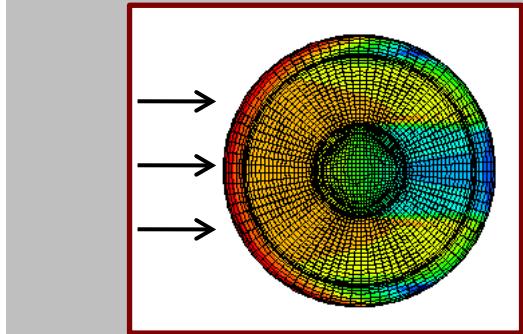
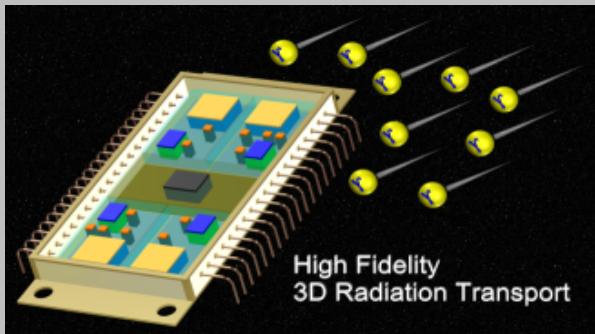


*Exceptional service in the national interest*



# Algorithms and Applications of the SCEPTRE Radiation Transport Code

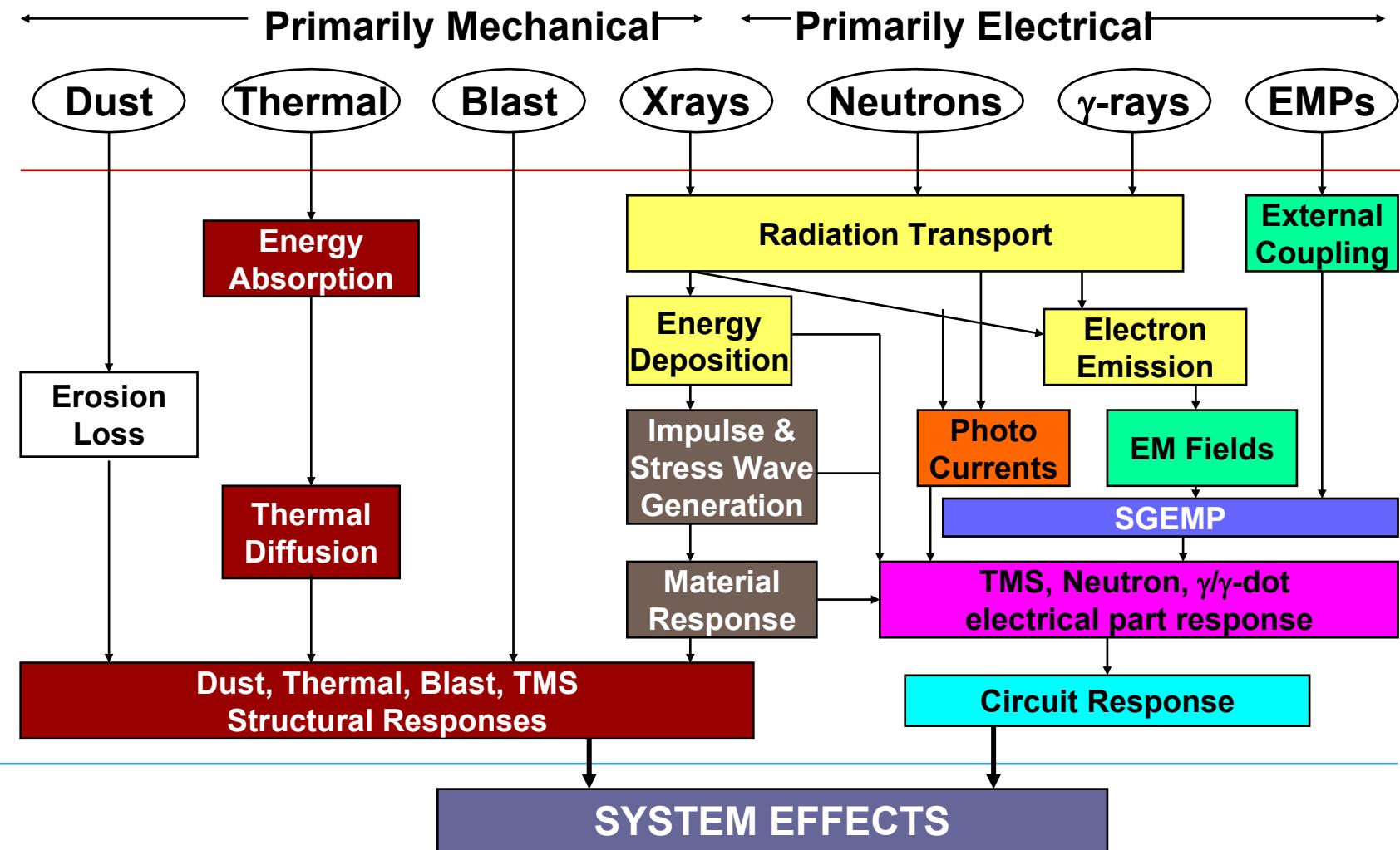
Shawn Pautz

SAND ???

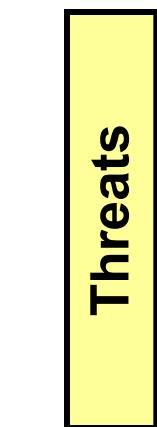


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# Physics of Radiation Effects for Nuclear Weapon Effects Assessment



# The RAMSES code suite has now been consolidated into 1300 - similar to SIERRA in 1500



## Nuclear Survivability of Non-nuclear Components

### RAMSES

#### Neutron effects

- *Environments (NuGET)*
- *Electrical effects (Xyce, Charon)*

#### X-ray effects

- *Environments (ITS, SCEPTRE)*
- *Electromagnetic effects (SGEMP & IEMP) (EMPHASIS)*
- *Electrical effects (TREE) (Xyce)*

### SIERRA

#### Blast

#### Mechanical / thermal effects

- *Explicit transient dynamics*
- *Structural dynamics*

Impulse  
TMS  
TSR

Performance Assessment

SGEMP & IEMP: System-generated (internal)

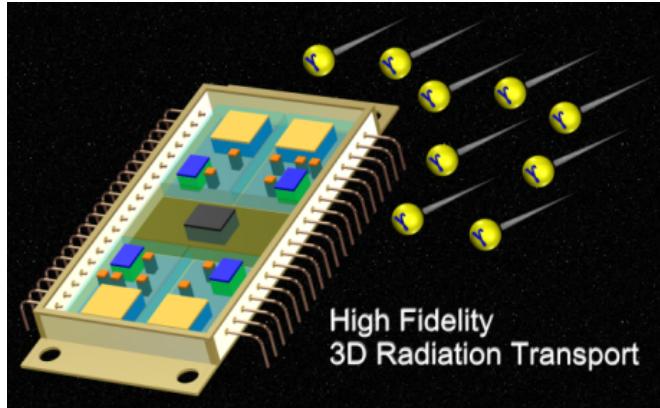
Electromagnetic pulse

TREE: Transient Radiation Effects in Electronics

TMS : Thermomechanical Shock  
TSR: Thermostructural Response

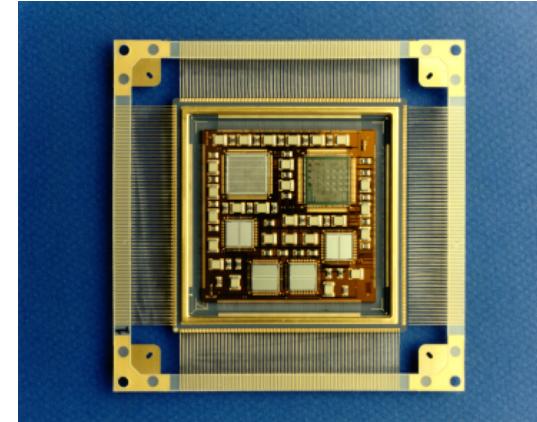


Radiation transport is fundamental to understanding the effects produced in nuclear and space radiation environments



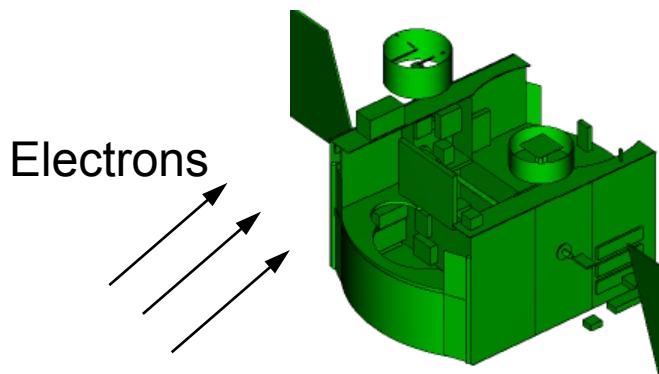
High Fidelity  
3D Radiation Transport

*The transport of coupled photon, electron, and positron radiation from 1.0 keV to 20.0 MeV*



ICs

Goal: Predict the effect of radiation on electrical components (e.g. ICs, cables)



Satellite

Goal: Predict the effect of radiation on materials and structures (mechanical effects)

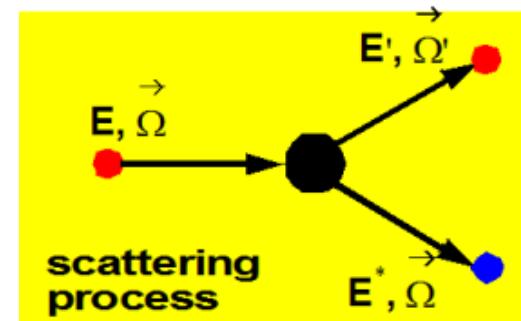
# Radiation transport fundamentals



Particles (neutrons, photons, electrons,...)  
described by location  $r$ , energy  $E$ , and direction of  
travel (or angle)  $\Omega$ .

