



# MCNP session 4

Steve Lilley

STFC Rutherford Appleton Laboratory  
[Steven.Lilley@stfc.ac.uk](mailto:Steven.Lilley@stfc.ac.uk)

# Outline

- Recap
- Criticality
- Criticality input
- Criticality output
- Extras – State of the art & assessed exercise tips



# Recap - theory

- Monte Carlo – based on sampling distributions using random numbers
- Calculate mean behaviour
- more samples = closer to true mean
- In ‘fixed source’ radiation transport a history is a single source particle and any subsequently produced particles
- Source distributions, distance to next collision, type of interaction, emission angle all sampled by random number,
- the sampled distributions are not random!



# Recap - MCNP

- Geometry – surfaces used to define cells using Boolean logical operators “intersect” (and, ) & “union” (or, :)
- Materials using ZAID
- Sources using SDEF
- Tallies – F2 surface, F4 cell, F5 point



# Criticality

- Criticality assessment is a very important area concerned with safety, accident prevention and regulatory compliance
- Majority of events involve liquids, for detailed review of accidents see “A Review of criticality accidents” [link](#)
- Monte Carlo calculations are useful for predicting scenario's and geometries which may lead to criticality accidents



# Criticality – analytic formula

- Four factor formula
  - $k_{\infty} = \eta f p \epsilon$
- Six factor formula
  - $k = \eta f p \epsilon P_{FNL} P_{TNL}$
- Where
  - $\eta$  = thermal fission factor
  - $f$  = thermal utilisation factor
  - $p$  = resonance escape probability
  - $P_{fnl}$  = fast non leakage
  - $P_{tnl}$  = thermal non leakage
  - $\epsilon$  = fast fission factor



# Criticality

- So far we have considered 'fixed source' problems
- However for criticality the exact source distribution is not known for each generation
- Calculating  $K_{\text{eff}}$  is an eigenvalue problem
- $$K_{\text{eff}} = \frac{\# \text{ neutrons in generation } n}{\# \text{ neutrons in generation } n-1}$$
- Most codes use a power iteration technique i.e. iterate the source until the answer converges



# Criticality in MCNP - input

## KCODE    Criticality Source Card

Form:    KCODE    NSRCK RKK IKZ KCT MSRK KNRM MRKP KC8

NSRCK    = number of source histories per cycle

RKK       = initial guess for  $k_{eff}$

IKZ       = number of cycles to be skipped before beginning tally accumulation

KCT       = number of cycles to be done

MSRK      = number of source points to allocate storage for

KNRM      = normalize tallies by 0=weight / 1=histories

MRKP      = maximum number of cycle values on MCTAL or RUNTPE

KC8       = summary and tally information averaged over

          0 = all cycles

          1 = active cycles only

Defaults: NSRCK=1000; RKK=1.0; IKZ=30; KCT=IKZ+100; MSRK=4500 or 2\*  
NSRCK; KNRM=0; MRKP=6500; KC8=1

Use:       This card is required for criticality calculations.





# Criticality in MCNP - input

- Cells, surfaces, materials all the same as for fixed source problems
- In addition to the *KCODE* card also need to define an initial source distribution
- Can be an *SDEF* as for fixed source problems
- Or can use:

*KSRC*  $x_1 y_1 z_1 x_2 y_2 z_2 \dots x_n y_n z_n$



# Criticality in MCNP- example

*C simple U sphere*

*1 1 -19.2 -1 \$ U sphere*

*99 0 1 \$ grave yard*

*1 so 10 \$ 10cm sphere on origin*



*Mode n*

*IMP:N 1 0*

*C Natural Uranium*

*M1 92238.42c 0.97 92235.42c 0.03*

*C crit cards*

*C 1000 neutron per gen, keff guess*

*C 0.8, skip 100 gen, run 1000 active gen*

*KCODE 1000 0.8 100 1100*

*KSRC 0 0 1*



# Criticality in MCNP

- Neutrons are tracked the same way as in fixed source problems,
  - Leakage, Moderation, Absorption, Fission
- The position of each fission event is saved
- This becomes a source point for the next generation
- Once **Nsrck** neutrons have been simulated,  $K_{eff}$  is calculated and the next generation (cycle) is simulated



