

Rapid 1-D and 3-D Radiation Transport and Detector Response (SAND2018-ZZZZ)

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3-D Radiation Transport and Detector Response Approaches



■ Monte Carlo

- Accurate and accommodates virtually any source configurations
- Calculations take days to weeks or require massive parallel processing
- Variance reduction reduces computation time, but even knowledgeable operators make mistakes
- Can accelerate by coupling with external detector response function

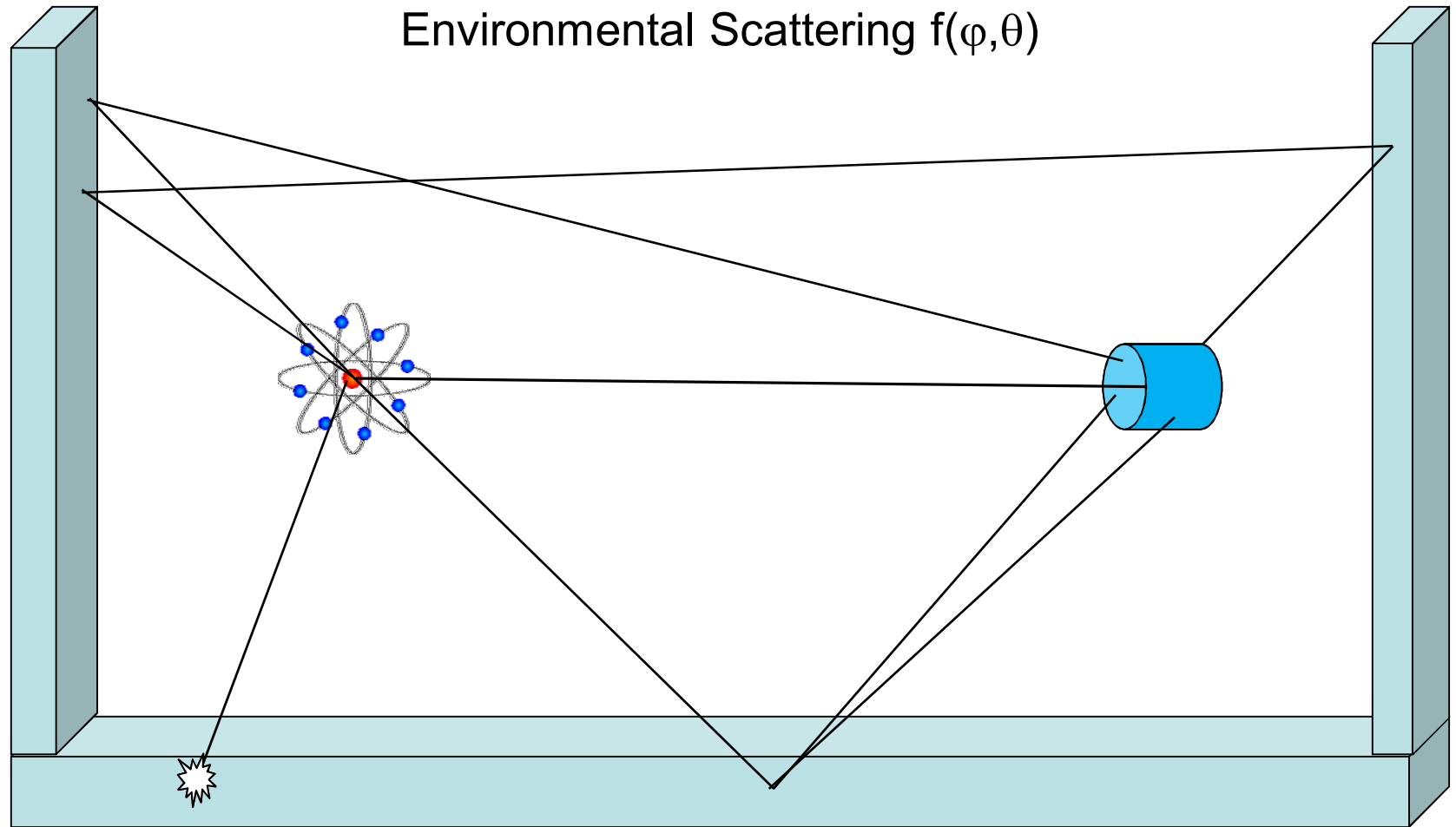
■ Discrete Ordinates

- Accurate, but not quite as flexible as Monte Carlo
- Calculations can be faster than Monte Carlo, but not always

■ Gamma Detector Response and Analysis Software (GADRAS)