Interactions with matter described by cross  
sections (or opacities) – the probability per unit  
path length that a given interaction (including  
outcome) occurs.

The fundamental goal of radiation transport is to  
determine the “angular flux density”  $\psi(r, E, \Omega)$  -  
the number of particles per unit volume per unit  
energy per unit solid angle. Once we know that,  
we can determine derived quantities like dose.



# Two totally different methods are available in computational physics to model radiation transport



## Monte Carlo Methods (ITS)

*Computer simulation of random walk by statistical sampling*

- “Lagrangian” view: what happens to a given particle
- Runtime limited
  - Memory not generally a limitation
- Complex 3D modeling capability
- Efficient for computing integral quantities
  - Total charge crossing a surface
  - Total dose in a region
- Easily adaptable to traditional parallel computers (modern architectures are challenging)

## Deterministic Methods (SCEPTRE)

*Numerical solution of the mathematical equation describing the transport*

- “Eulerian” view: what happens in a phase space element ( $r, E, \Omega$ )
- Memory and/or runtime limited
- Complex 3D modeling capability
- Essential for computing differential quantities
  - Charge/energy deposition distributions
  - Space, energy, and angle dependent emission quantities
- Parallelizable, but challenging

# Applications of SCEPTRE to Radiation Effects



- SCEPTRE: Sandia's Computational Engine for Particle Transport for Radiation Effects
- SCEPTRE provides extensive and distributive information vs. limited information from Monte Carlo
- Characterize and quantify radiation environments
- Convert radiation environment (X-ray, neutron, etc.) to physical quantities for subsequent electrical or mechanical analyses
  - Energy deposition
    - Device response from production of electron-hole pairs
    - Thermal and mechanical responses
  - Charge profile and photo-Compton electron emission
    - Induced electromagnetic pulse in cable, box and cavity

# Linear Boltzmann transport equation



$$[\vec{\Omega} \cdot \nabla + \sigma_t(r, E)]\psi(r, E, \vec{\Omega}) = \int dE' \int d\vec{\Omega}' \sigma_s(r, E' \rightarrow E, \vec{\Omega}' \rightarrow \vec{\Omega}) \psi(r, E', \vec{\Omega}') + q(r, E, \vec{\Omega})$$

$\vec{\Omega} \cdot \nabla$ : “streaming” term

$\sigma_t$ : “collision” (total) term

$\sigma_s$ : double differential scattering term

Other terms may be introduced to incorporate additional physics:

- Continuous slowing down operator
- Lorentz terms for charged-particle transport in EM fields

# Energy differencing: multigroup



If we integrate the energy-dependent Boltzmann equation over an energy range (“group”), we obtain a coupled system of within-group (or monoenergetic) equations, which are typically solved via “outer” (Richardson) iterations:

$$[\vec{\Omega} \cdot \nabla + \sigma_{t,g}(r)]\psi_g(r, \vec{\Omega}) = \sum_{g'} \int d\vec{\Omega}' \sigma_{s,g' \rightarrow g}(r, \vec{\Omega}' \rightarrow \vec{\Omega}) \psi_{g'}(r, \vec{\Omega}') + q_g(r, \vec{\Omega})$$

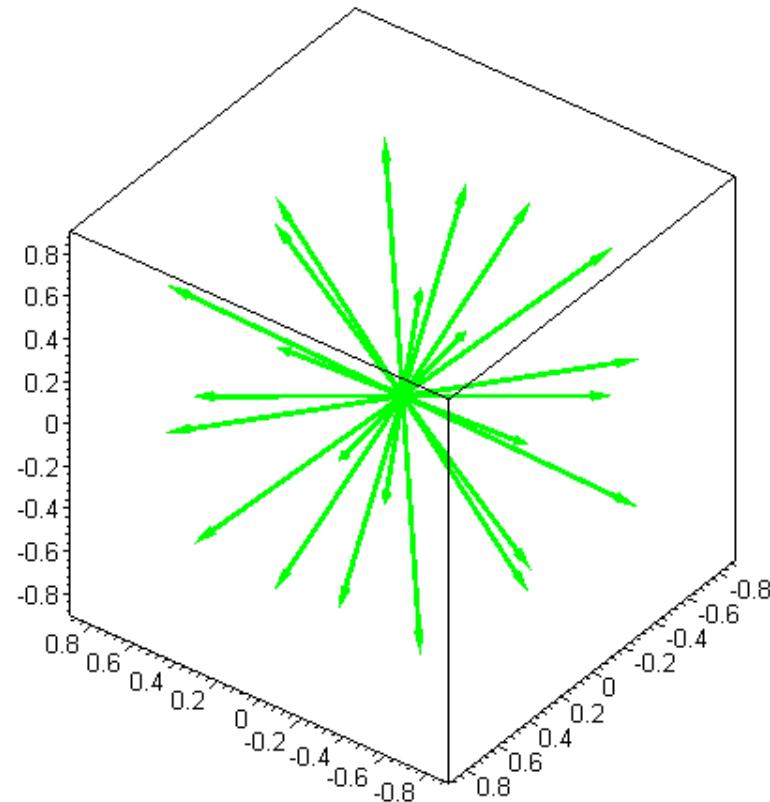
Note: assumptions about the spectral shape of the flux are made, which affects the multigroup cross sections. This is notoriously difficult for neutronics due to nuclear resonances. Such cross sections are usually supplied as an external database rather than embedded in the code.

(Takeaway lesson: Codes like Sceptre solve the cross section problem by defining it as someone else’s problem.)

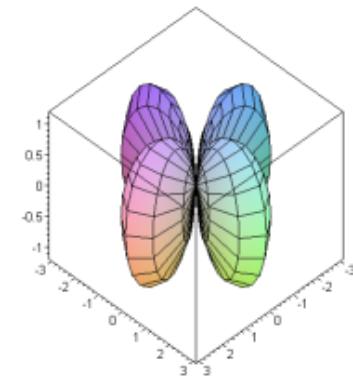
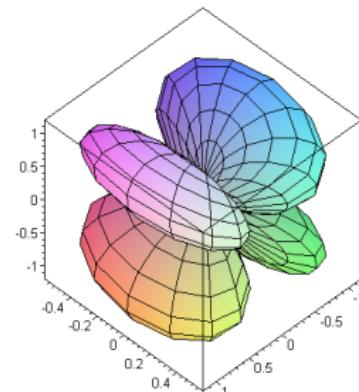
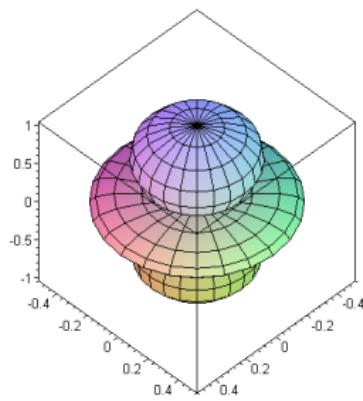
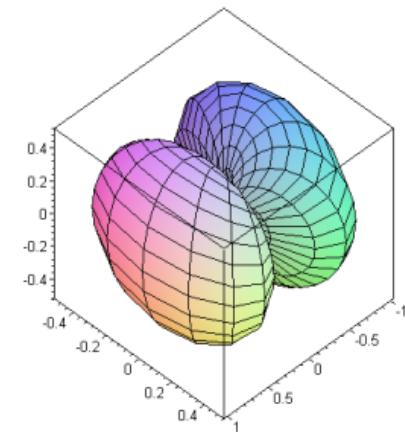
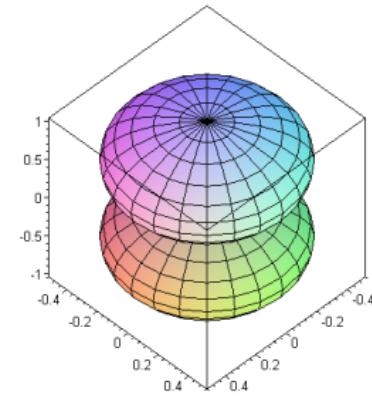
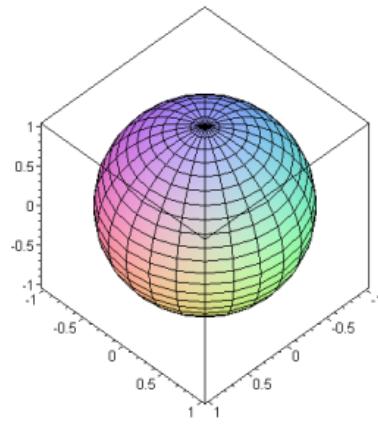
# Angular discretization: discrete ordinates ( $S_n$ )