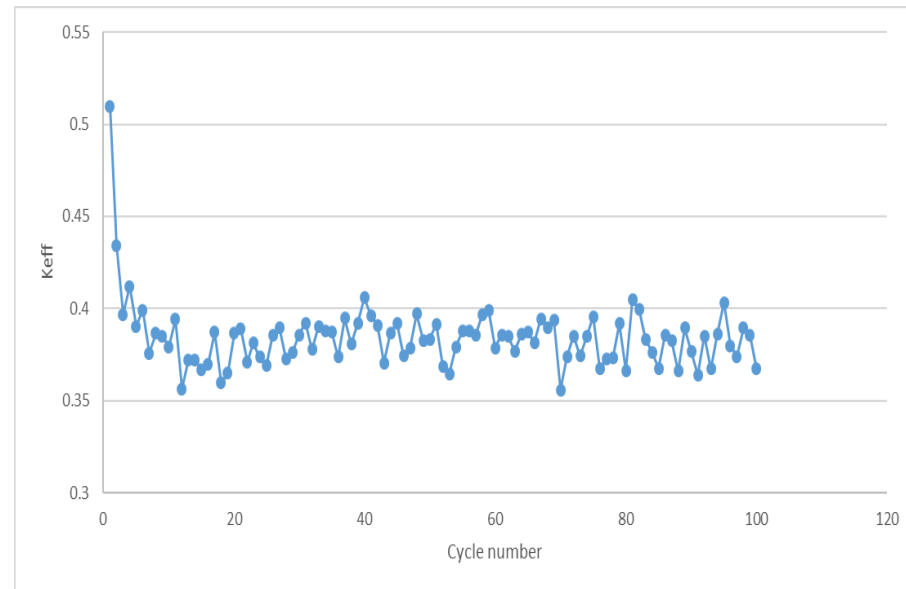
# Criticality in MCNP - output

- Output is provided for each generation
- Although simulating generations of neutrons, it is not time dependant, there is only one value of  $K_{eff}$
- It should converge!
- 3 estimates of  $K_{eff}$  are provided
  - From collision events
  - From absorption events
  - Track length estimate
- As well as  $K_{eff}$ , standard deviation is provided to estimate the statistical uncertainty



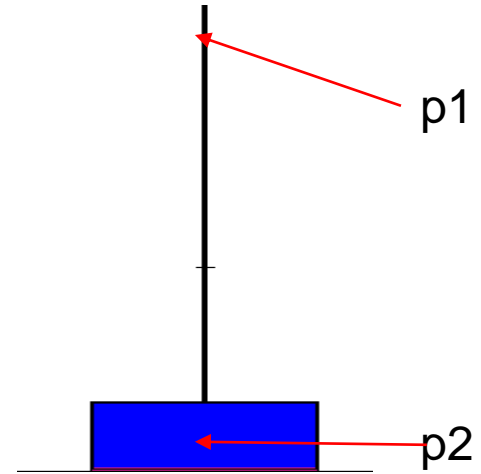
# Parameter choosing

- Number of particles per cycle (**Nsrck**)
  - Shouldn't effect the answer unless very low only the time to convergence and final uncertainty
  - Consider size and distribution of fissile material
  - Typically at least 1000
- Number of cycles to skip and total number to run (**IKZ** & **KCT**)
  - Make a sensible estimate, run evaluate if enough and repeat
  - Need to know required accuracy



# Choice of initial source distribution

- Eventually after enough generations the code will reach a stable value of  $K_{eff}$ , the choice of starting source distribution and number of neutrons per generation can affect how fast it converges
- Try ensure largest fissile material cells are covered,
- Preferably put a point or distribution in all fissile cells



