

## Gamma Source Sampling Routines (KIT)

### Presently 2 versions exist:

1. Using regular spaced mesh and sampling data from rdum/idum input
2. Using mesh geometry data from file

#### Version 1: source\_gamma\_meshtal1.F90

- MCNP input:
  - o RDUM xmin, xmax, ymin, ymax, zmin, zmax, volume\_ratio
    - volume\_ratio: activated material ratio in entire sampling volume (used for source normalisation)
  - o IDUM xint, yint, zint, timestep(##)
    - timestep: 2 digits for the corresponding gammas.t## file
- Gamma source file: named gammas.t##
  - o Each line corresponds to the spectrum of one mesh element starting from xmin, ymin, zmin and then looping through z, y, x (as MCNP meshtal)
  - o "No gammas" is indicated by "-1"
  - o Otherwise: cumulative spectrum in 24 groups (FISPACT), last value gives gamma source strength (in  $\text{cm}^{-3}\text{s}^{-1}$ )

#### Version 2: source\_gamma\_meshtal2.F90

- MCNP input:
  - o None needed
- Gamma source file: named gammas
  - o First 5 lines contain mesh data and active material list
    - Number of intervals for x, y, z
    - Mesh coordinates for x direction
    - Mesh coordinates for y direction
    - Mesh coordinates for z direction
    - List of activated materials
  - o For each mesh element: 24 cumulative groups
    - Gamma source normalisation should be contained in each individual spectrum during processing or FISPACT data.

### Gamma source weight:

- FISPACT output is a gamma source strength density, i.e. gammas per  $\text{cm}^3$  and s.
- FISPACT uses a material density (DENSITY keyword) to get this density!
- The R2S script averages the gamma source densities  $S_i$  over fine mesh FM

$$S = \sum S_i c_i = \sum \frac{I_i}{V_i} \frac{V_i}{V_{\text{mesh}}}$$

- o  $C_i$  relative volume share of gamma source  $S_i$  in FM volume  $V_{\text{mesh}}$
- o  $V_i$  volume of  $S_i$  in  $V_{\text{mesh}}$

- R2Smesh uses PTRAC data to get  $V_i/V_{\text{mesh}}$  (as number of hits of particular material to total number of hits in the FM volume)
- Each FM contains then a mixed gamma source spectrum from different materials
- The gamma source routine should use the gamma source intensity as source particle weight.
- It samples from the effective (average) gamma source in each FM.
- Sampling intensity:
  - $$I = S * \sum V_i = S * V_{ACT} * \sum \frac{V_i}{V_{ACT}}$$
  - $V_{ACT}$  total activated volume in sampling volume
- Source routine samples S and hits the respective volume with a probability of  $\sum(V_i)/V_{ACT}$ . All samples from positions outside the activated volume are rejected.
- To get the final weight (=intensity) one has to multiply by  $V_{ACT}$ . This is derived from PTRAC data as  $\sum(\text{material hits})/(\text{total hits})$ .

#### **Source position sampling and rejection:**

- Source particle is sampled uniformly from rectangular volume (i.e. meshtally volume).
- Position is rejected, if in void (mat=0) or in non-activated materials (list of material numbers)
  - This factor determines the final source particle weight (see above).
- Efficiency is bad, if activated volume is small!
  - Define particular volumes for sampling
  - obtain correct weighting factor: activated volume in this volume