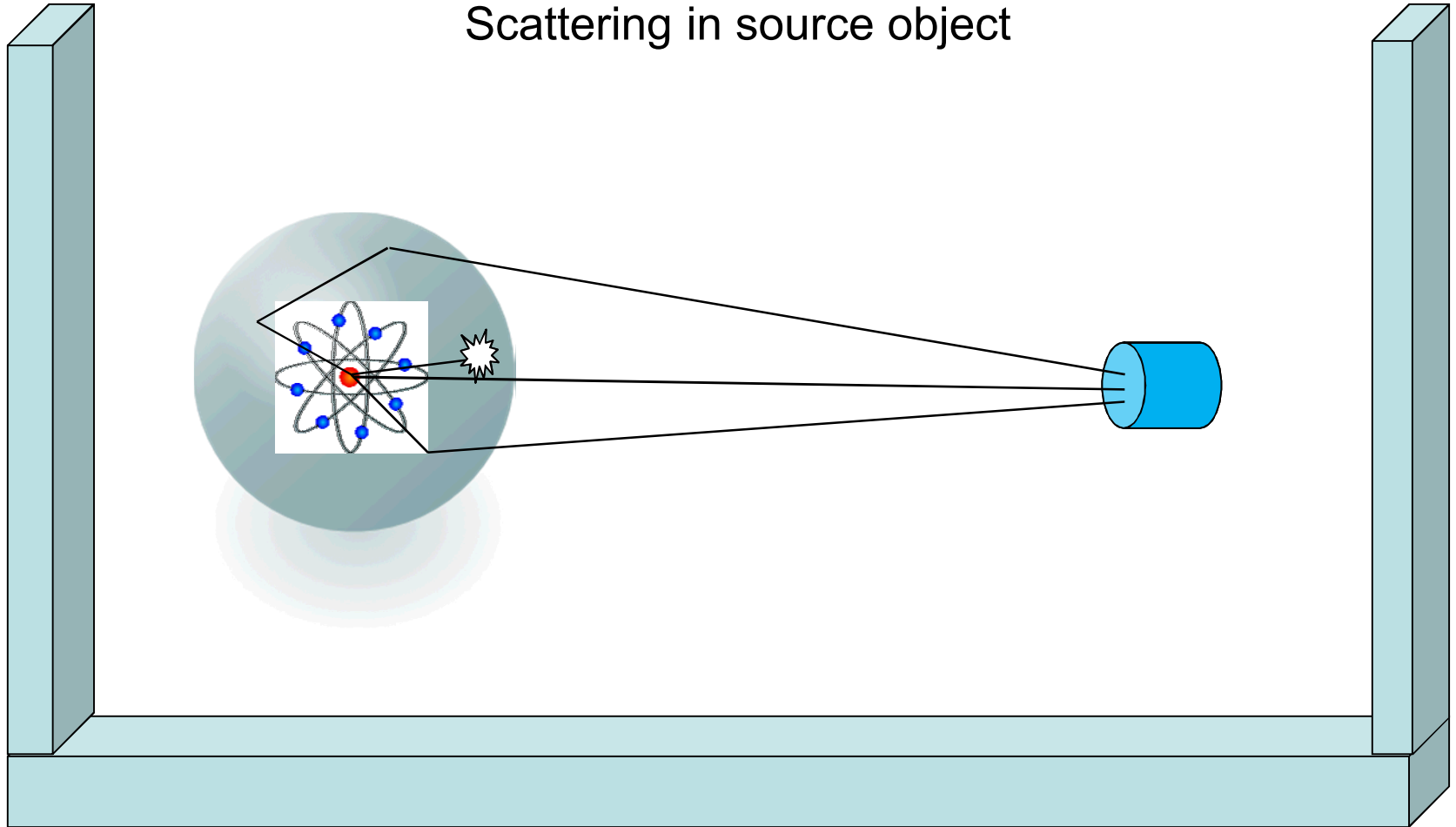
- 1-D: ~ 1 s
 - 3-D: < 1 minute
- } $\sim 10^5$ times faster
- Accurate, but not as flexible as Monte Carlo or 3-D discrete ordinates

