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# Using MCNP for Nonproliferation Applications

ANTPC MCNP6 Workshop



**Garrett E McMath**

9/28/16



# Agenda

- **Introduction to the Monte Carlo method**
- **Brief tutorial on MCNP basics**
- **Introduction to a couple Nonproliferation features**
  - Background
  - ROC curves
- **Conclusions**

# Monte Carlo Method

- A statistical “game” for solving complex integration over multiple dimensions or for simulating “real-world events” in a statistically correct manner.
- An approximate answer to an exact problem vs. deterministic which is an exact answer to an approximate problem.



# Monte Carlo - Simple

- **Common example:**

Determine the value of pi by counting the number of raindrops inside a circle inscribed in a square.

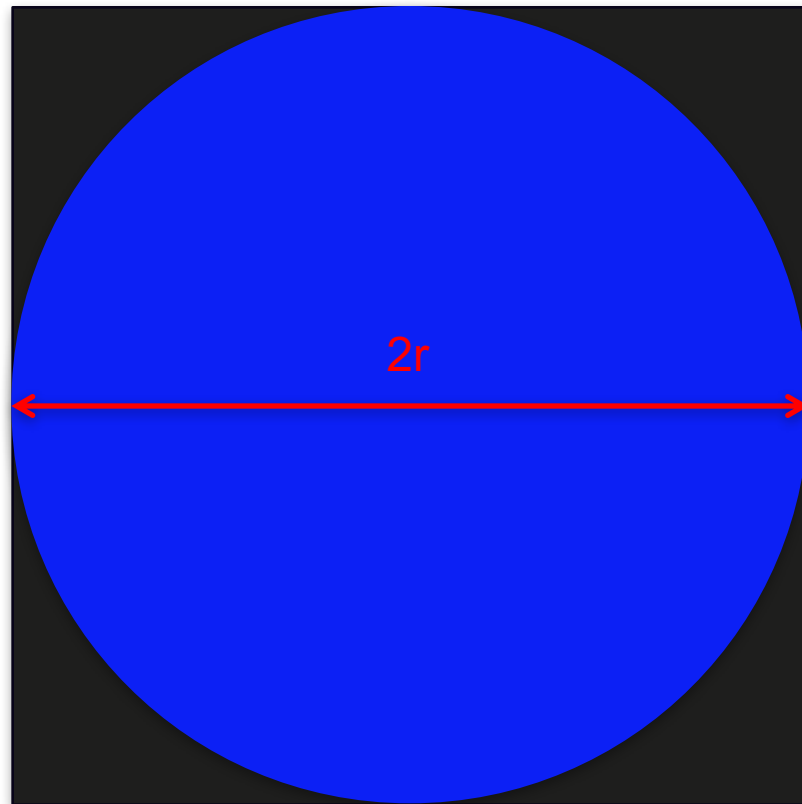
$$A_{\text{circle}} = \pi r^2$$

$$A_{\text{square}} = 4r^2$$

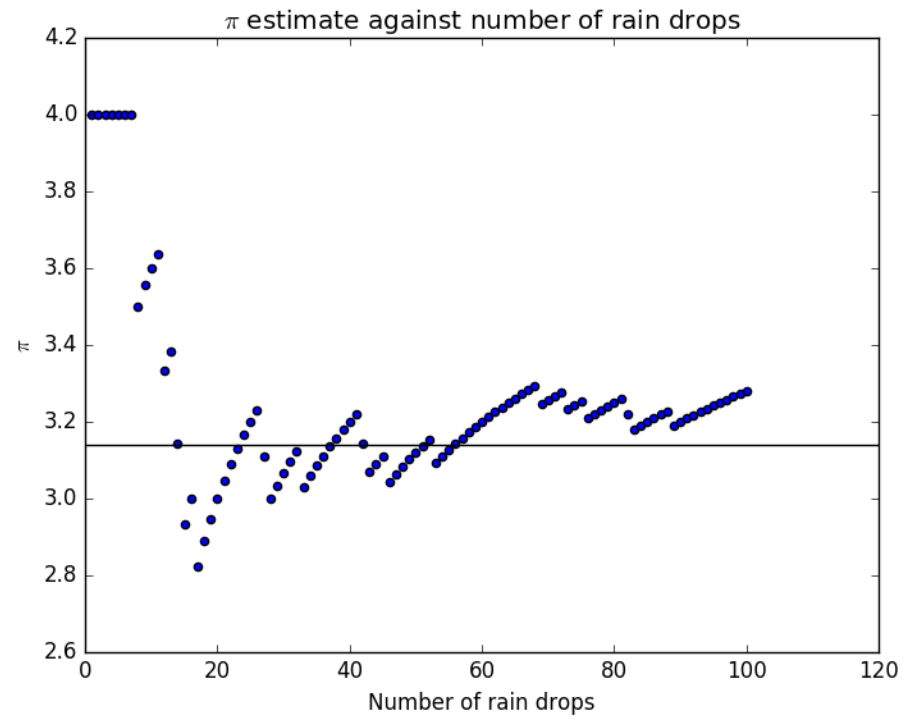
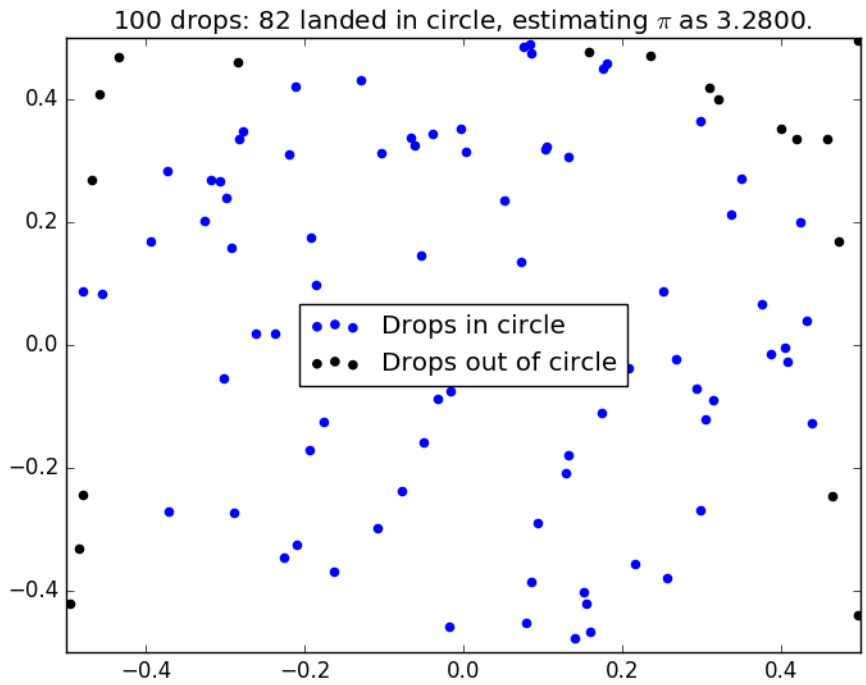
$$P(\text{raindrop in circle}) = A_{\text{circle}}/A_{\text{total}}$$

