

NE 155

**Introduction to Numerical Simulations in
Radiation Transport**

Lecture 33: Probability and Statics

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MAJOR COMPONENTS OF MC ALGORITHM

- **PDFs:** the physical/mathematical system must be described by a set of pdfs.

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- **Parallelization:** efficient use of computers

OUTLINE / LEARNING OBJECTIVES

- ➊ Probability Density Functions
 - ➋ Standard Statistical Quantities
 - ➌ Accuracy vs. Precision
 - ➍ Central Limit Theorem
 - ➎ Relative Error
- ➊ Understand the derivation of basic statistical quantities
 - ➋ Be able to explain the difference between accuracy and precision
 - ➌ Understand how to interpret and apply confidence intervals
 - ➍ Understand derivation and use of relative error

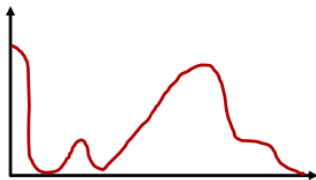
Notes derived from Jasmina Vujic and Paul Wilson

FUNDAMENTAL CONCEPT

- Many individual particle histories are simulated
- Each physical event is determined by randomly sampling a **probability distribution**
- Each history can contribute to the physical measurement of interest
 - x_i = contribution of history i
 - Different ways to calculate score
 - Does particle cross surface?
 - How much time does particle spend in particular region?

FUNDAMENTAL CONCEPT

- Set of individual contributions, x_i , forms a *probability distribution*



- We are interested in the mean value of that contribution, \bar{x}_i , and its variance, $S_{\bar{x}}^2$

TWO ENCOUNTERS WITH PROBABILITY DISTRIBUTIONS

- Probability distributions for the outcome of each physical event
- We use **Random Sampling** techniques to evaluate these at each occurrence
- Underlying probability distribution for each physical measurement of interest
- We estimate the statistical moments of these distributions to get our physical answers

TO THE BOARD



TWO TYPES OF MC METHODOLOGY

Analog

- Natural laws are **preserved**
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Non-Analog

- To reduce computation time, the strict analog simulation of particles is abandoned (i.e. we CHEAT)
- Variance Reduction techniques:
 - Absorption suppression
 - Russian Roulette (history termination)
 - Splitting (history propagation)
 - Forced collisions
 - Source biasing
 - Hybrid methods

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- At collision, particle is killed if absorption
- Particle is born with weight 1
- weight unchanged throughout history
- Score when tallying events is 1

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Non-Analog (weighted)

- Alter PDFs to favor events of interest
- Particle can have different birth weight
- Weight is altered if biased PDF is used
- Particle survives “absorption” and weight is changed
- Splitting and RR can change weight
- Score current weight when tallying

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- The difference between accuracy and precision is important
- Accuracy is not always known and can be difficult to improve
- Precision can be improved by more histories in a measurement, but not always more histories in a problem