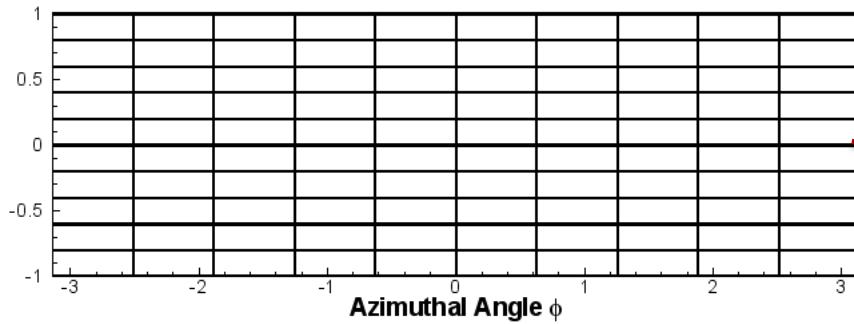
- Collocation in angle
- Compute solution in discrete directions
- Use numerical quadrature to compute angular integrations



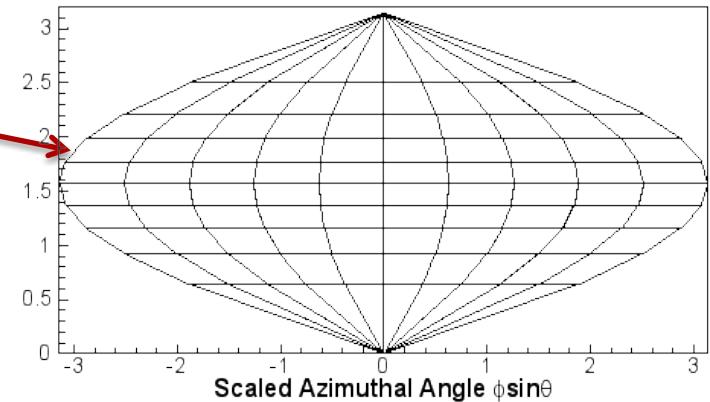
# Angular discretization: spherical harmonics ( $P_n$ )



# Angular discretization: finite elements

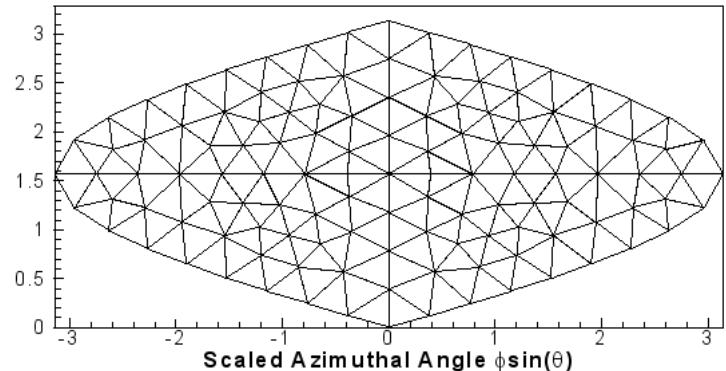


Regular mesh in  $\mu$ - $\phi$  space



Mapped from  $\mu$ - $\phi$  space mesh

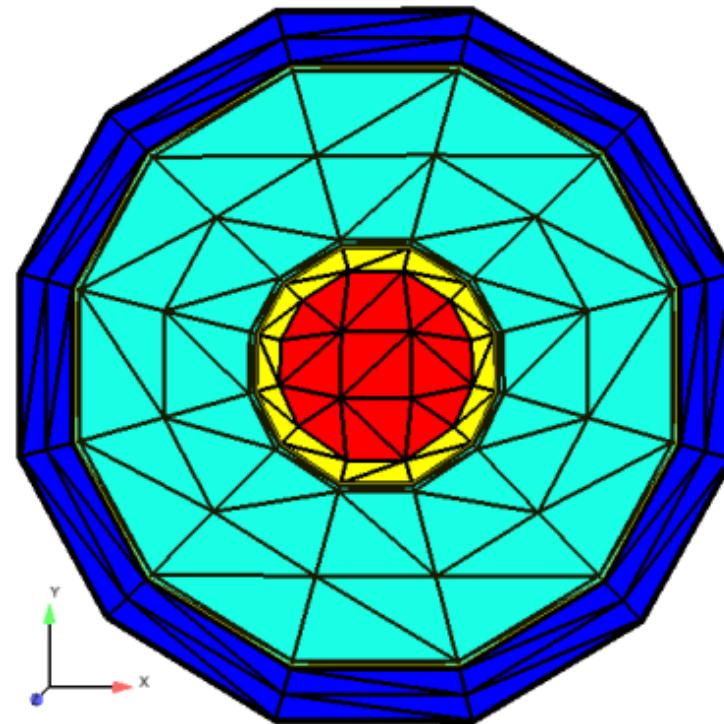
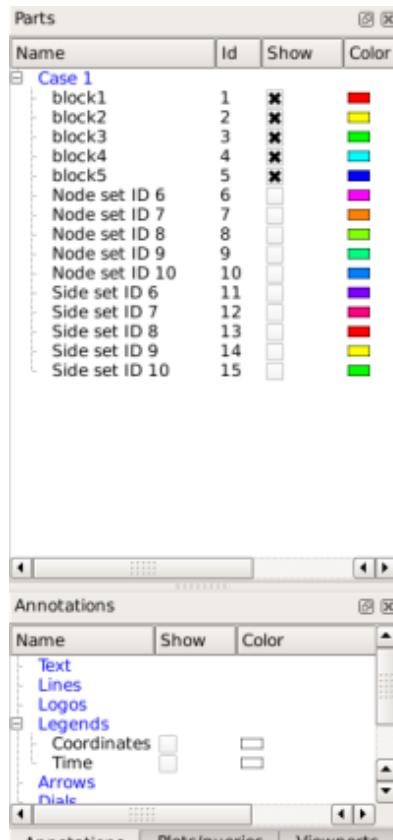
- Problems with meshing  $\mu$ - $\phi$  space:
  - Elements mapped to a single point at the poles
  - Non-uniform mesh
- Alternative: use sinusoidal projection and then mesh



Mesh of sphere mapped to planar region

# Spatial discretization: finite elements

- 1D, 2D, and 3D unstructured Cartesian meshes
- Continuous and discontinuous finite elements
- Linear or quadratic basis functions



# Forms of (monoenergetic) Boltzmann equation



First-order:  $[\Omega \cdot \nabla + \sigma_t] \psi(r, \Omega) = M \Sigma D \psi(r, \Omega) + Q(r, \Omega)$

Second-order:

$$[\Omega \cdot \nabla \mathcal{R}^{-1} \Omega \cdot \nabla + \mathcal{R}] \psi(r, \Omega) = Q(r, \Omega) - \Omega \cdot \nabla [\mathcal{R}^{-1} Q(r, \Omega)]$$

The two continuous forms above are equivalent.

Discretizations, however, yield different properties:

Solutions

Solvers

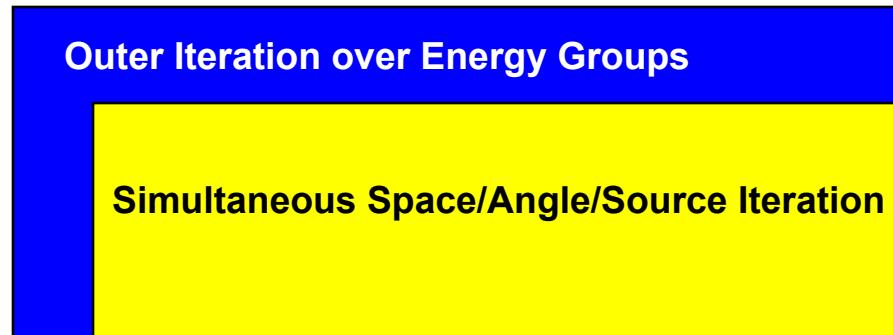
# Iterative approaches for different solvers



First-order:



Second-order:



# Iterative solution strategies



## First-order:

Source iteration – fix source, solve streaming-plus-collision term, update scattering source, repeat