Monte Carlo Approach for Transport / Response

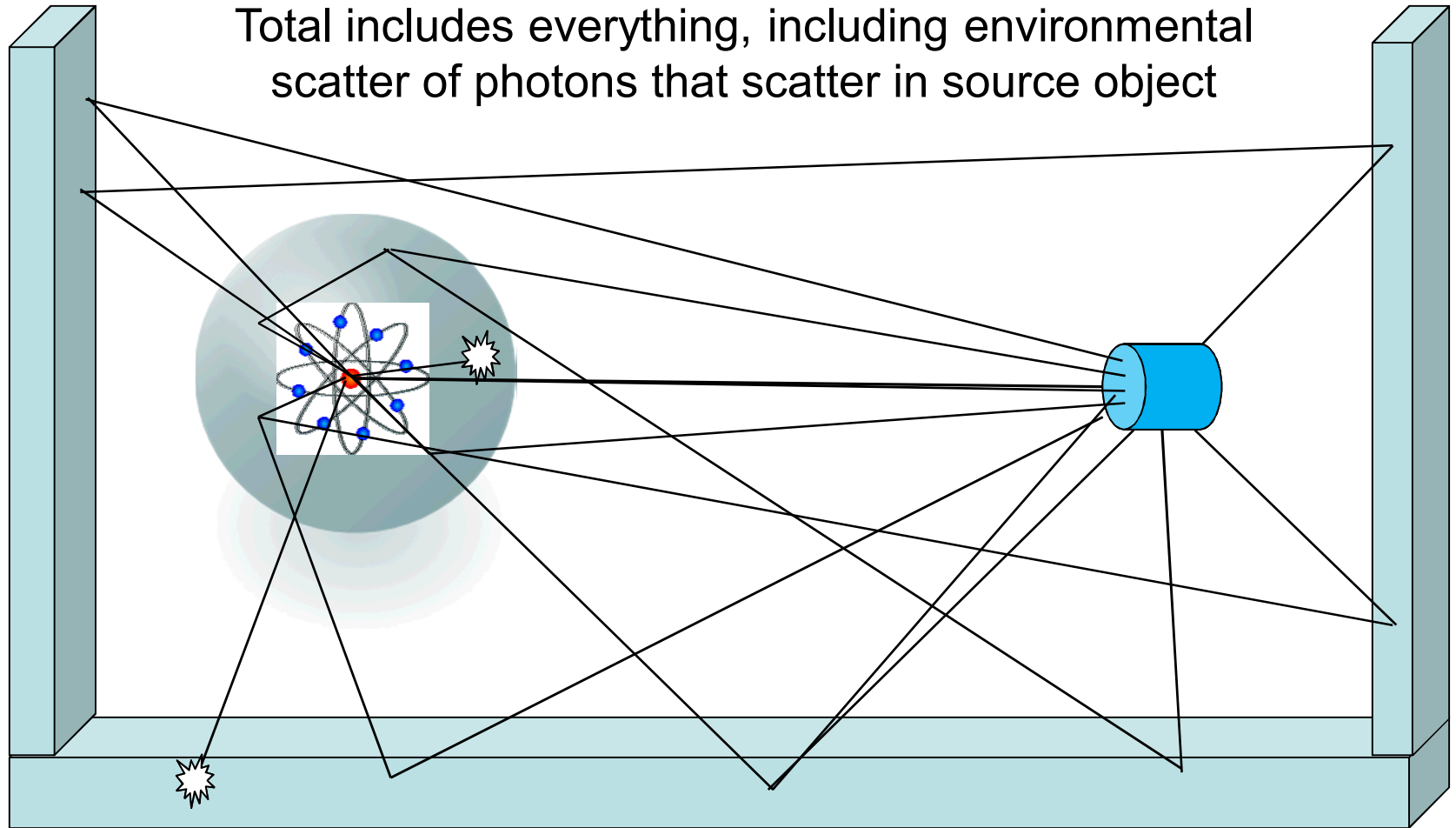


Monte Carlo Approach for Transport / Response

Scattering in source object

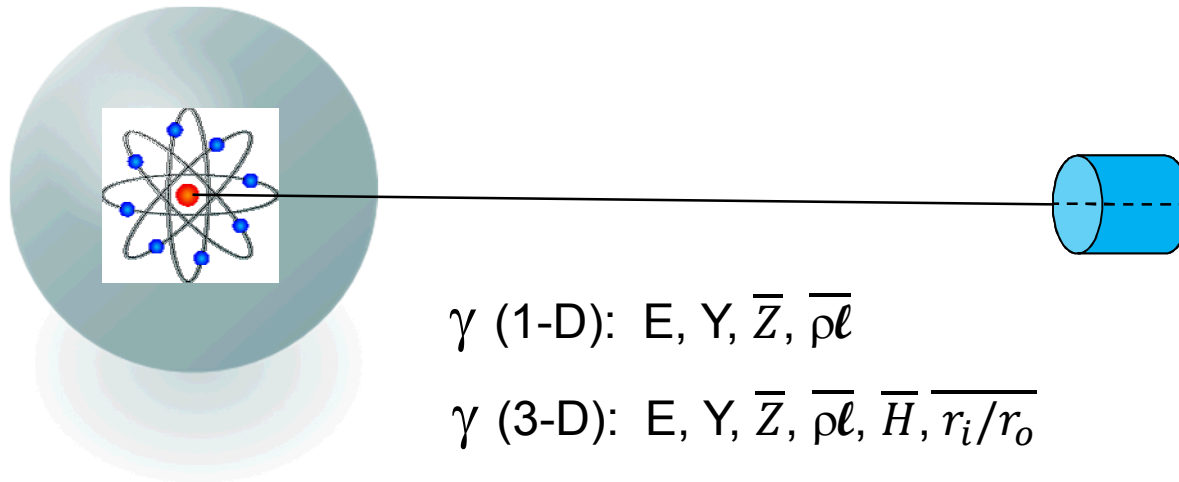


Monte Carlo Approach for Transport / Response



GADRAS Approach for Transport / Response

- One ray-trace calculation for each source volume element determines entire spectral response
 - Scatter continua interpolated from pre-computed databases for source objects and environment
 - Intrinsic detector continuum (i.e., scatter out of detector) from DRF



1-D Method Combines DO and RT Calculations

- **Discrete ordinates (Partisn) calculation yields 4π leakage**
 - Few wide energy groups enable rapid solutions, accurate continua
- **Ray-trace (RT) calculations**
 - Reproduces abrupt changes in continua at photopeak energies
 - Only E and Y normally tallied by most ray-trace codes
 - GADRAS output augmented to include Z and $\rho\ell$
 - Database of pre-computed scatter calculations interpolated based on E , Y , Z , and $\rho\ell$
- **Residuals obtained by stripping ray-trace from discrete ordinates compensate for ray-trace continuum errors**
 - Otherwise, spectrum for source surrounded by lead then polyethylene would be the same as spectrum with shielding materials reversed

