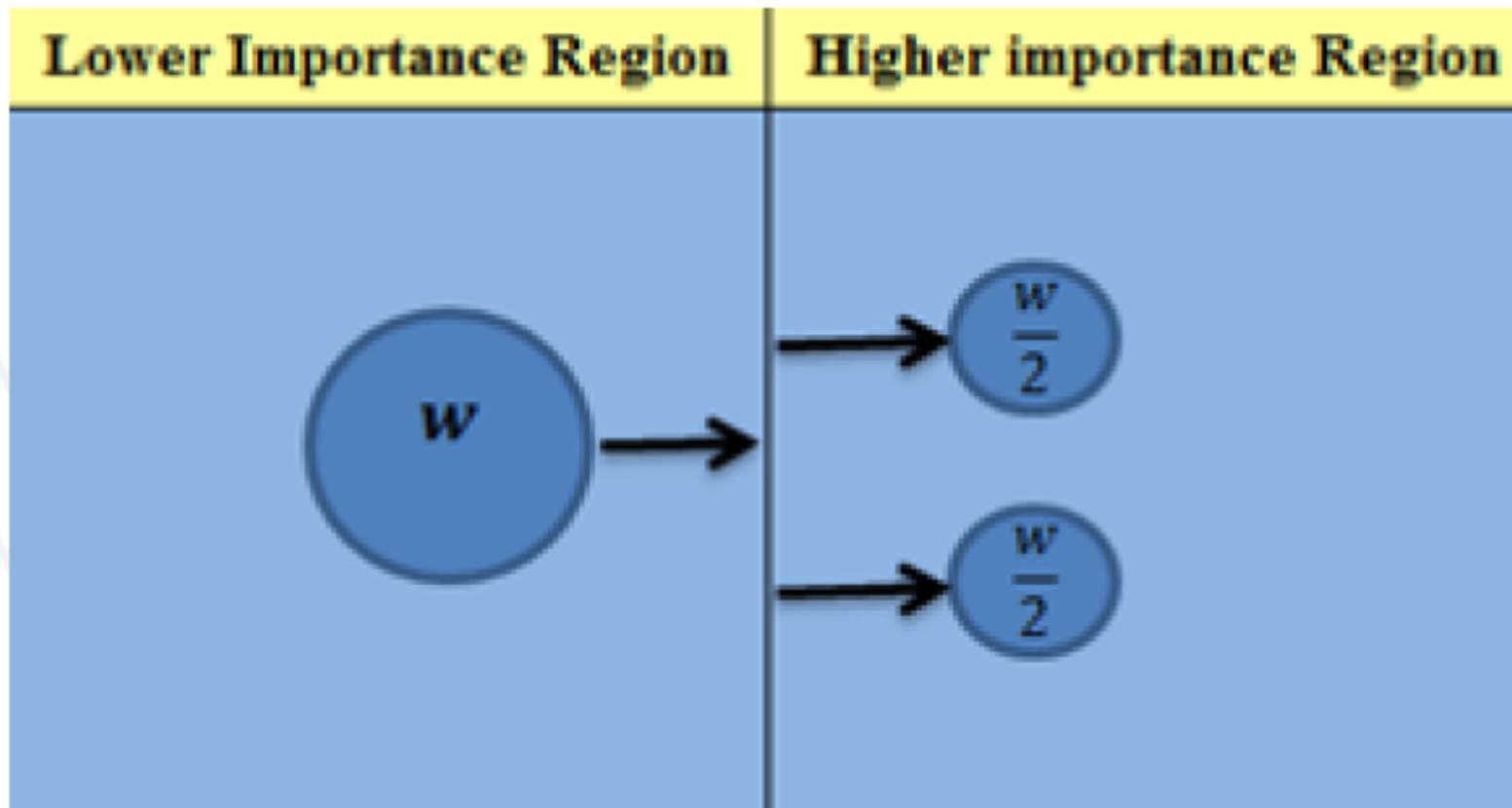


Prompt dose in  $\mu\text{Sv/h}$

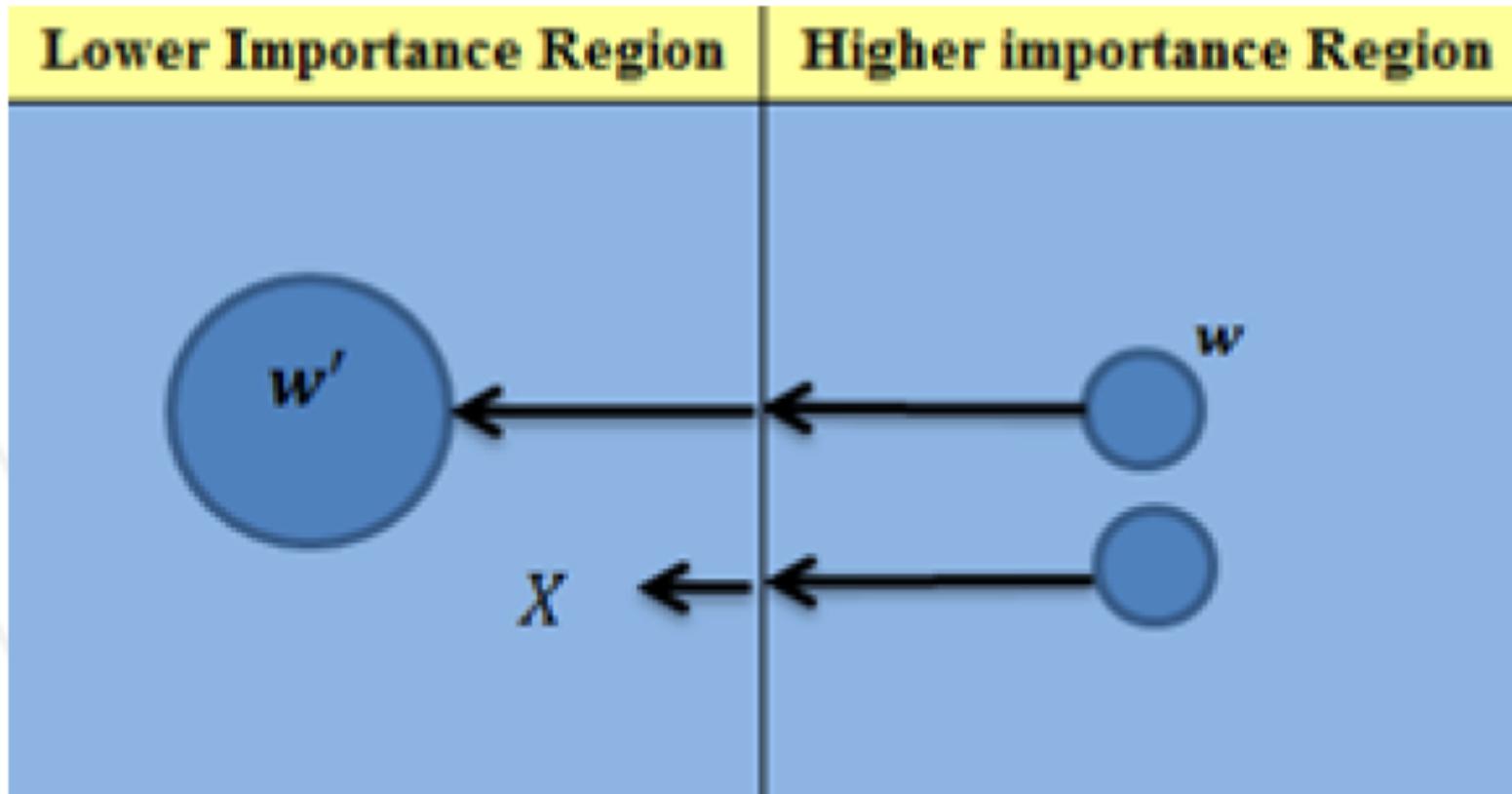


- Cell importance
- Weight windows
- DXTRAN sphere
- Forced collision
- Energy splitting
- Second particle biasing