Advantages: Lower triangular system, small(er) memory

Disadvantages: Scalability, no canned solvers

## Second-order:

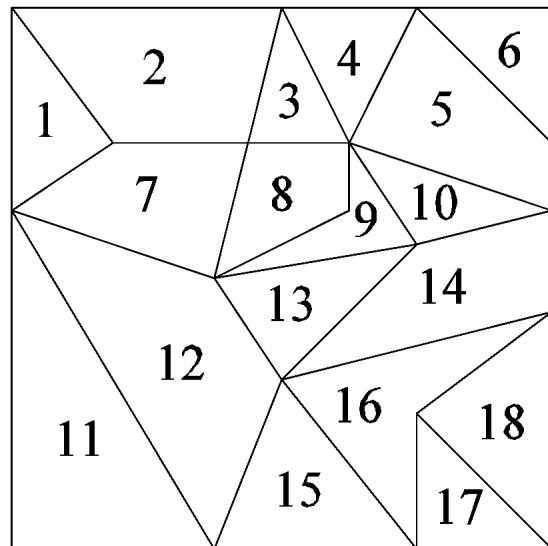
Large matrix solve

Advantages: SPD matrix, Trilinos solvers

Disadvantages: Large memory requirements, problems with vacuum regions

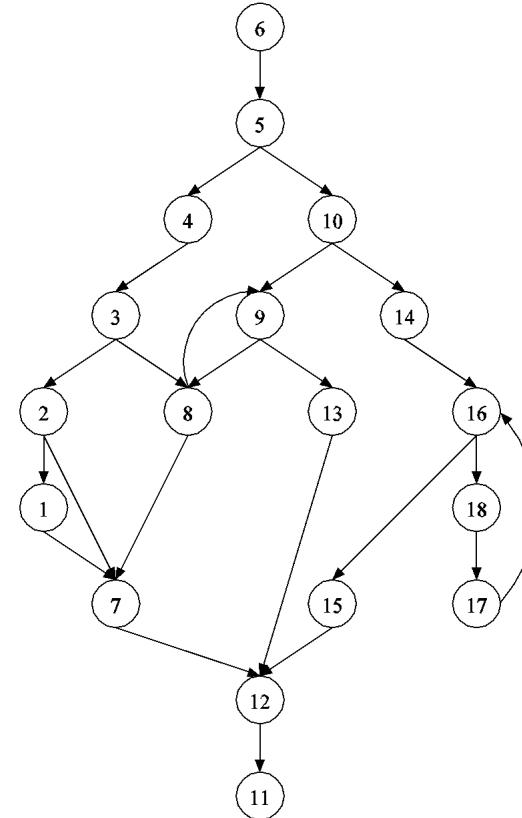
# First-order sweeps: directed task graph

mesh



$\Omega$

sweep graph



The first-order approach produces a huge number of very small linear systems to solve: one for every angle/element/energy/iteration

# Second-order Transport Methods Result in a Sparse-Block Matrix Structure

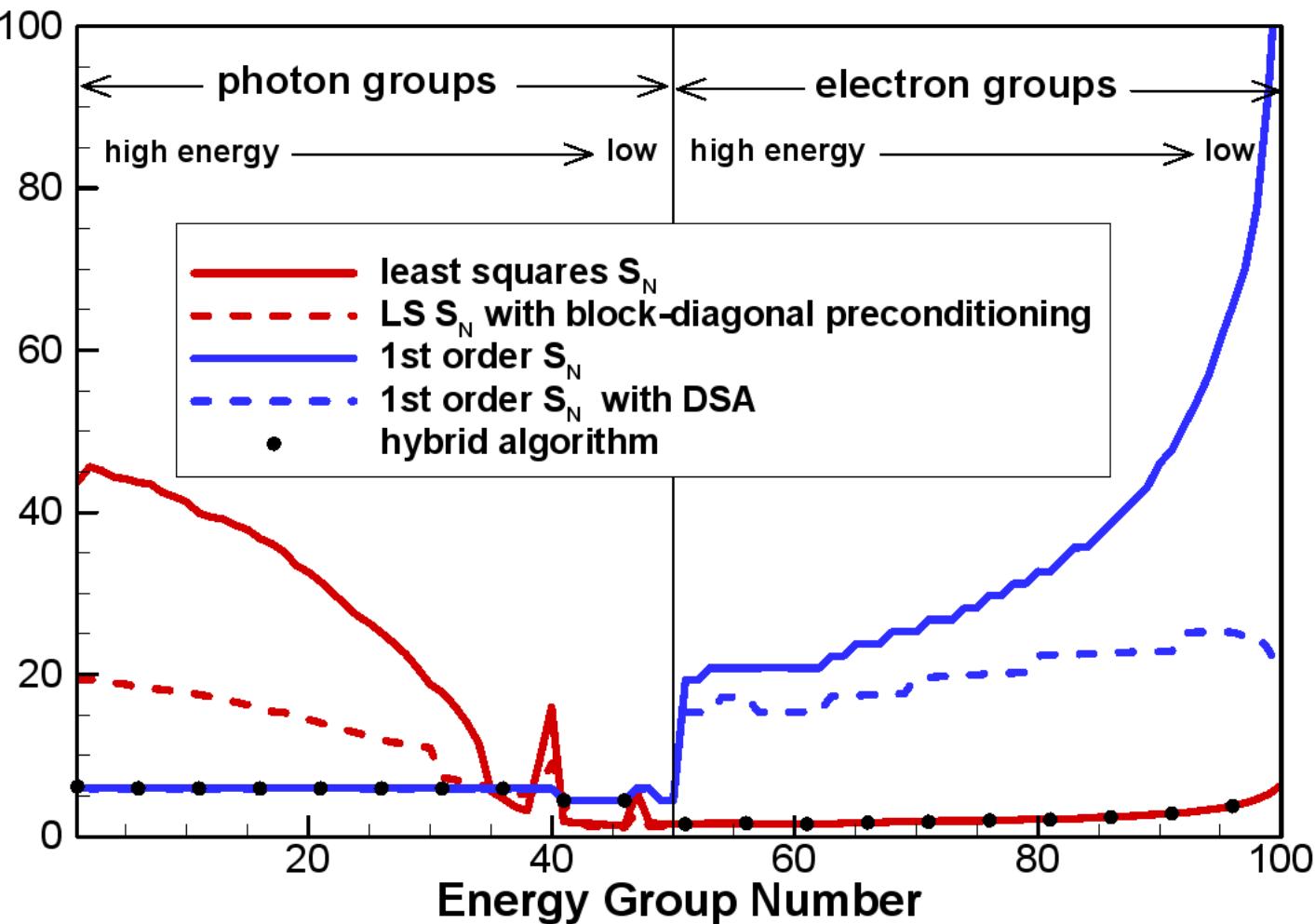


A =

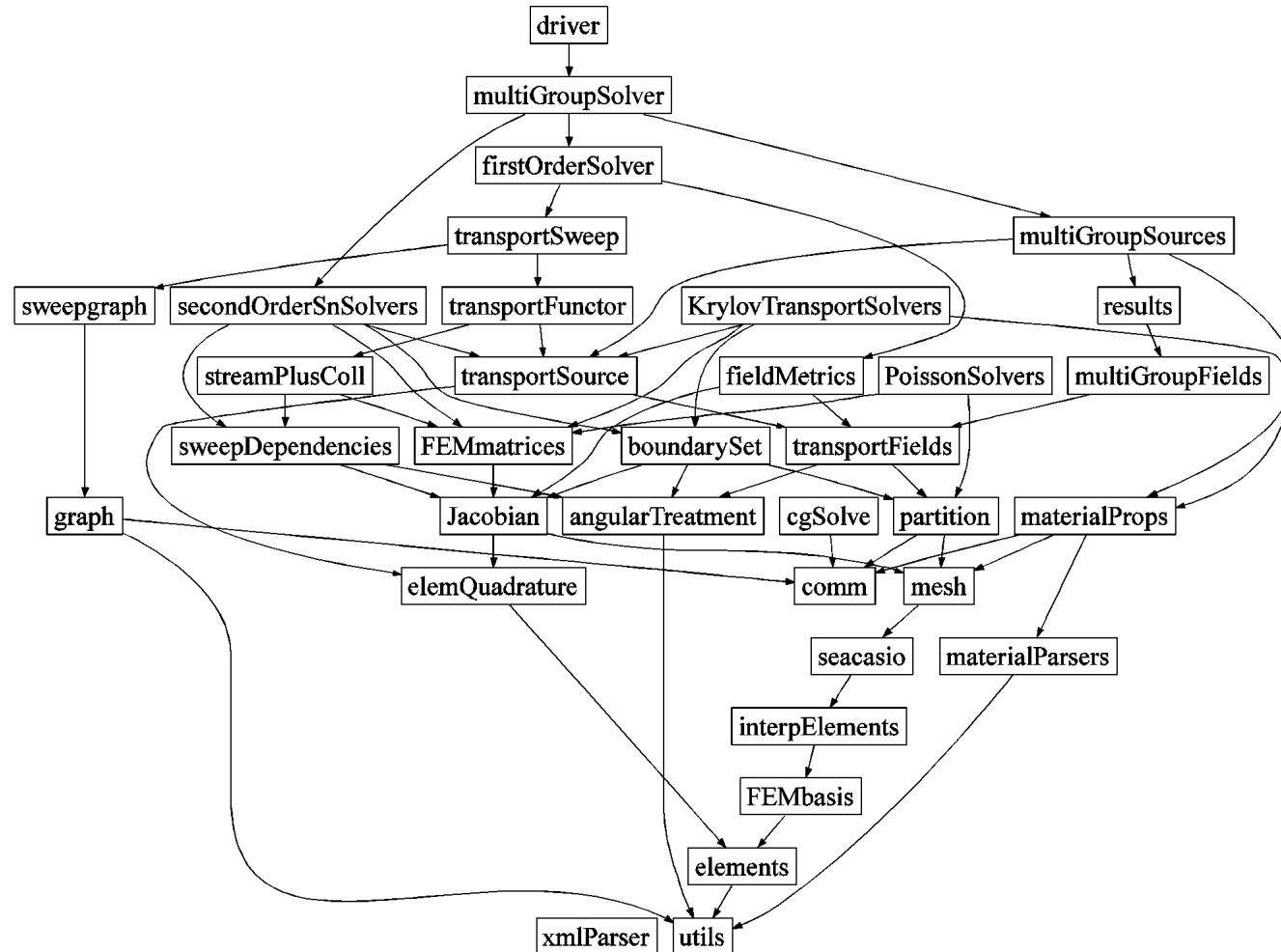
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- Limited success achieved in preconditioning linear system
- Out-of-the-box Trilinos preconditioners (ML, IFPack) at best  $\sim 2$  speedup
- Transport-specific preconditioner (using uncollided flux solution as preconditioner) better
- Others proposed (e.g. use first-order sweep solve as preconditioner)
  - Hybrid first-order/second-order transport methods