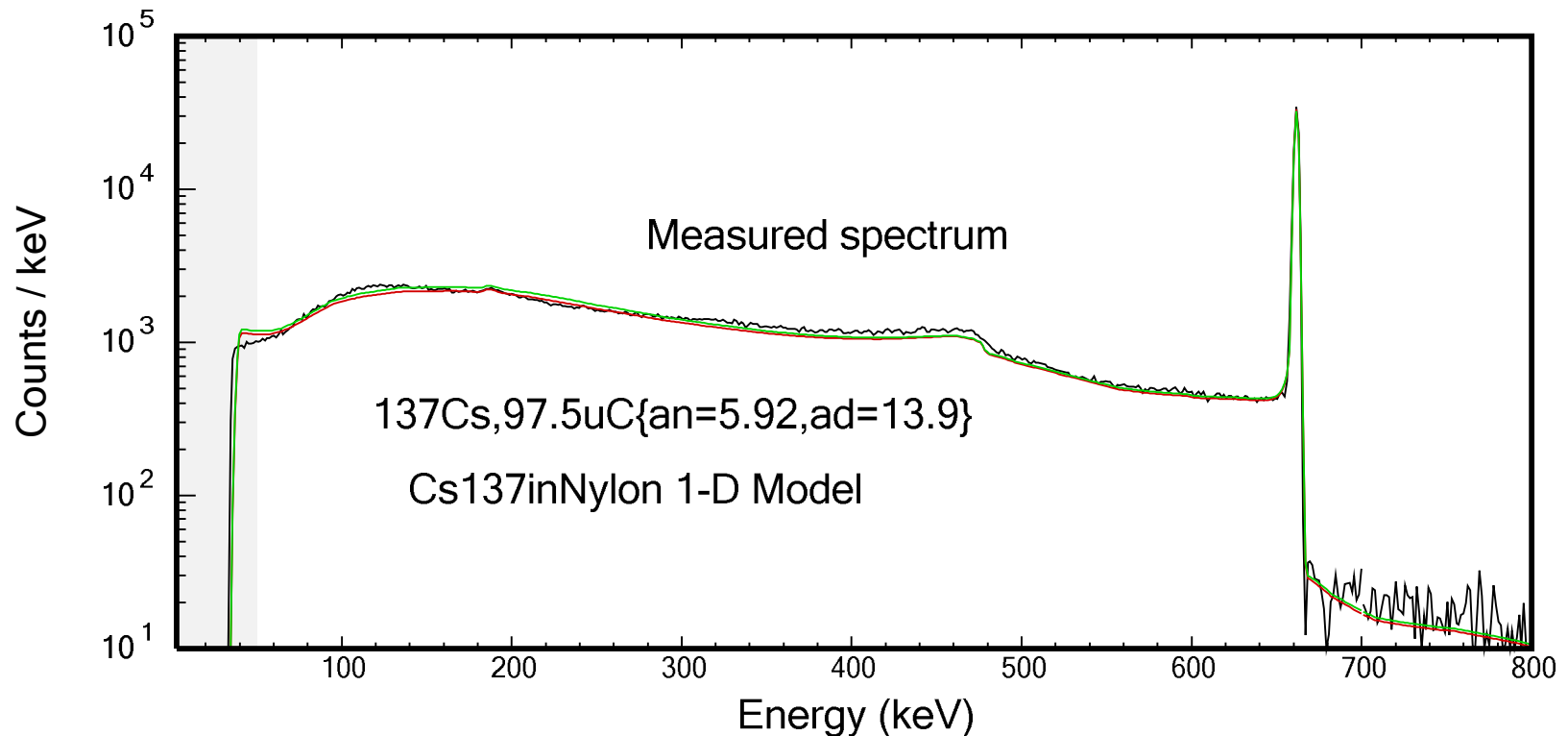
D. J. Mitchell et al., "Gamma-ray Response Functions for Scintillation and Semiconductor Detectors", *Nuclear Instruments and Methods in Physics Research Section A*, Vol. 276(3), p. 547-556 (1989)

1-D Method ^{137}Cs in 12-cm Thick Nylon Sphere

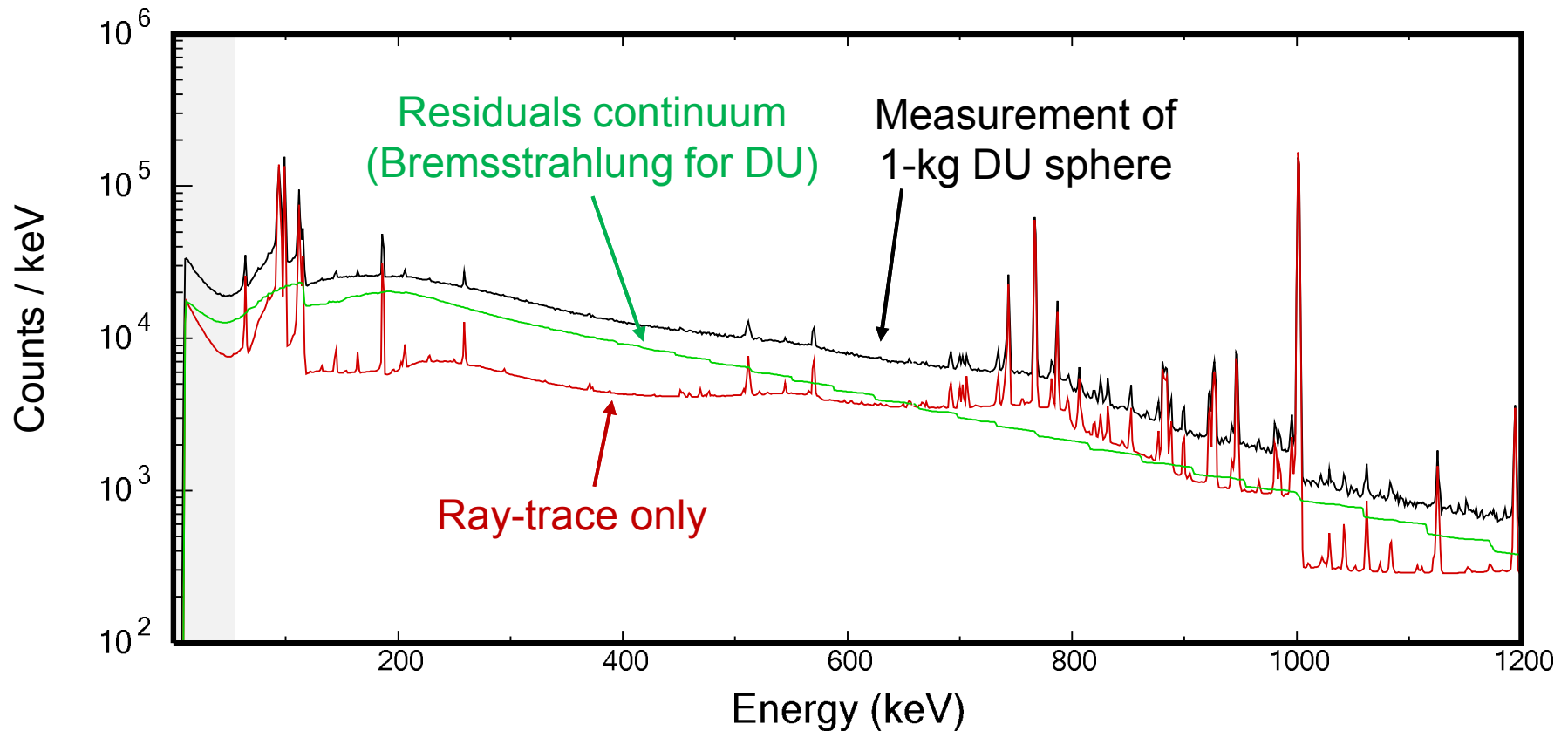


■ Example: ^{137}Cs in 13.9 g/cm² nylon

- Computed ray-trace spectrum is almost identical to measurement
- Residuals are negligible, so compensation is not required