# generations	$K_{eff}$ , p1	$K_{eff}$ p2
500	0.033	1.041
1000	0.033	1.039
5000	0.033	1.038
100000	1.042	1.038



# Extras

- State of the art MCNP
- Hints and tips for assessed exercise



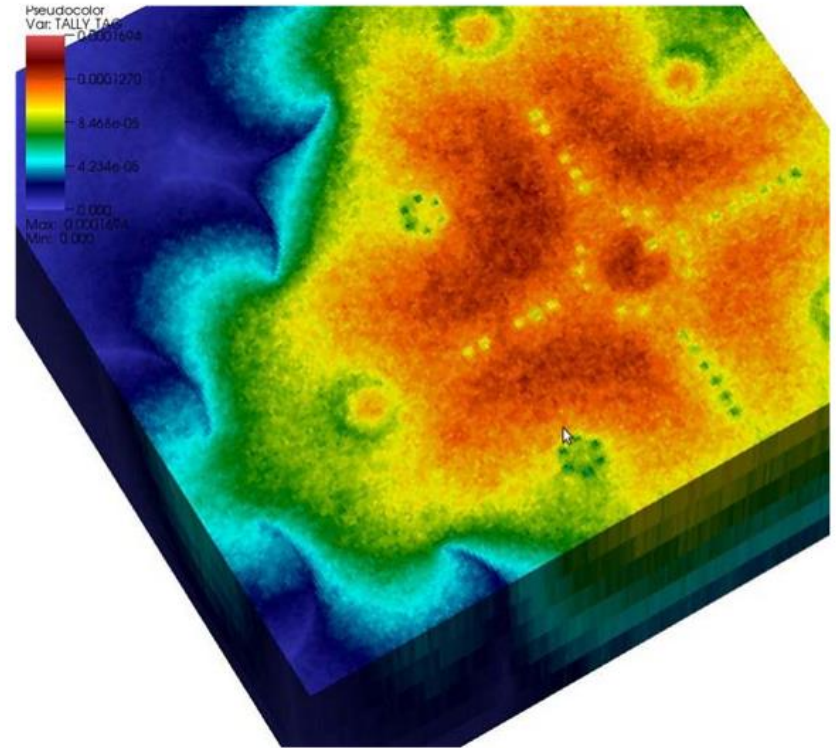
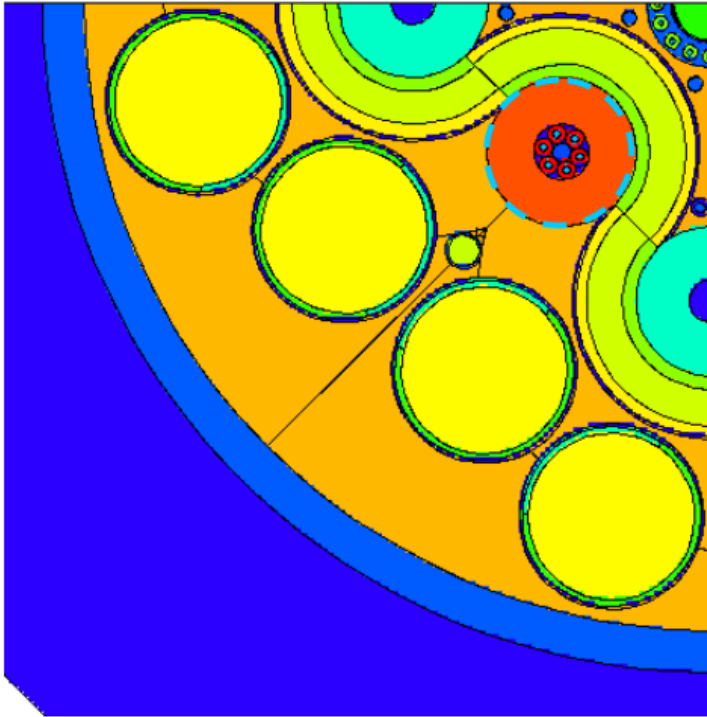
# Current state of the 'art'

- MCNP6 released 2014, 6.2 is current version
- Multiphysics is a current buzz word
- As are 'mesh geometry' and 'hybrid methods'
- As computers get more powerful the problems get 'bigger' and more complex