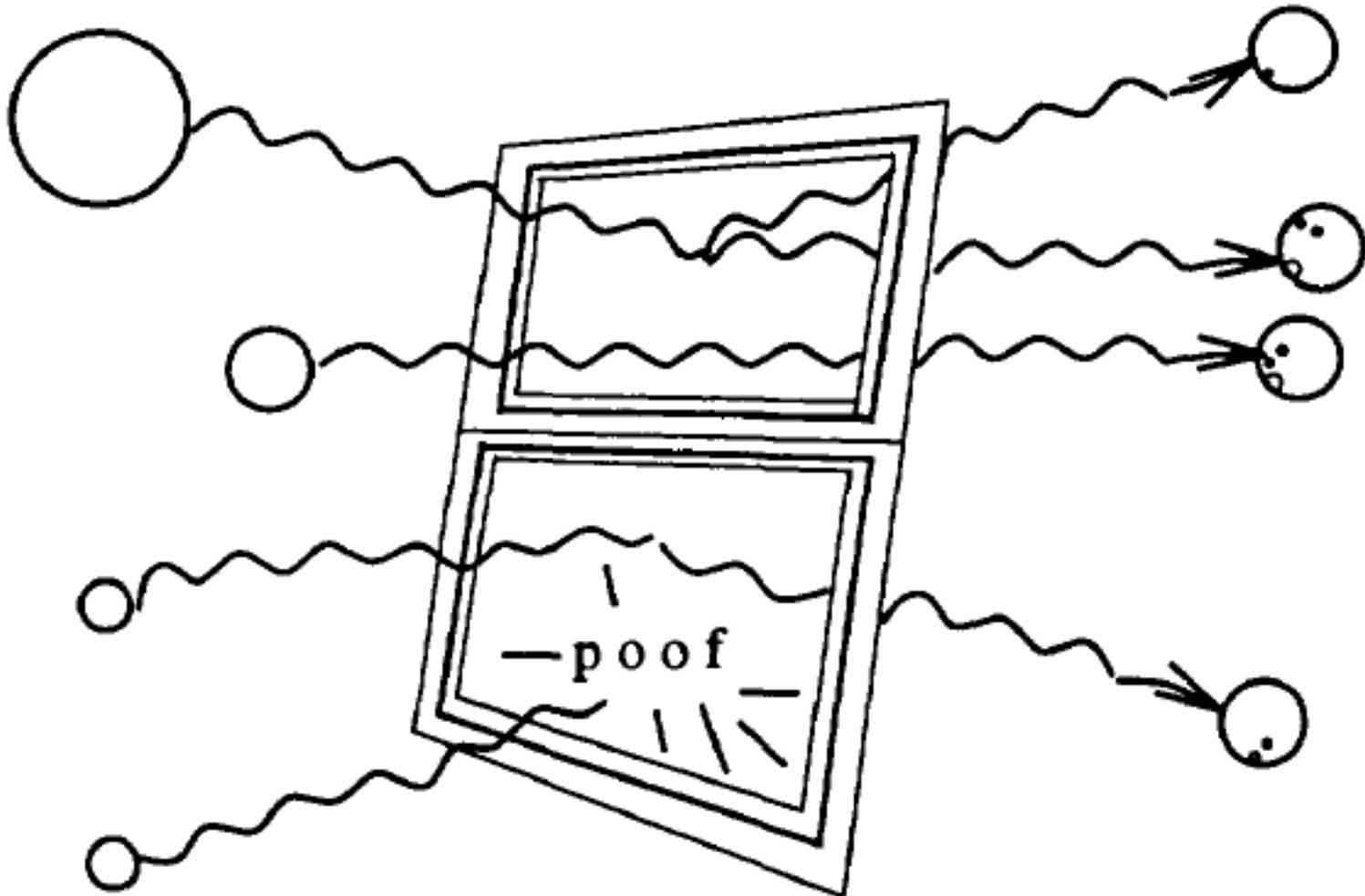
# Geometry splitting



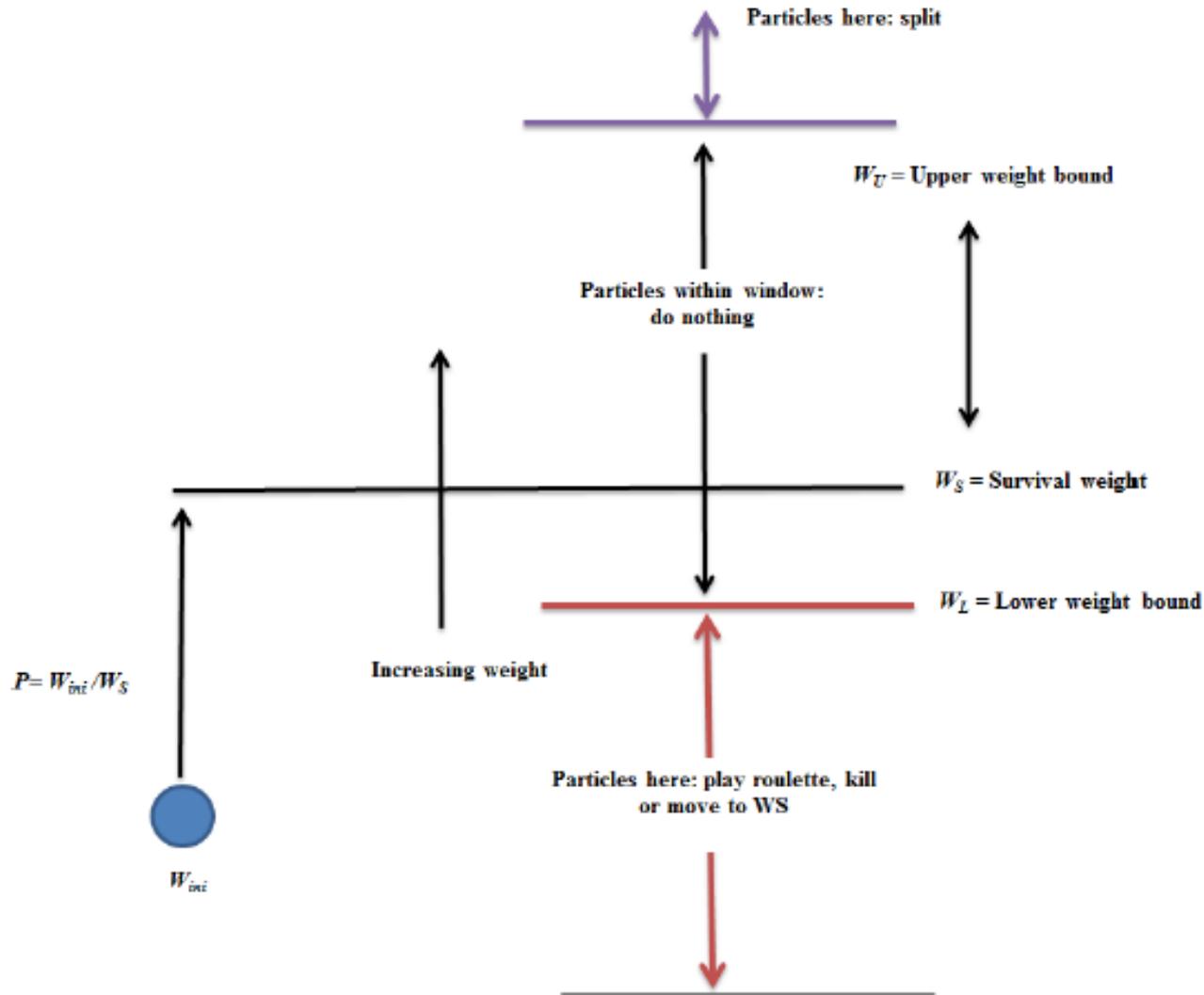