$$P(\text{raindrop in circle}) = \pi/4$$

$$4P(\text{raindrop in circle}) = \pi$$

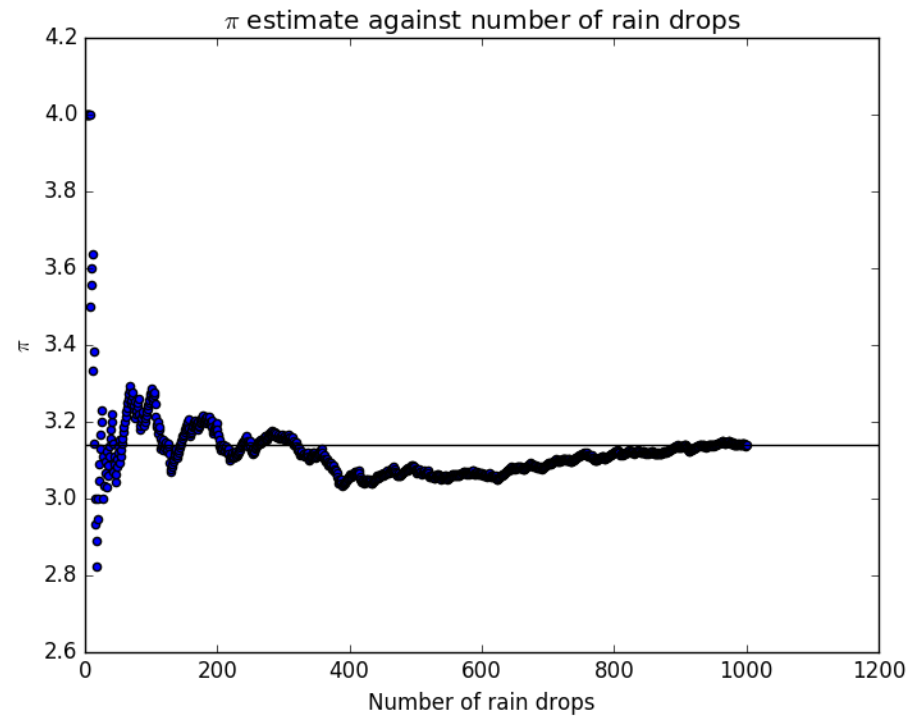
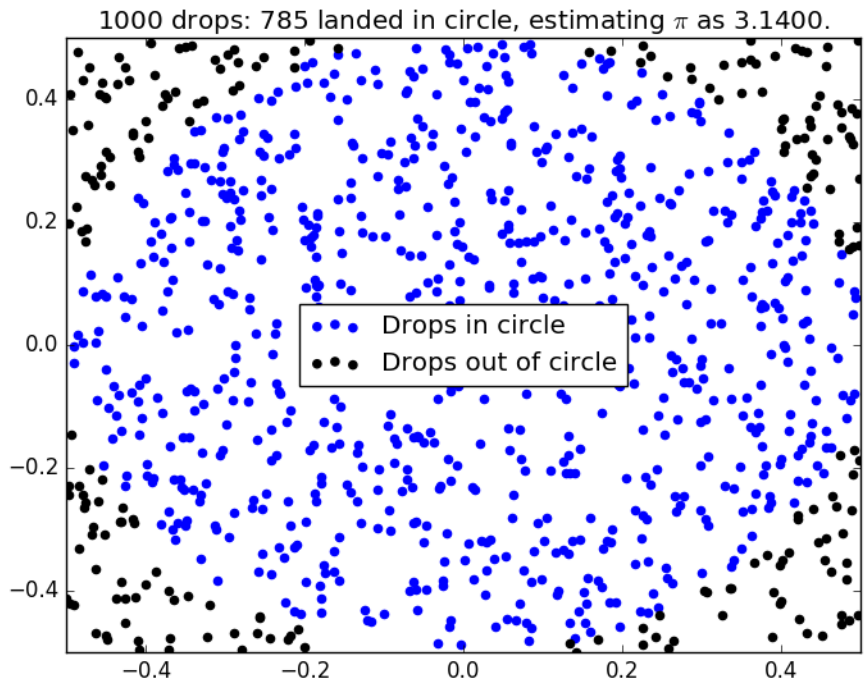