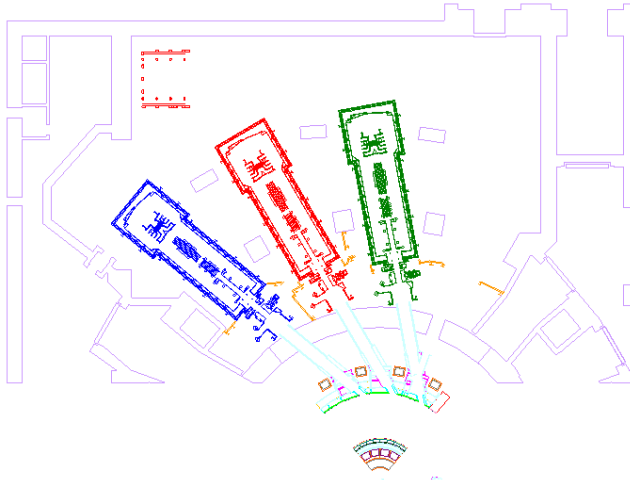




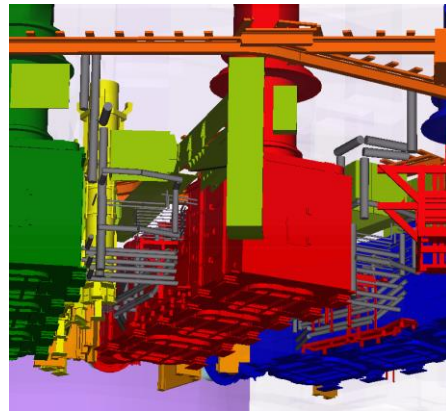
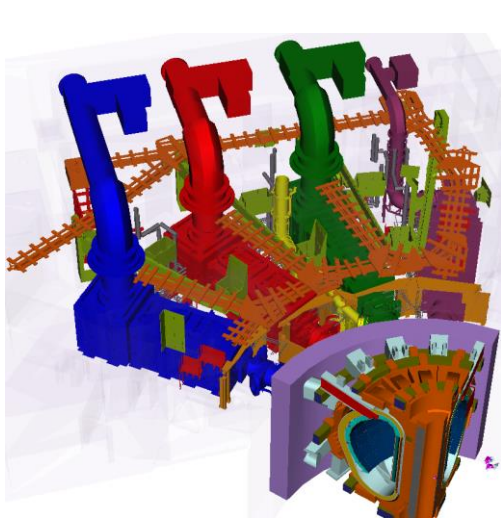
# ATR IDAHO National Laboratory US