# Hybrid Solver

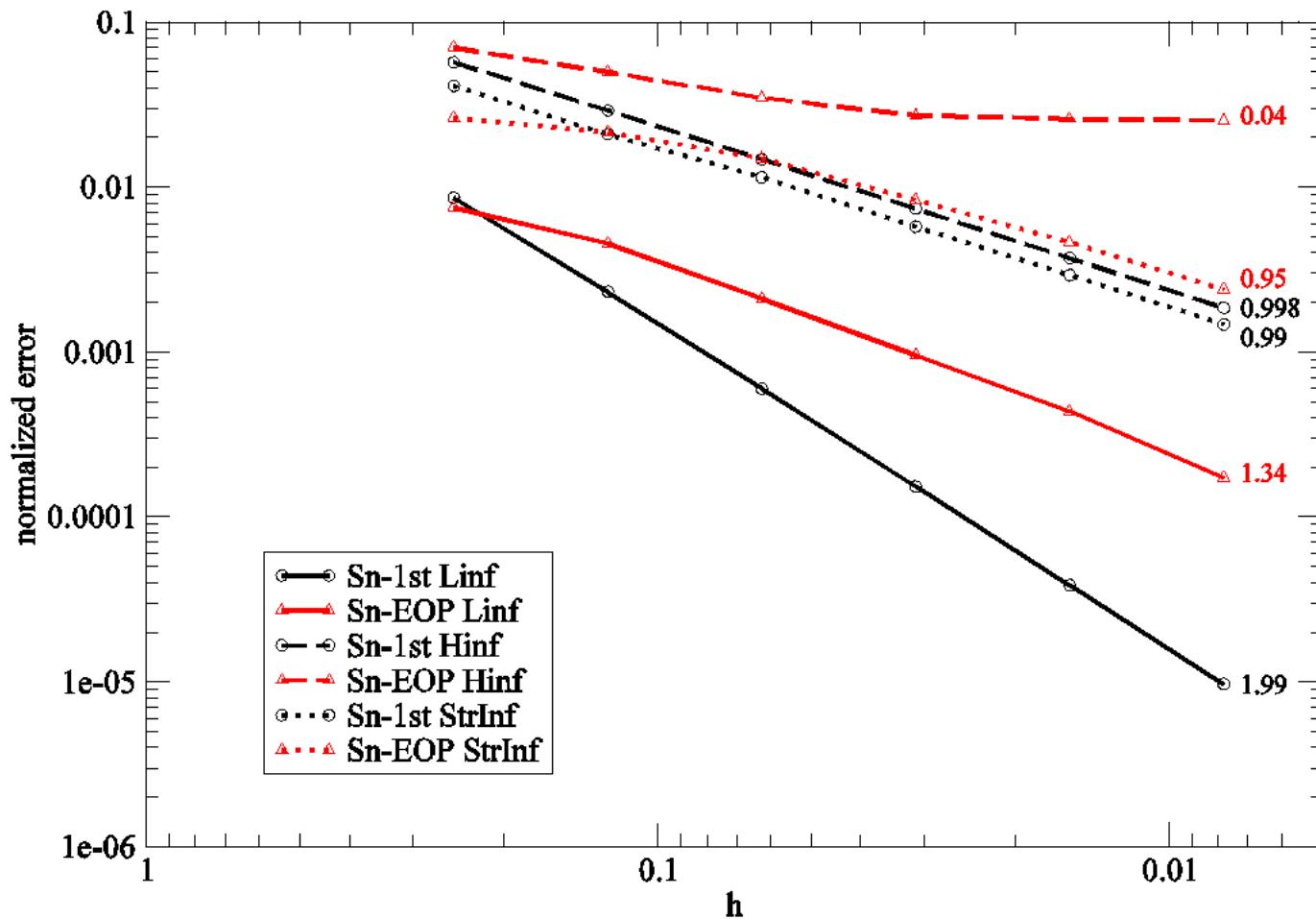


# Sceptre leveledized design promotes testability, adaptability



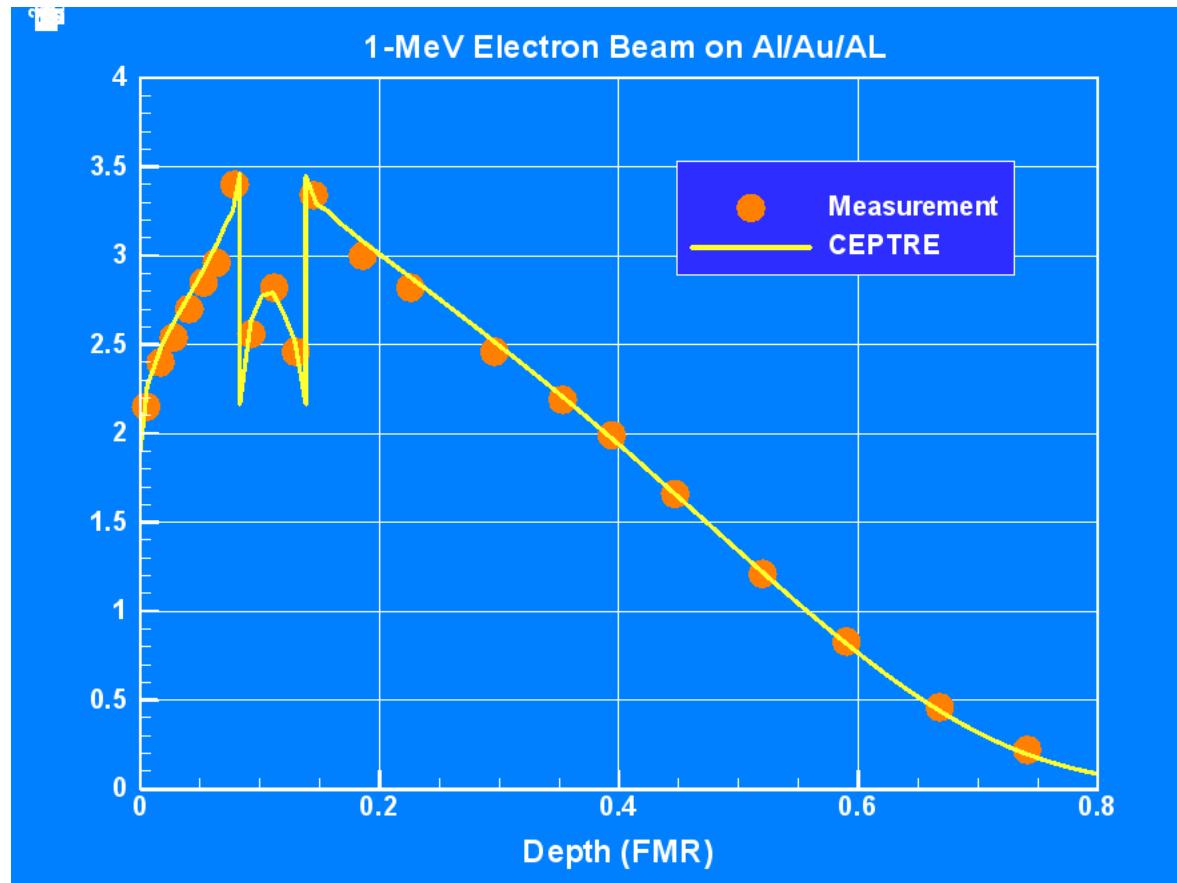
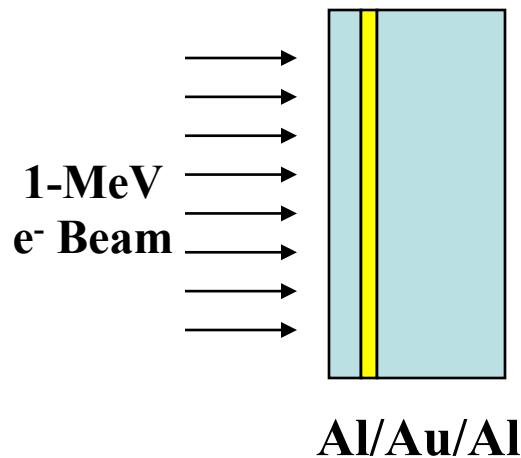
# Verification: order of convergence