# Monte Carlo - Simple



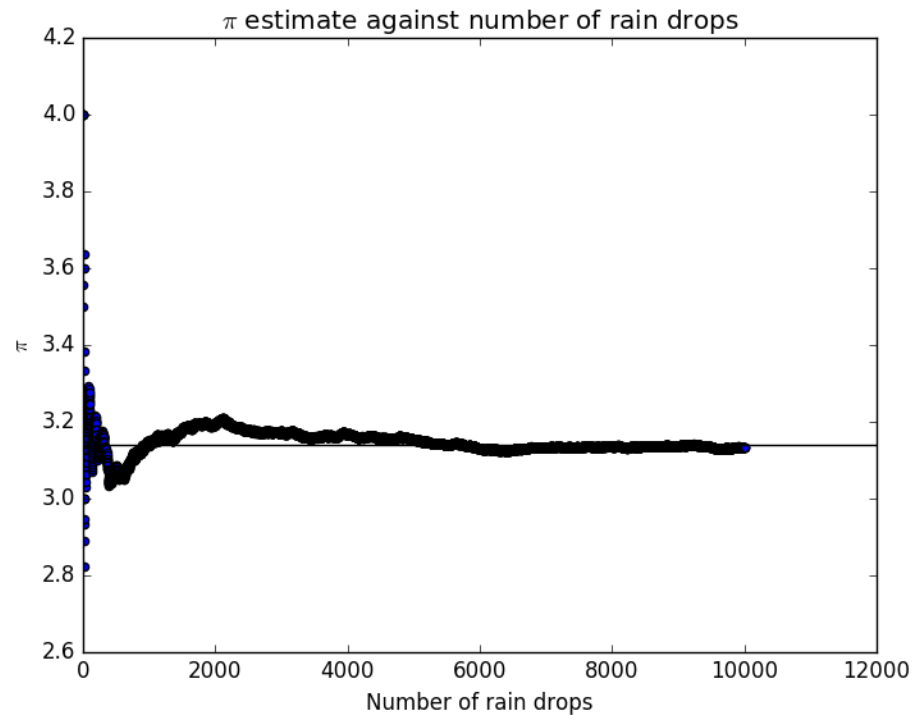
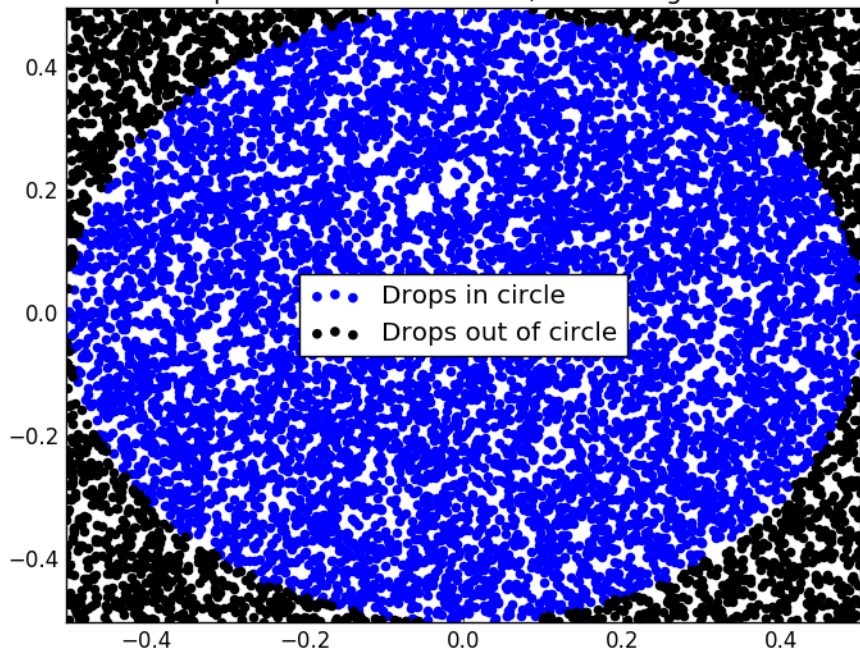