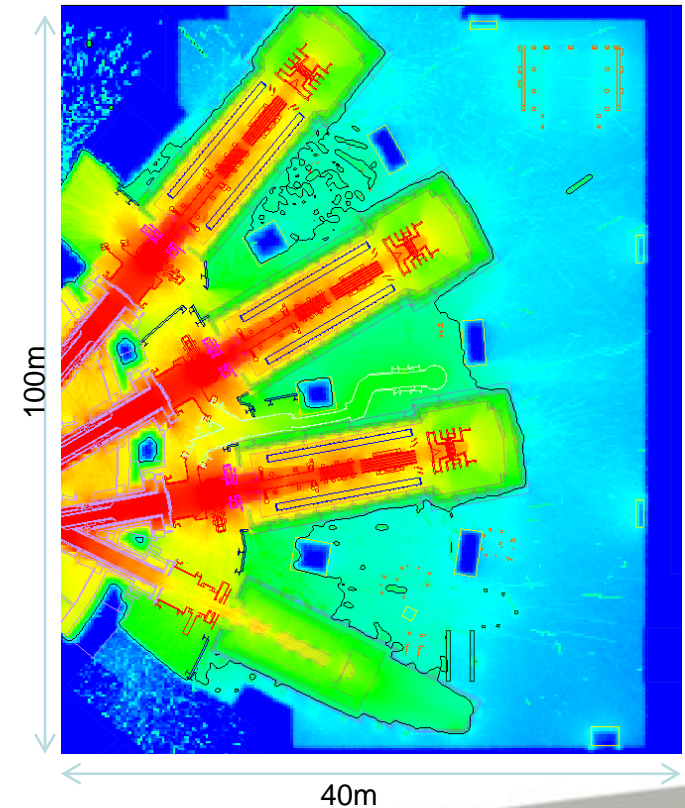
# Fusion, ITER tokamak



30k MCNP cells  
100k surfaces



Work performed at CCFE

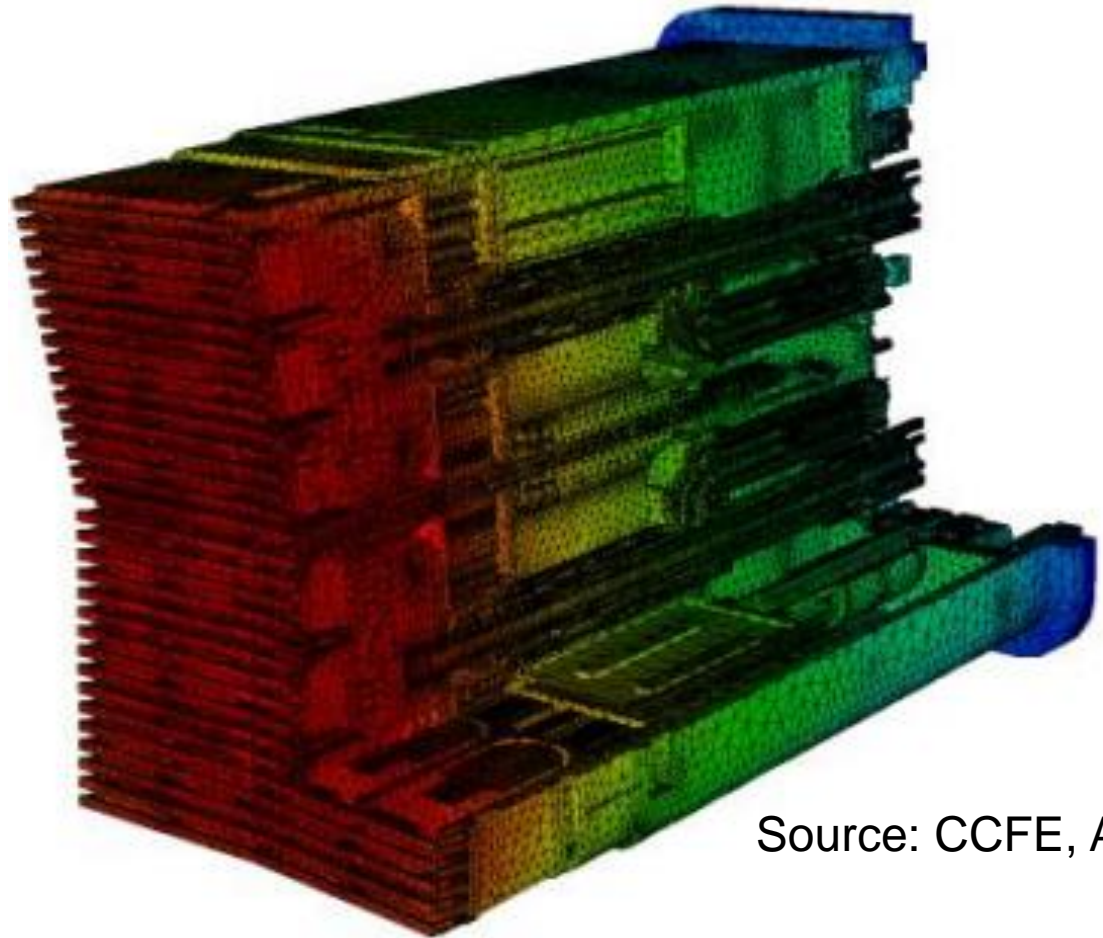


Science & Technology  
Facilities Council

# Mesh based geometry (MCNP6)

Mesh geometry enables better linking to engineering FEA codes.