1-D Method Applied to Depleted Uranium



Sum of ray-trace and residuals continuum yields accurate reproduction of measurement

Differences Between 1-D and 3-D Scatter Calculations



■ 1-D

- Approximation for scatter from ray-trace is adequate because discrete ordinates leakage calculation compensates for errors in ray-trace
- Scatter spectrum = $f(E, Y, Z_{eff}, \rho\ell_{eff})$

■ 3-D

- Discrete ordinates calculations do not correspond to 1-D source models, so gross leakages cannot be used to compensate for ray-trace errors
- Scatter spectrum derived from ray-trace calculation must be accurate
- Scatter spectrum = $f(E, Y, \bar{Z}, \bar{\rho\ell}, \bar{H}, \bar{r_i/r_o})$

hydrogen fraction

metric used to mix scatter libraries

3-D Computation of Effective Atomic Number, \bar{Z}

Old 1-D Approach

$$\bar{Z} = \frac{\sum_{k=1}^n Y(k) \sum_{i=k+1}^n Z(i) \rho l(i)}{\sum_{k=1}^n Y(k) \sum_{i=k+1}^n \rho l(i)}$$

New 3-D Approach

$$\bar{Z} = \frac{\sum_{k=1}^v Y(k) \int_0^L dx Z(x) \rho(x) e^{-\mu(x)(L-x)}}{\sum_{k=1}^v Y(k) \int_0^L dx \rho(x) e^{-\mu(x)(L-x)}}$$

voxels replace shells

integrated
instead of summed

transmission through
external materials

where:

- n is the number of source shells
- v is the number of source voxels
- $Y(k)$ is the gamma-ray leakage originating in shell or voxel k
- $Z(x)$ is the mean atomic number at location x
- $\rho(x)$ is the density at location x
- $\mu(x)$ is the total cross section at location x (g/cm²)
- $S(k)$ is the shell corresponding to voxel v
- L is the distance along vector to the detector face
- p is an empirical term ($p=0$ yields old approach, $p=1$ more weighting external shells)

3-D Computation of Effective Hydrogen Fraction, \overline{H}



Old 1-D Approach

Not used

New 3-D Approach

$$\overline{H} = \frac{\sum_{k=1}^v Y(k) \int_0^L dx H(x) \rho(x) e^{-\mu(x)(L-x)}}{\sum_{k=1}^v Y(k) \int_0^L dx \rho(x) e^{-\mu(x)(L-x)}}$$

- The hydrogen concentration is important because hydrogen has twice as many electrons per unit mass as any other element, so the relative scatter probability is also twice as great
- \overline{H} is computed using the same weighting as \overline{Z}

3-D Computation of Effective Areal Density, $\overline{\rho l}$

Old 1-D Approach:

$$\overline{\rho l} = \frac{\sum_{k=1}^n Y(k) \sum_{i=k+1}^n \rho l(k)}{\sum_{k=1}^n Y(k)}$$

New 3-D Approach:

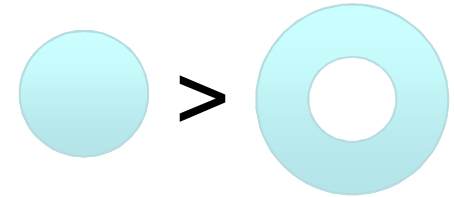
$$\overline{\rho l} = \frac{\sum_{k=1}^v Y(k) \int_0^L dx \rho(x) \frac{\mu_s(x)/\mu(x)}{\overline{\mu}_s/\overline{\mu}} \left[1 - B(x) \left(1 - \frac{e^{-\mu(r)r}}{e^{-\overline{\mu}x}} \right) \right]}{\sum_{k=1}^v Y(k)}$$

where:

- $\mu_s(x)$ is the scatter cross section at location x
- $\overline{\mu}_s$ is the scatter cross section evaluated at \overline{z}
- $\overline{\mu}$ is the total cross section evaluated at \overline{z}
- $B(x)$ is the probability of photon backscatter probability computed by integrating the Klein-Nishina formula from 90° to 180° divided by the total integral

3-D Computation of Shield Shape Metric $\overline{r_i/r_o}$

- More scattered photons are emitted for a point source at the center of a solid sphere than if a gap exists between the source and the same thickness of shielding material
- The ratio of the inner to outer radius is a metric used to interpolate scatter database



$$\overline{r_i/r_o} = 0$$

$$0.3$$

Old 1-D Approach: Not used

New 3-D Approach:

$$\overline{\left(\frac{r_i}{r_o}\right)} = \frac{\text{effective mean inner radius}}{\text{effective mean outer radius}} = \frac{R_o - \frac{\overline{\rho l}}{\overline{\rho}}}{R_o - \frac{\sum_{i=1}^{\infty} e^{-(i-1)} (r(i\lambda) - i\bar{\lambda})}{\sum_{i=1}^{\infty} e^{-(i-1)}}}$$

- R_o is distance between a source voxel and last material element along vector to the detector surface
- λ is the mean free path
- $\bar{\lambda}$ is the mean free path evaluated at \bar{Z} and $\bar{\rho l}$
- $r(i\lambda)$ is the radius corresponding to i mean free paths inward from R_o