# Monte Carlo - Simple



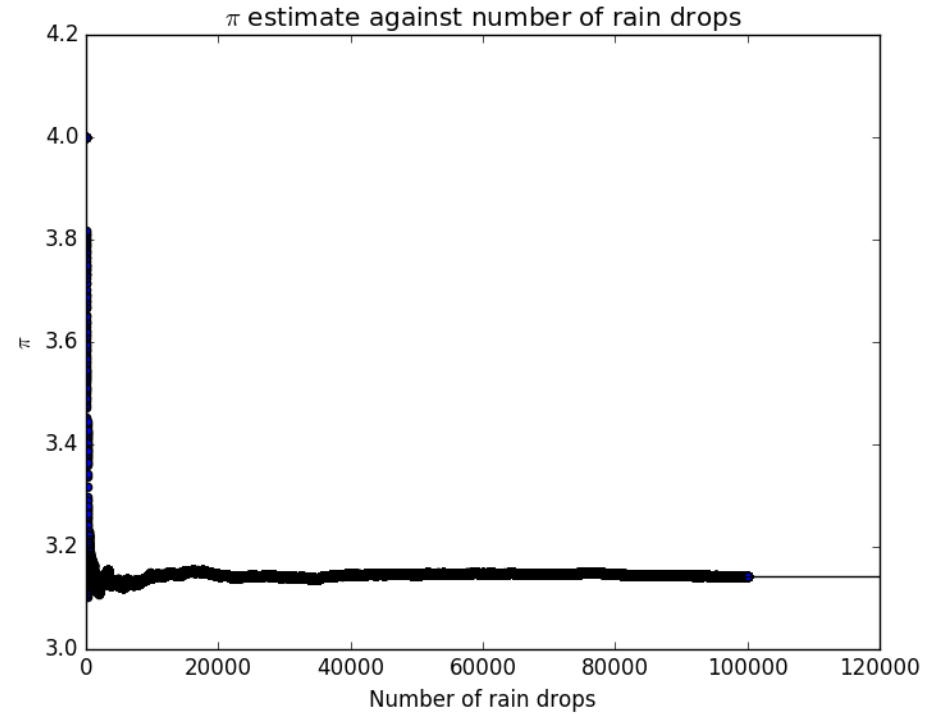
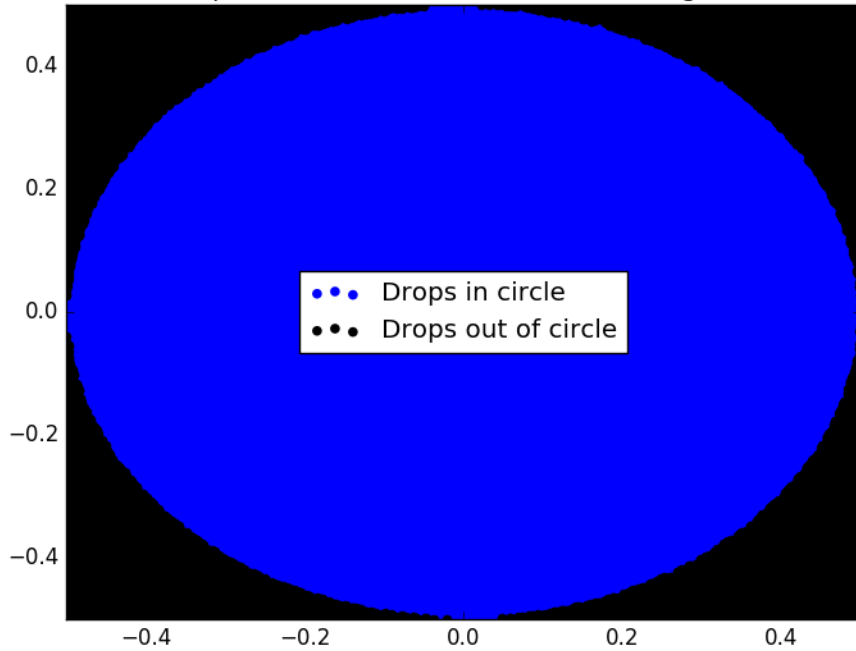
# Monte Carlo - Simple

10000 drops: 7833 landed in circle, estimating  $\pi$  as 3.1332.