# Russian roulette



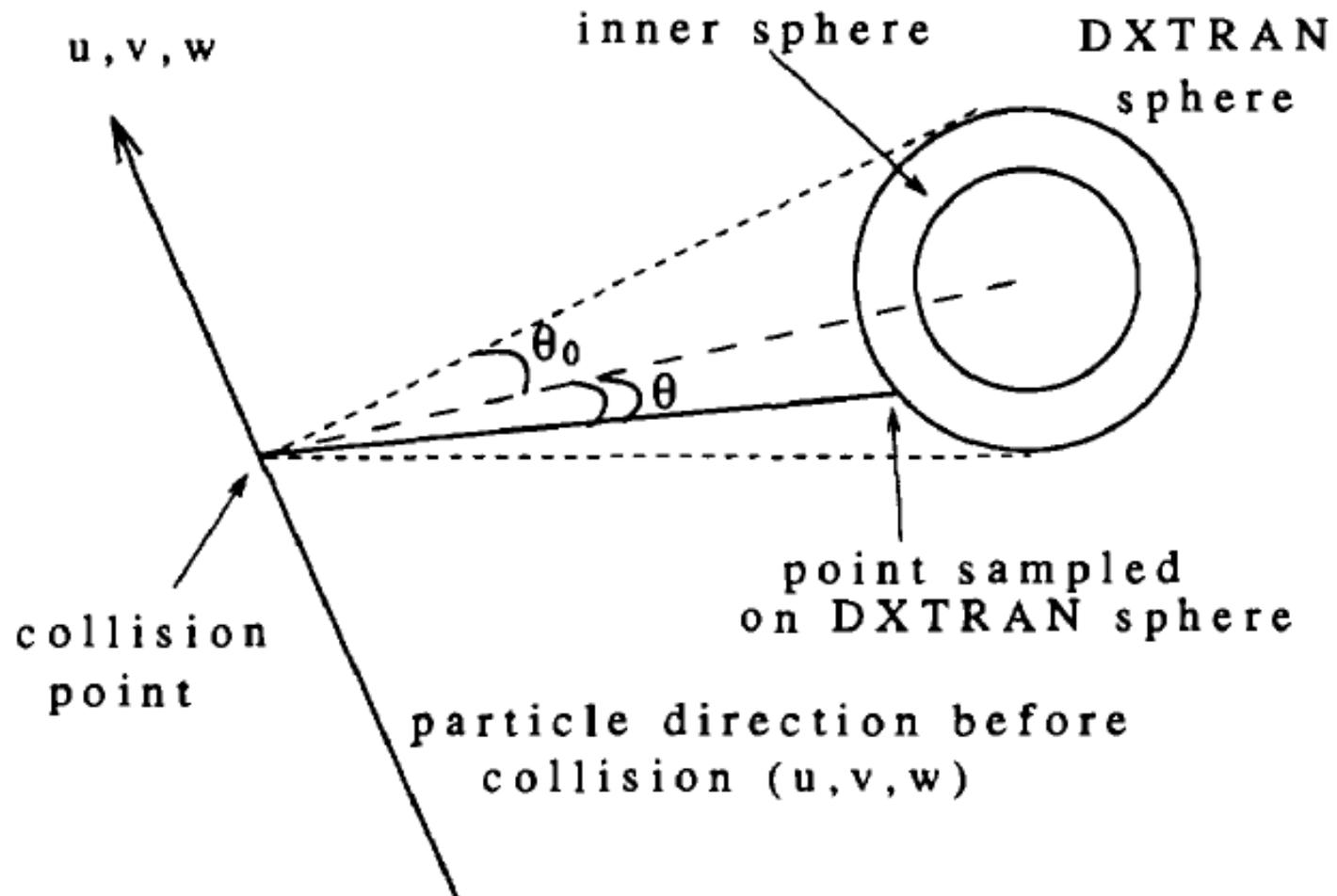
# Weight window principle 1(2)