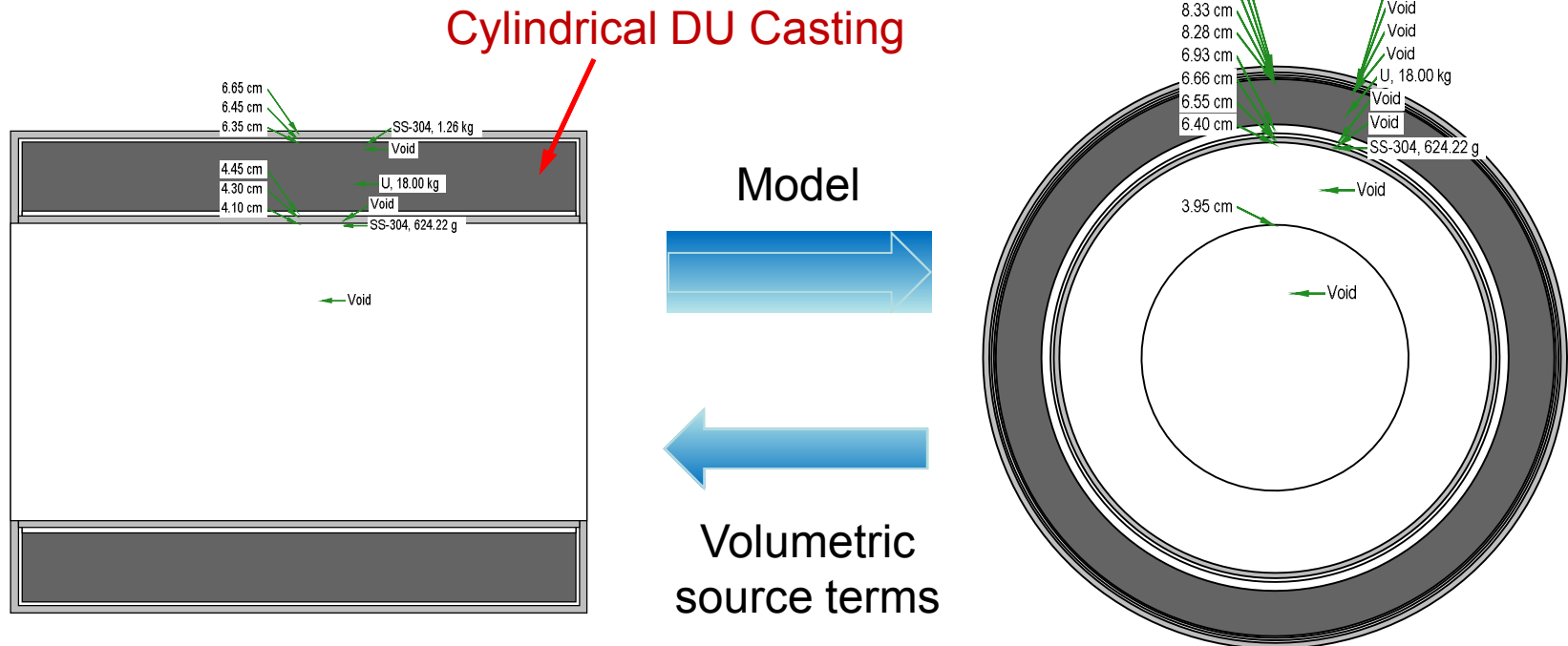
3-D: Six Parameters Define Scatter Spectrum

- E Gamma-ray energy
- Y Gamma-ray leakage
- \bar{Z} Mean effective atomic number
- $\bar{\rho l}$ Mean effective areal density
- \bar{H} Mean effective hydrogen fraction
- $\overline{r_i/r_o}$ Mean effective ratio of inner to outer radius of intervening material

Spherical Equivalent for Volumetric Source Terms



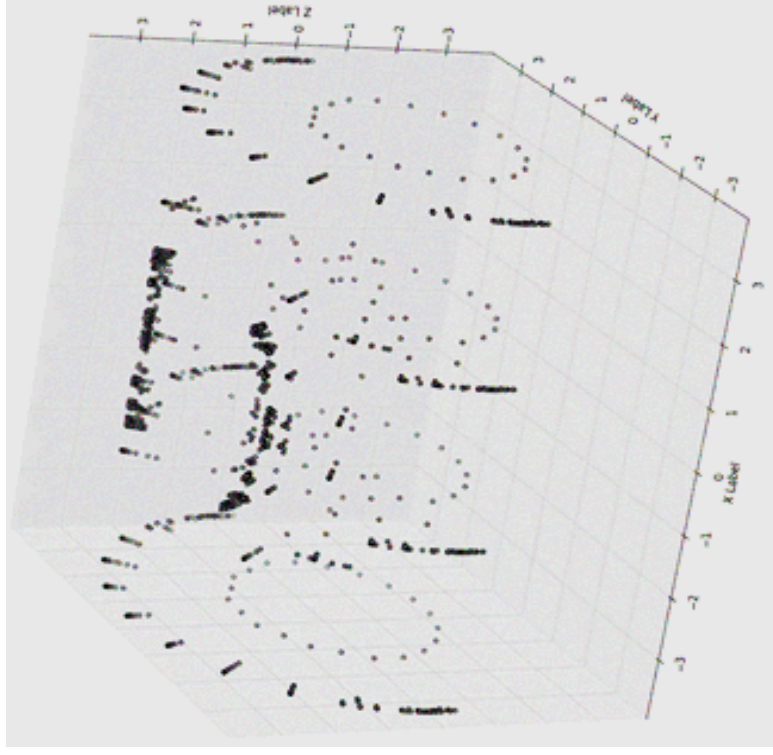
- Volumetric source terms determined for geometries by 1-D deterministic solvers for spherical equivalent source
- Surface areas and masses of each layer are preserved as much as possible
- Source-terms are transformed back onto the original to get volumetric source terms



