1 3D-neutronics

1.1 3D-assembly-homo-action

- Input file: *3D-assembly-homo-action.i*
- Mesh: *3D-assembly-30deg-reflec.msh*
- Transient problem.
- Fuel, Moderator, and coolant are homogenized.

Figure 1 displays the geometry. Figure 2 shows the results.

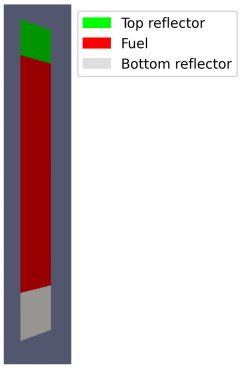


Figure 1: *3D-assembly-30deg-reflec* scaled down geometry.

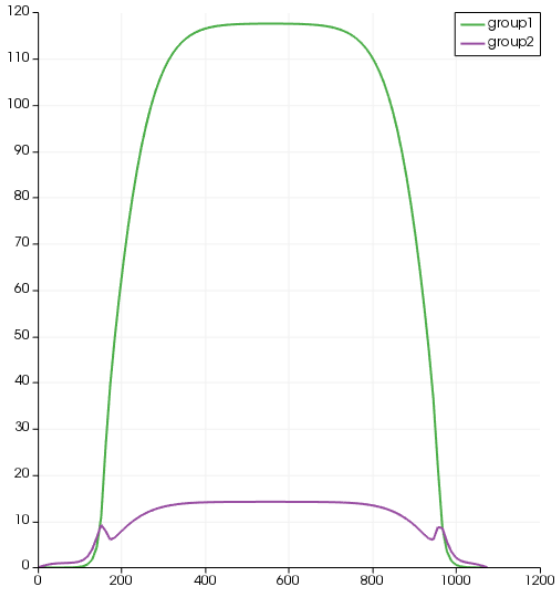


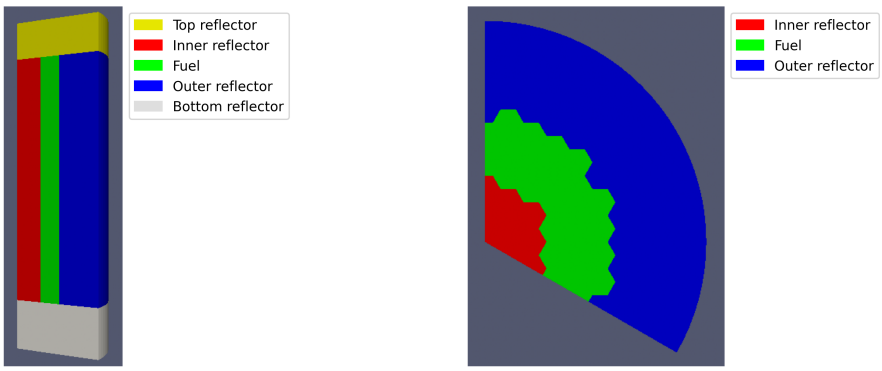
Figure 2: Group 1 and 2 axial flux at 1 msec.

1.2 3D-fullcore-120-homo

- Input file: *3D-fullcore-120-homo.i*

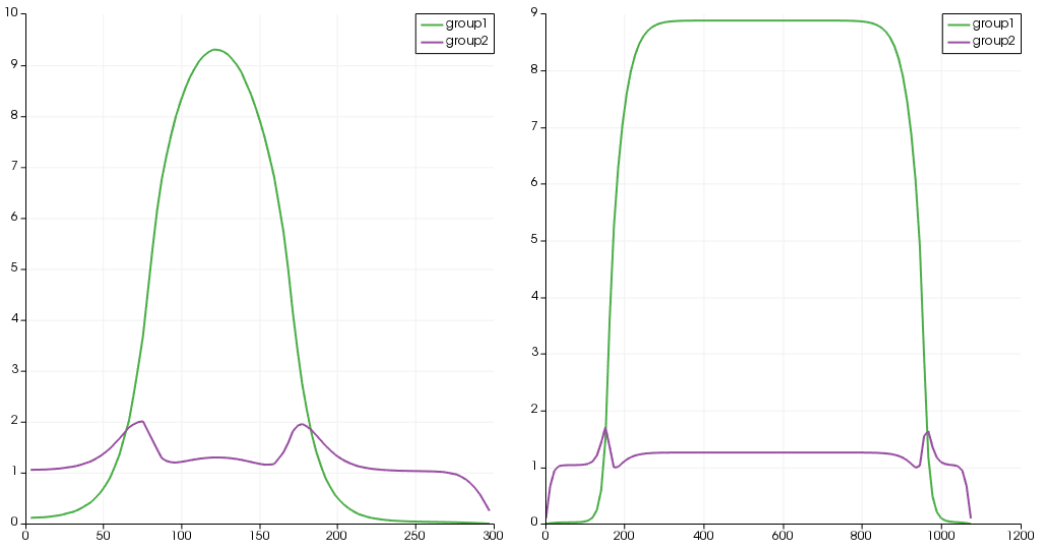
- Mesh: *3D-fullcore-120-homo.msh*
- Transient problem.

Figure 3 displays the geometry. Figure 4 shows the results.



(a) XZ-plane. (b) XY-plane.

Figure 3: *3D-fullcore-120-homo* geometry.



(a) Radial flux between points (0,0,400) and (300,0,400). (b) Axial flux between points (120,-60,0) and (120,-60,1073).

Figure 4: Group 1 and 2 axial fluxes in different locations at 1 msec.