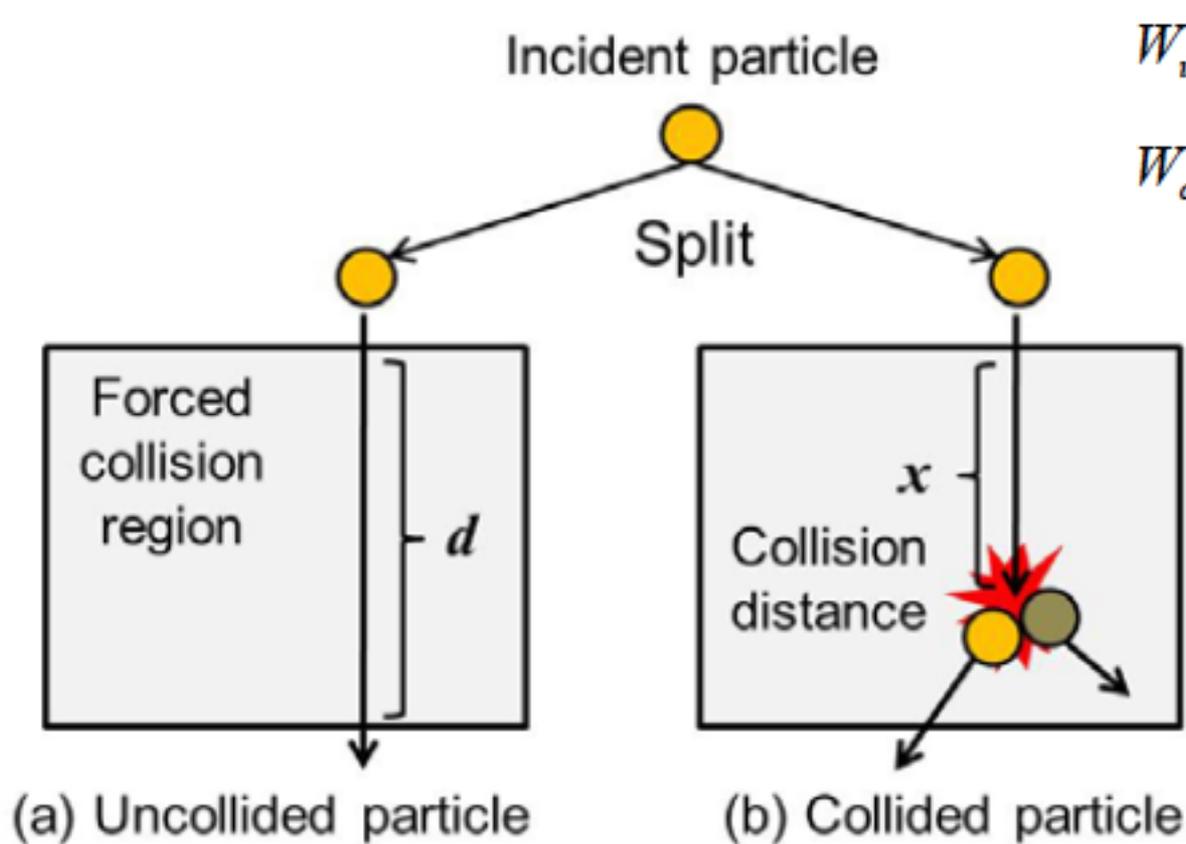
# Weight window principle 2(2)