3-D Calculations: Adaptive Mesh



- **Good results obtained by subdividing source shells into large number of spatial groups**
 - There is a computation time penalty if large number of groups
- **The problem is approached by applying an adaptive mesh**
 - Starts with crude mesh
 - Reduce the size of regions over which rapid changes occur
 - Meshes are computed for several energy groups to maintain accuracy with fewest spatial groups



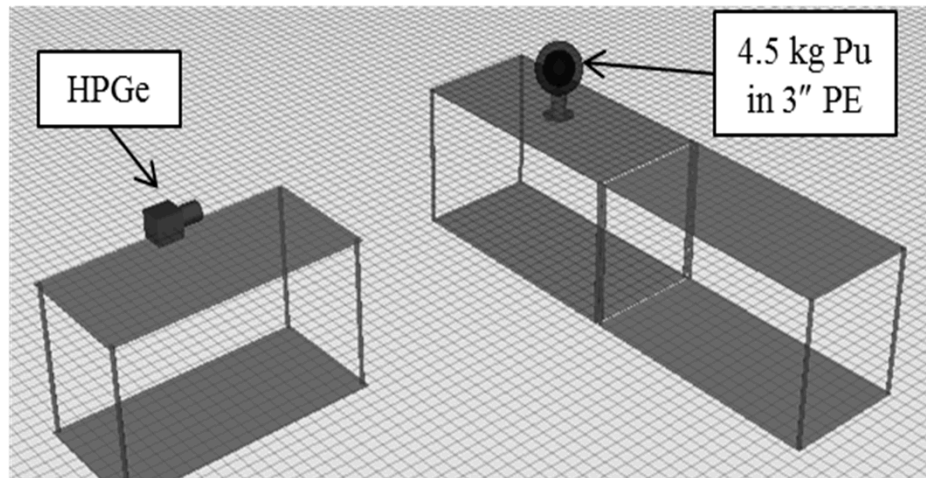
Adaptive mesh points for a plutonium cylinder beneath a shadowing sphere (60-keV energy group)

Method Validation

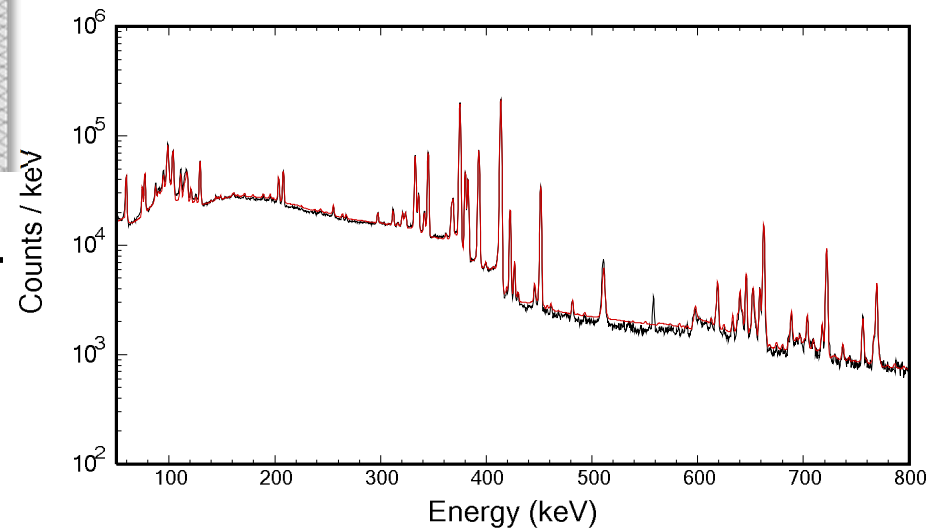
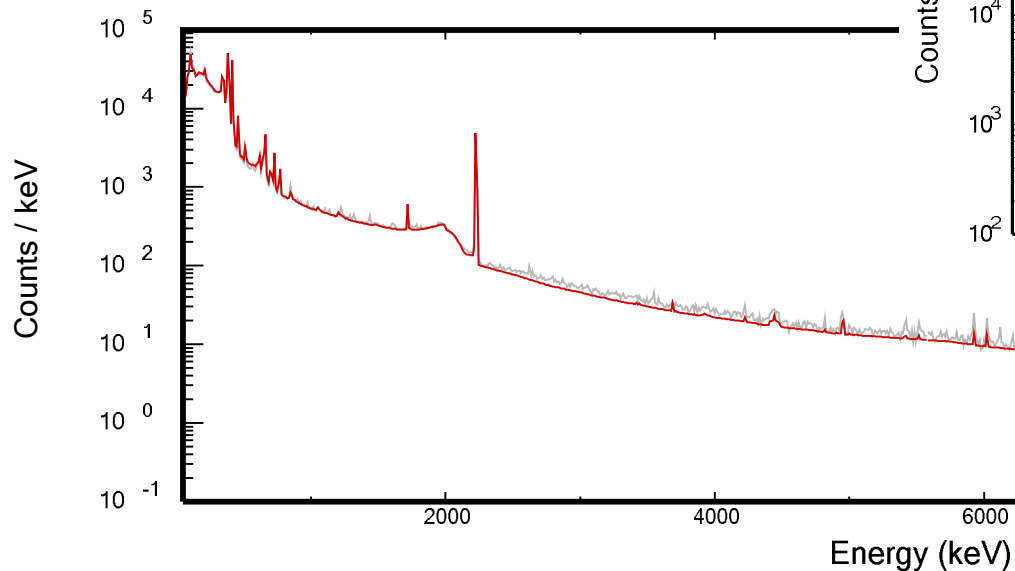


- Accuracy of calculations have been evaluated for numerous source and detector configurations, including: spheres, cylinders, slabs, cones, and combinations of these primitive models
- Examples follow:

3-D Benchmark Test (Pu in PE)