Error metrics for tri3 meshes



# SCEPTRE Validation: Energy Deposition

## 1-MeV Electron Beam on Al/Au/Al



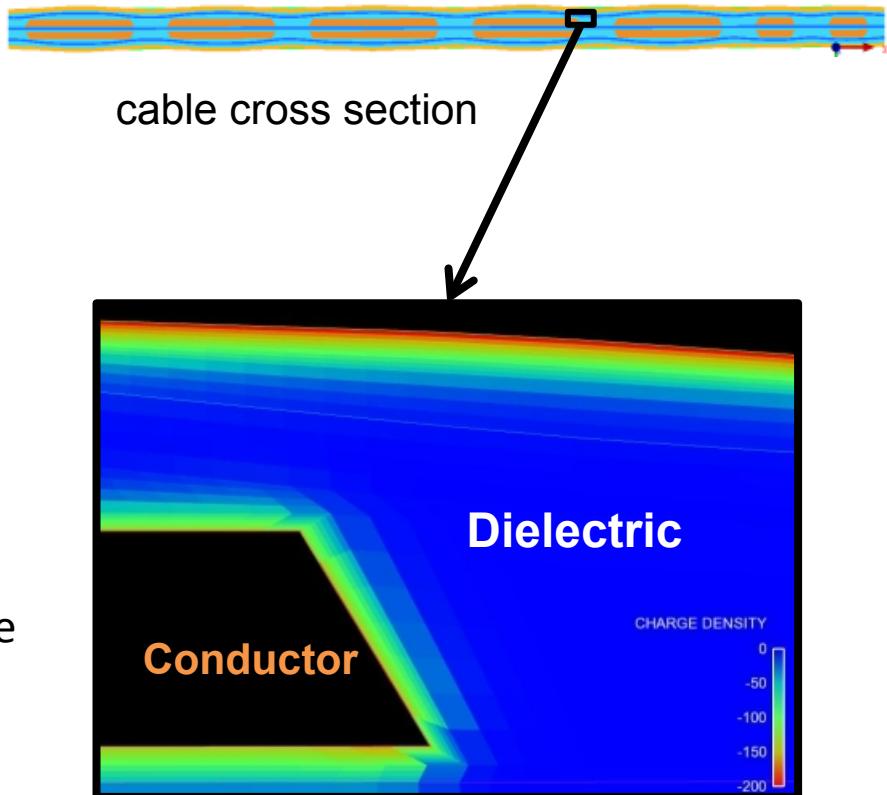
G. J. Lockwood, et al, "Calorimetric Measurement of Electron Energy Deposition In Extended Media," SAND79-0414 (1980)

# Application: Cable SGEMP

## System-Generated Electromagnetic Pulse in Cable

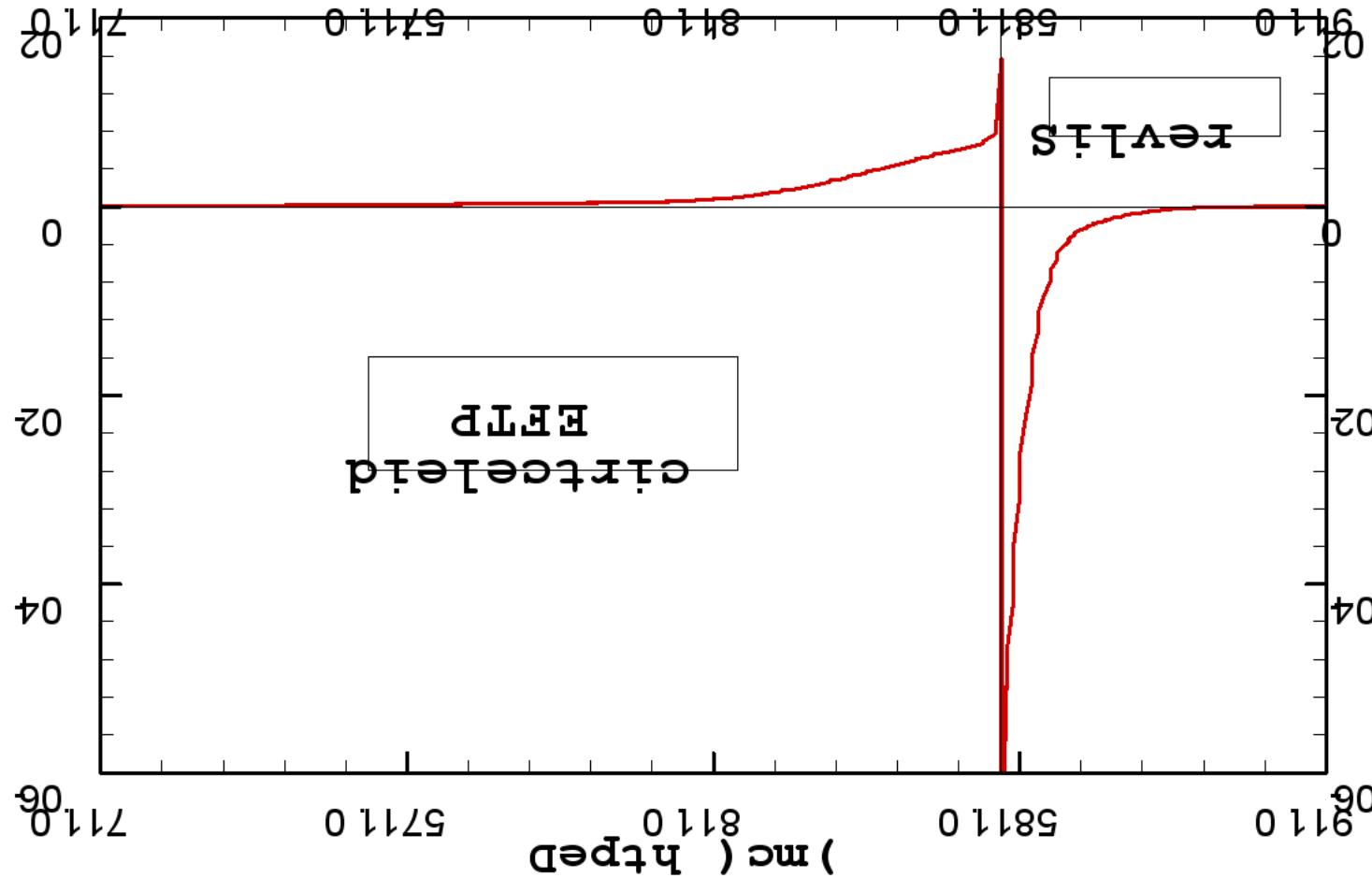


- Photo-Compton interactions produce charge separations near conductor/dielectric interfaces, and induce electromagnetic pulse on the conductors
- Cable SGEMP can potentially upset/burnout downstream electronics
- Extremely difficult to compute
  - Charge injection is the difference between knock-on and induced charge which are similar in magnitude for a rad-hard cable
  - Mean-Free-Path for photon and electron differ by orders of magnitude
- 2.5-D model using SCEPTRE and EMPHASIS