This should enable multi-physics simulations in the future



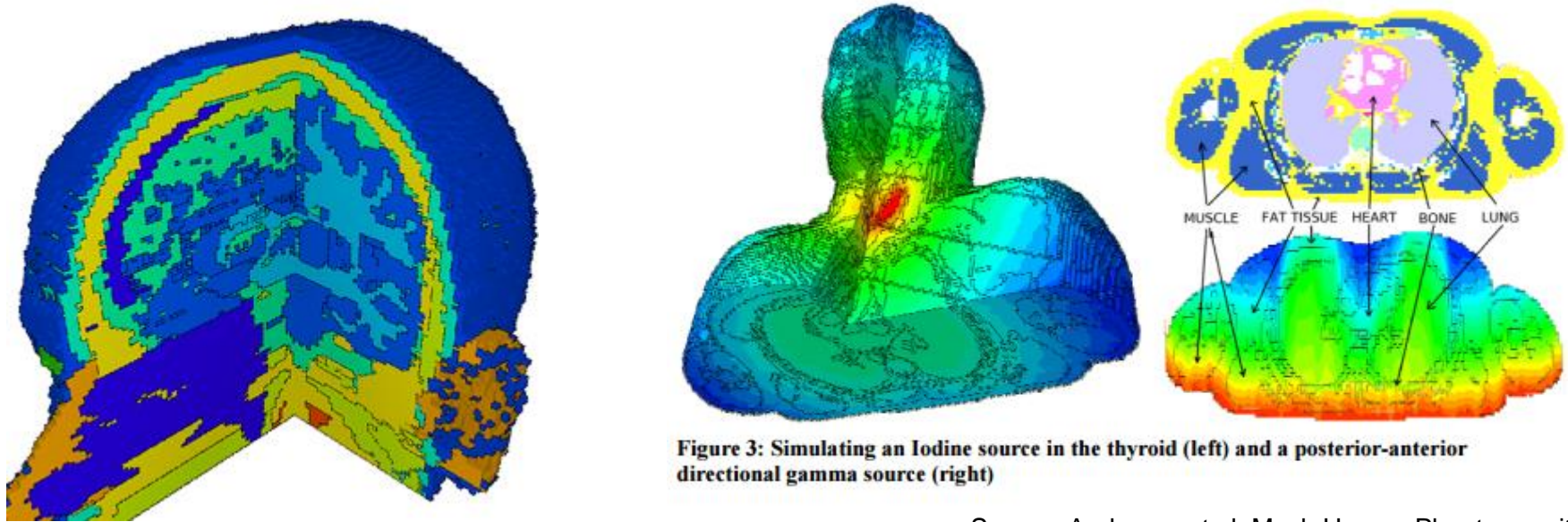
Source: CCFE, A Turner



Science & Technology  
Facilities Council

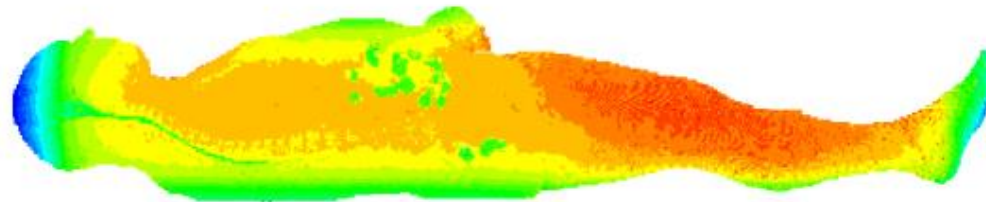


# Human phantoms



Source: Anderson et al, Mesh Human Phantoms with MCNP

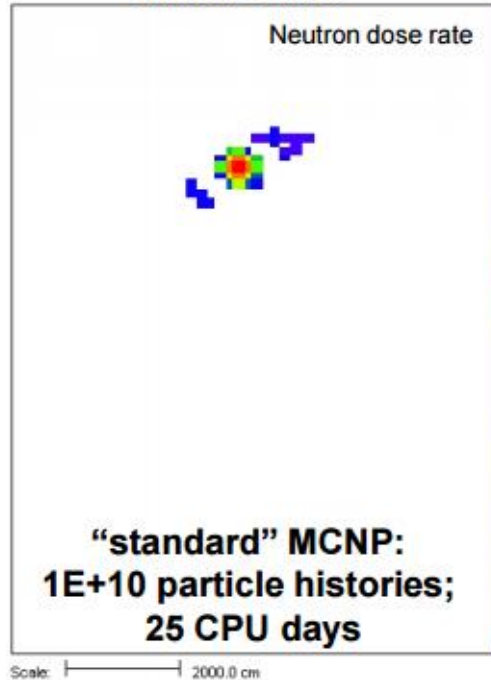
Source: VISED website



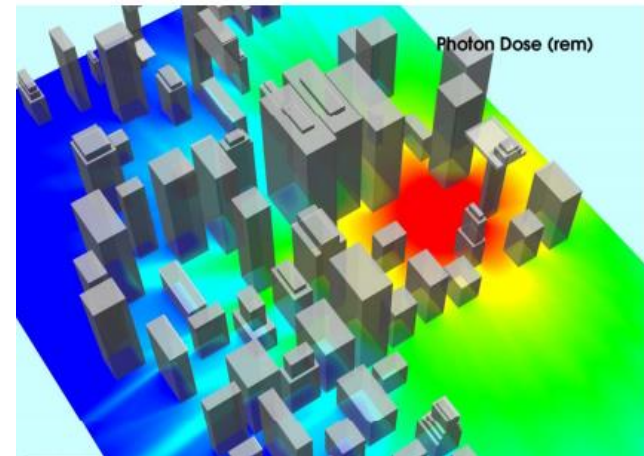
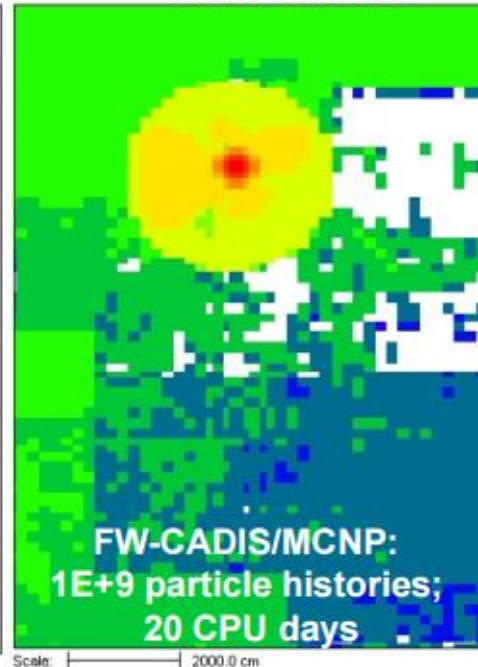
**Science & Technology**  
Facilities Council

# Hybrid simulations

Simulation not possible  
with “standard”  
Monte Carlo



Simulation enabled  
with hybrid  
methods/code



Source: ORNL radiation transport group



Science & Technology  
Facilities Council

# Assessed Exercise tips

- Short paper style report – 5 page limit + figures
- Use section headings
- Figures are good, if they clearly show something worth showing!
- When comparing 2 similar values consider if a ratio would make the comparison clearer
- Remember answers are only as good as the uncertainty.
- Don't waffle – be precise



# Assessed Exercise tips

- As well as the report a MCNP input files should be provided.
- Please ensure it is clear that it is yours
  - add a comment block at top including your name
- Use comments
- Do exercise 1 and either 2 or 3



# Don't forget to check your work

- Check dimensions and volumes, MCNP is in cm, most engineers deal in mm
- Check source position and distribution using 1<sup>st</sup> 50 particles
- Most F2 and F4 tallies cost very little computational time – add liberally, cheaper to add then need to recalculate
- MCNP is not a mind reader it doesn't know what you mean and the defaults are rarely what you expect
- The manual and primer(s) are very helpful
- Google and you tube, not so helpful





# Questions



**Science & Technology**  
Facilities Council