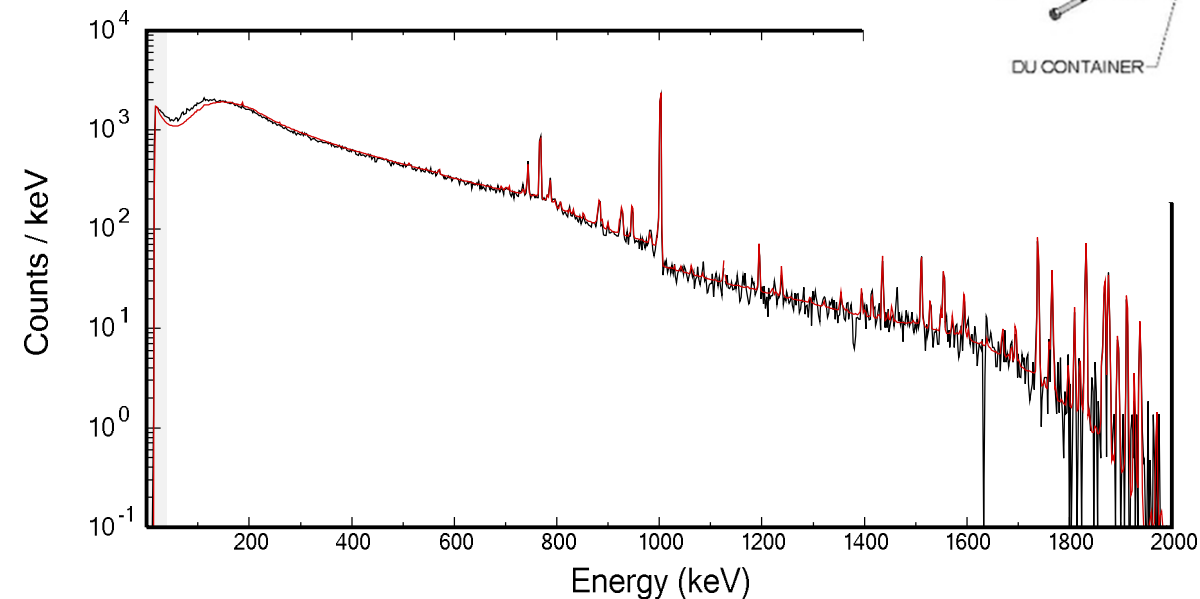
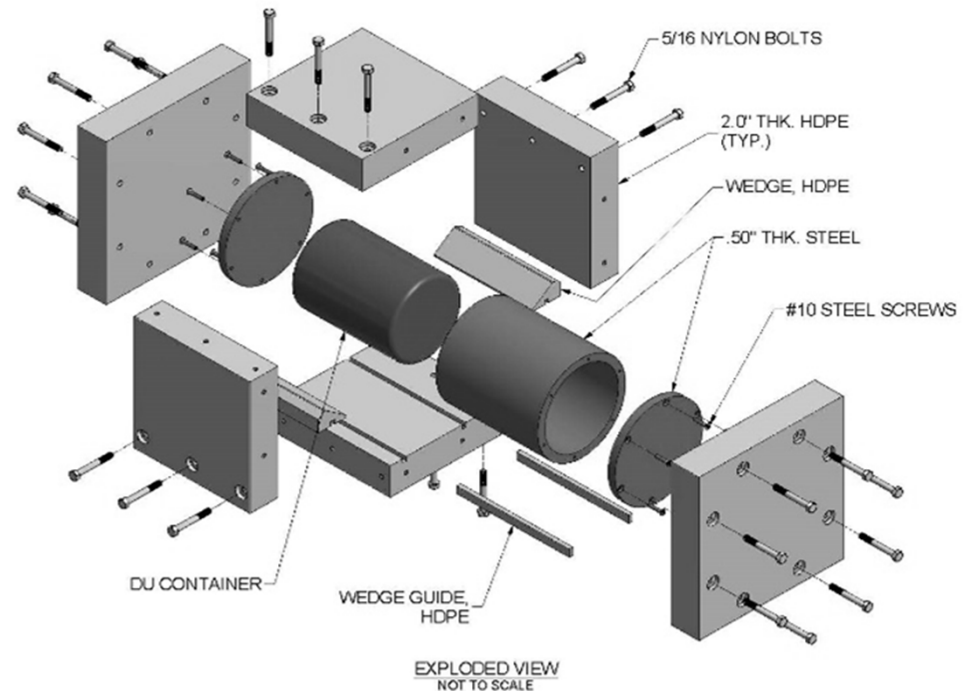
- 4.5 kg Pu in 3" PE sphere
- Neutron capture γ from table
- Computation time: **30 s**



3-D Benchmark Test (DU Casting in Steel and PE)



- Source is 18-kg DU casting
- Inside 0.5-inch-thick steel cylinder
- Inside 2-inch-thick PE box
- Computation time: **35 s**



Computational Validation Ongoing

- **Computed spectra are accurate for all but a few configurations**
- **Calculations are inaccurate for the following cases:**
 - 3-D configurations if gamma-ray emission is highly asymmetric
 - Measurement with collimated detectors pointed away from radiation source
 - The current method associates origin of scattered photons with location of original gamma rays as opposed to scattering material
- **Photograph to right shows test configuration used as part of “DNDO 1-D vs. 3-D” project**
 - Impact of voids and streaming paths included in the evaluation



- **This presentation describes a computational method that enables radiation transport and accurate detector response for 3-D source models in < 1 minute**
 - Incorporated into the Gamma Detector Response and Analysis Software (GADRAS)
- **The approach utilizes pre-computed continua for the detector response and scattered radiation**
- **The method is accurate for numerous configurations of radioactive and shielding materials**
 - Research is ongoing to improve accuracy for a problematic cases

Extras

Flowchart of Transport Process (< 1 minute)