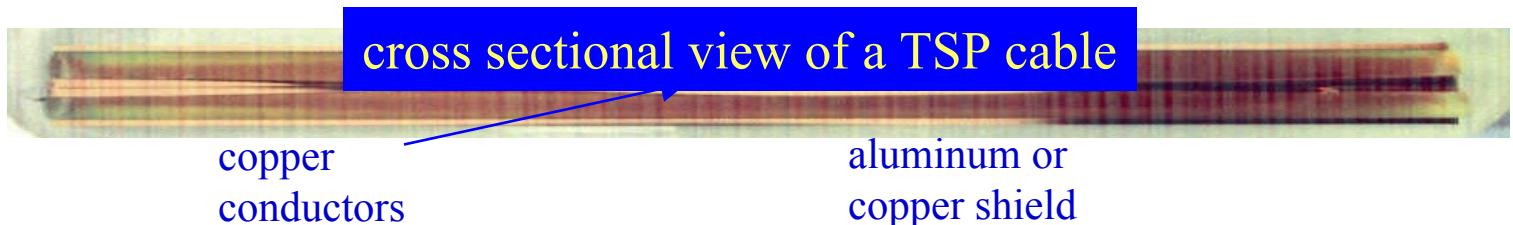


# Resolving SGEMP boundary layers

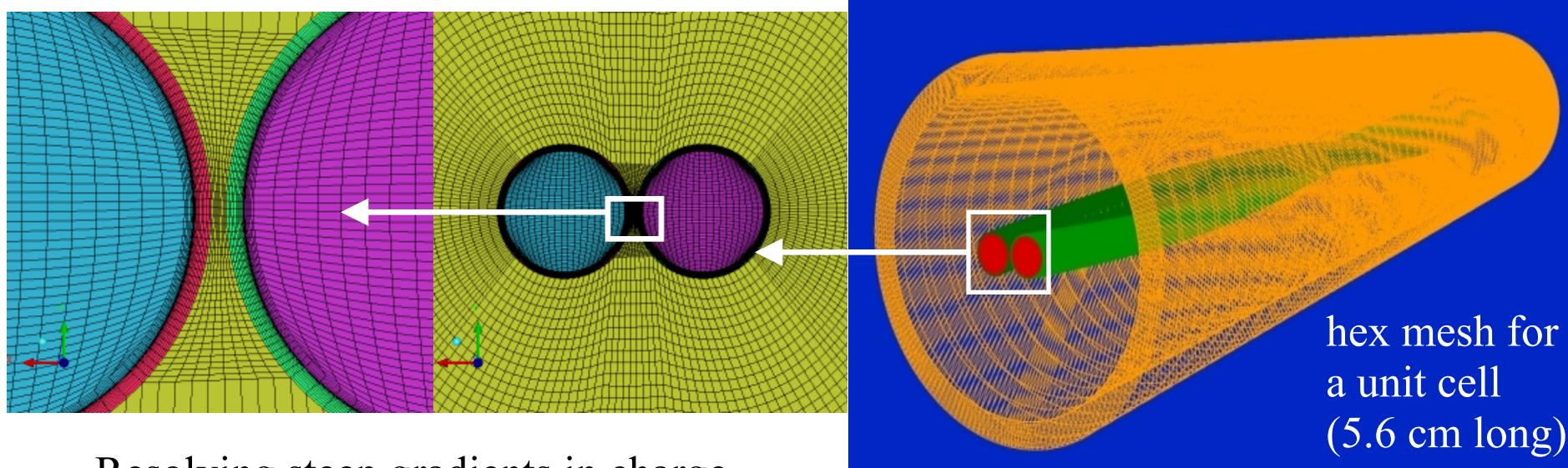
20



# Cable SGEMP



hex mesh cross sections

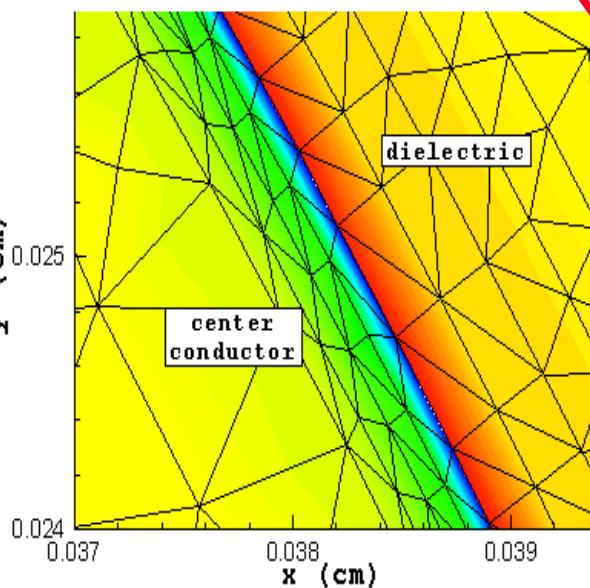


Resolving steep gradients in charge requires  $\mu\text{m}$ -size elements near the center conductors

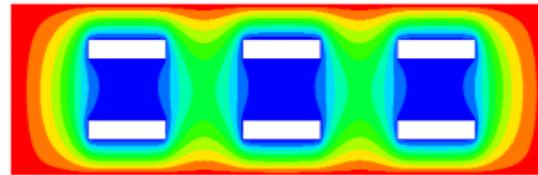
# Application: Cable SGEMP

## Deterministic (SCEPTRE)

Charge density, currents, & energy deposition at given time



## Electric field intensity

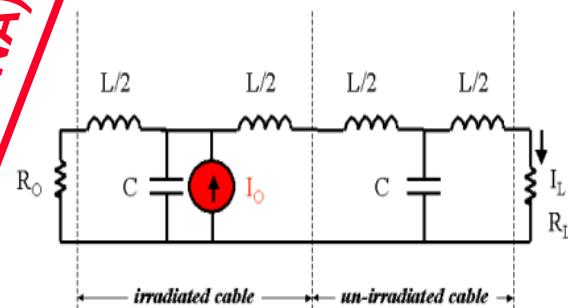


**Electrostatics solved simultaneous with lumped circuit model of cable**

Drive current as a function of time

**2D quasi-electrostatic solver with radiation-induced conductivity models**

## Circuit analysis module (SPICE)

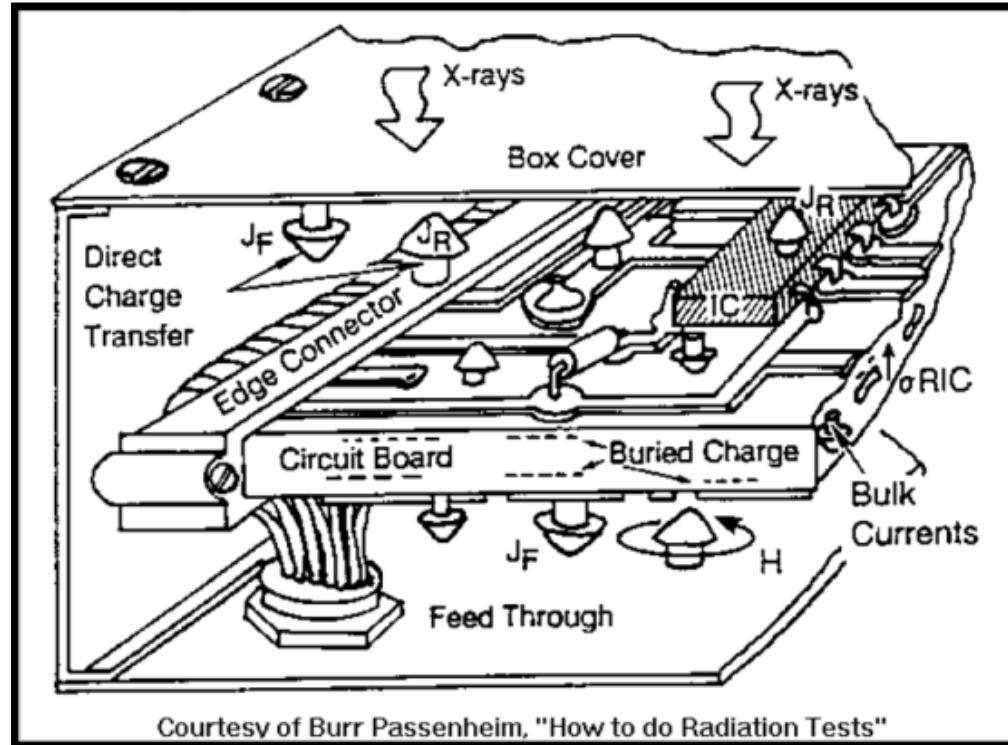


$I_0$  is the radiation induced current source

Transmission line effects and circuit termination response

# Application: Box IEMP

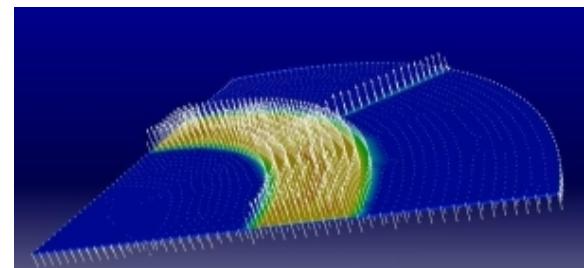
## Internal Electromagnetic Pulse in Electronic Box



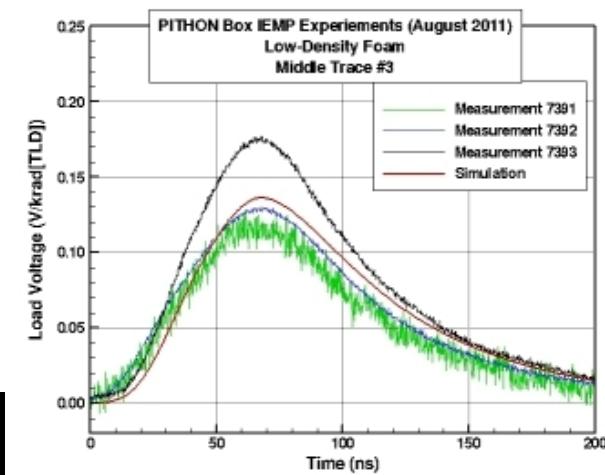
# Box IEMP

- Similar phenomena to Cable SGEMP
  - Ground/Power Plane  $\Leftrightarrow$  Outer Shield
  - Connector/Trace  $\Leftrightarrow$  Internal Conductor
  - Board  $\Leftrightarrow$  Dielectric Filling
- Box IEMP can potentially upset/burnout downstream electronics
- Mesh generation can be difficult (if not impossible) due to complex geometry and element-size requirement
- Full 3D coupling between SCEPTRE and EMPHASIS

## PITHON Experiment with a Cylindrical Box Multiple-Layer Board with Multiple Traces



Current Density Profile Near the Middle Trace  
Above the Ground Plane

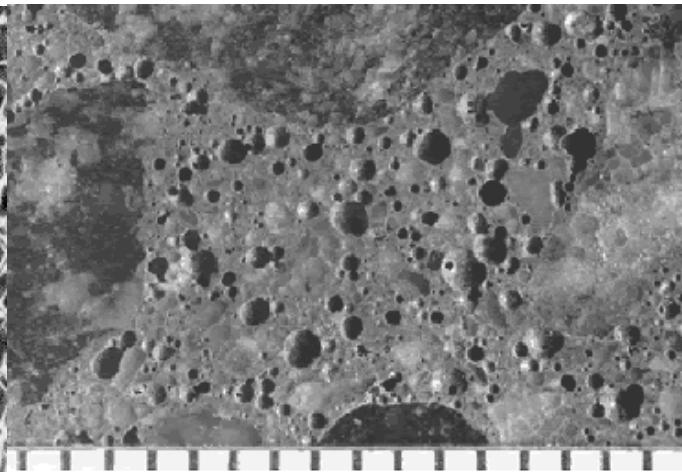
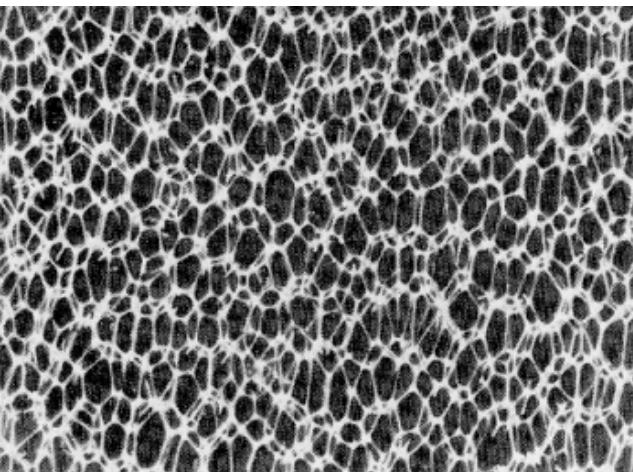


# Transport in stochastic media



Some materials are mixtures whose distribution is known in only a statistical sense, and/or are too complicated to directly model.