# Dxtran sphere



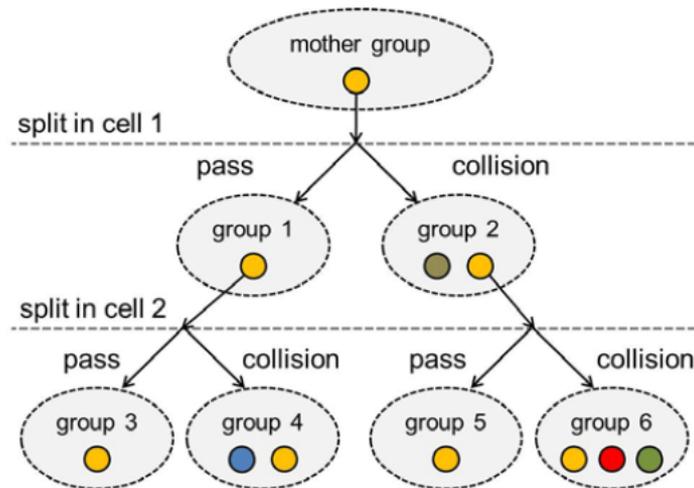
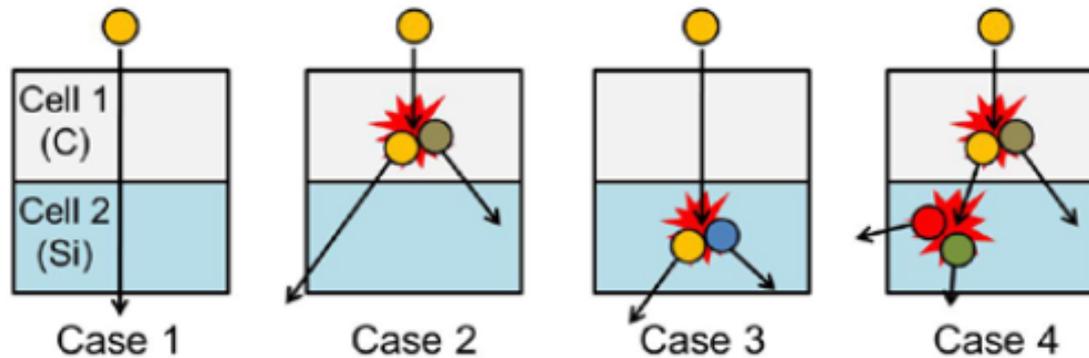
# Forced collision 1(2)



$$W_{uncoll} = W_0 \exp(-\Sigma_t d),$$

$$W_{coll} = W_0 \{1 - \exp(-\Sigma_t d)\}$$

# Forced collision 2(2)



$$E_{mother} = 0,$$

$$W_{mother} = W_0$$

$$E_1 = 0,$$

$$W_1 = W_{mother} \exp(-\Sigma_1 d_1)$$

$$E_2 = e_C,$$

$$W_2 = W_{mother} [1 - \exp(-\Sigma_1 d_1)]$$

$$E_3 = 0,$$

$$W_3 = W_1 \exp(-\Sigma_2 d_2)$$

$$E_4 = e_{Si},$$

$$W_4 = W_1 [1 - \exp(-\Sigma_2 d_2)]$$

$$E_5 = 0,$$

$$W_5 = W_2 \exp(-\Sigma_2 d_2)$$

$$E_6 = e_{Al} + e_p,$$

$$W_6 = W_2 [1 - \exp(-\Sigma_2 d_2)],$$

- Energy splitting is like geometry splitting put in energy space.

- Secondary particle biasing is like geometry splitting but in secondary particle space.