We have implemented the Levermore-Pomraning (LP) model for transport in stochastic media and perform research in this area.



Printed circuit board. Image from FreeFoto.com under [Creative Commons](#) license.

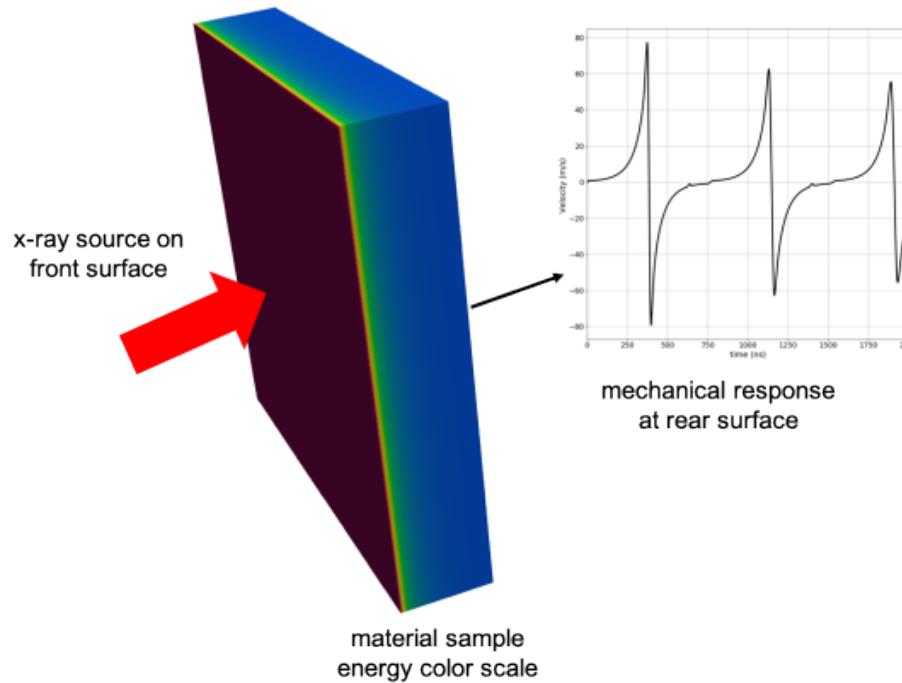
Photomicrograph of polyurethane foam.  
Image from National Research Council

Cross section of concrete. Image from Federal Highway Administration.

# Code Coupling: SCEPTRE/ALEGRA for material response



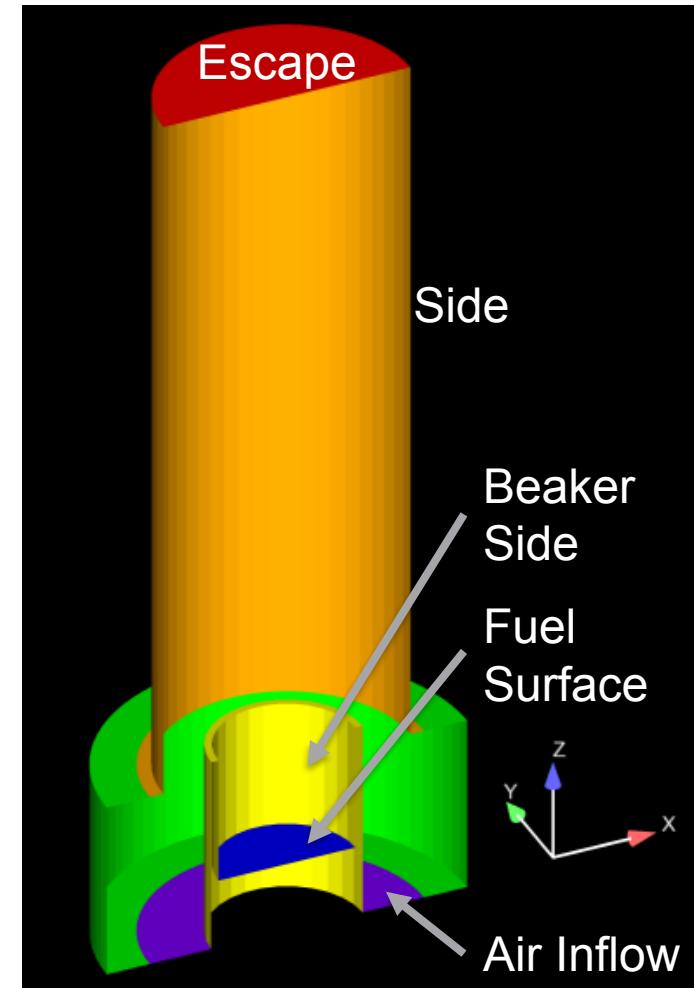
- MPMD coupling between codes
- SCEPTRE computes energy deposition
- ALEGRA computes mechanical response



# Code coupling: SCEPTRE/Fuego for thermal/fire modeling



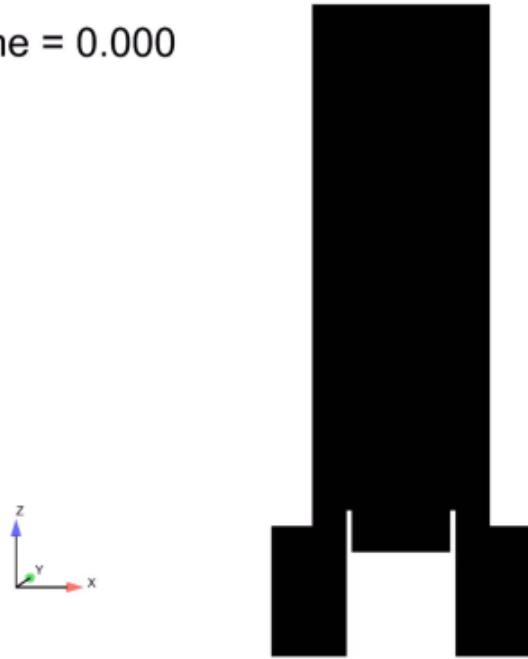
- Fluid
  - Fuel Inflow
  - Combustion (EDC model)
  - Thermal radiation transport (Discrete Ordinates)
- Particles
  - Lagrangian w/ 2 way coupling to fluid
  - Momentum
  - Heat
  - Mass
  - Species



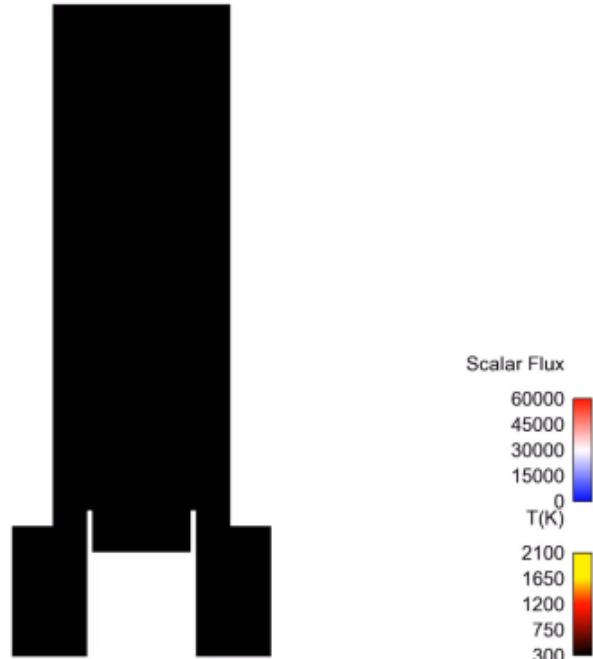
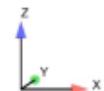
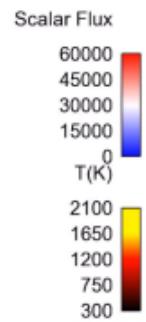
# Code coupling: SCEPTRE/Fuego for thermal/fire modeling



Time = 0.000



Time = 0.000



- Flame Cross Section
- Scalar Flux isosurface with radiative flux vectors