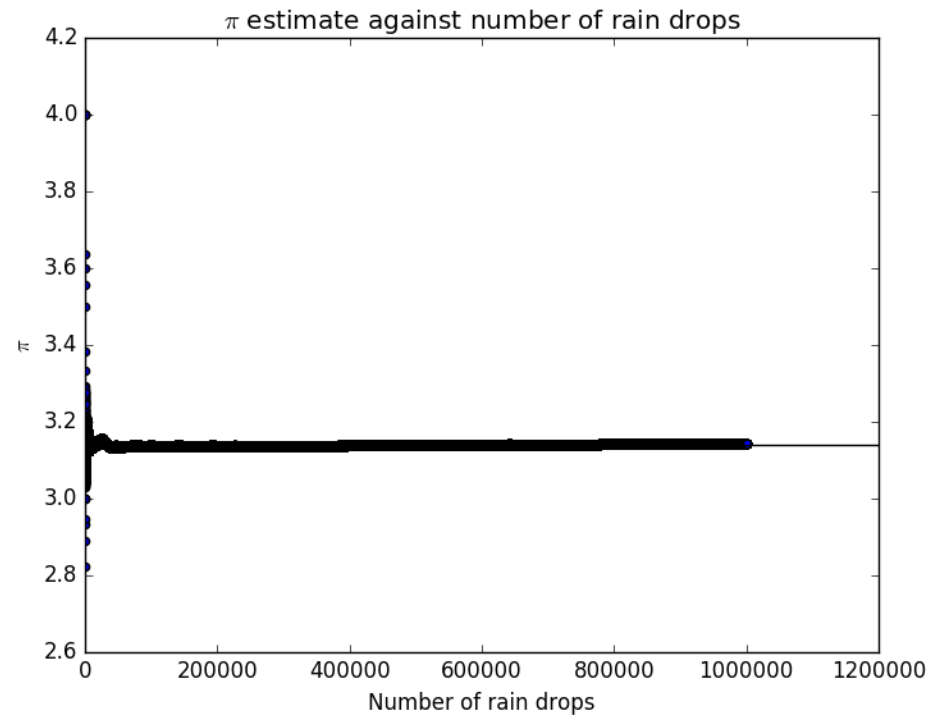
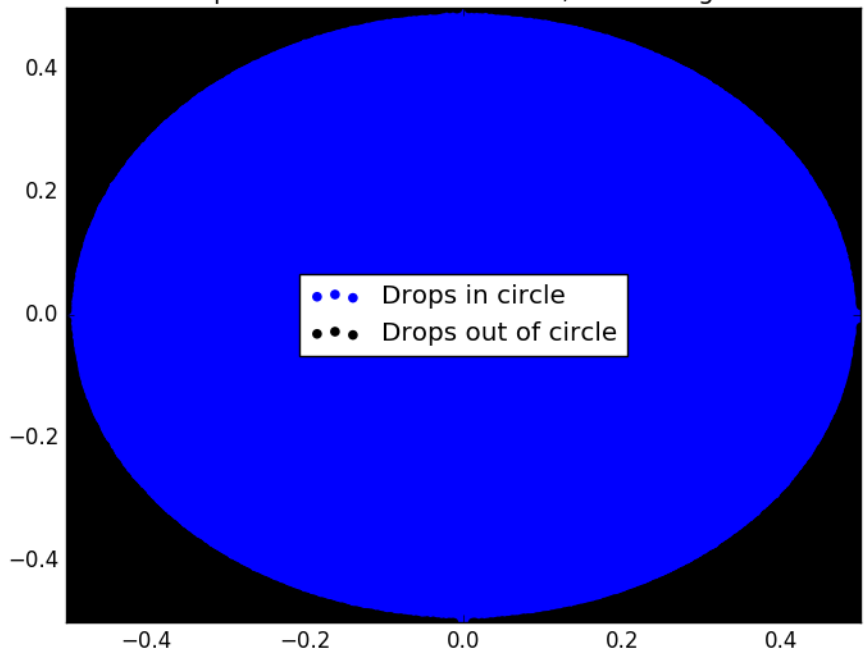
# Monte Carlo - Simple

100000 drops: 78565 landed in circle, estimating  $\pi$  as 3.1426.



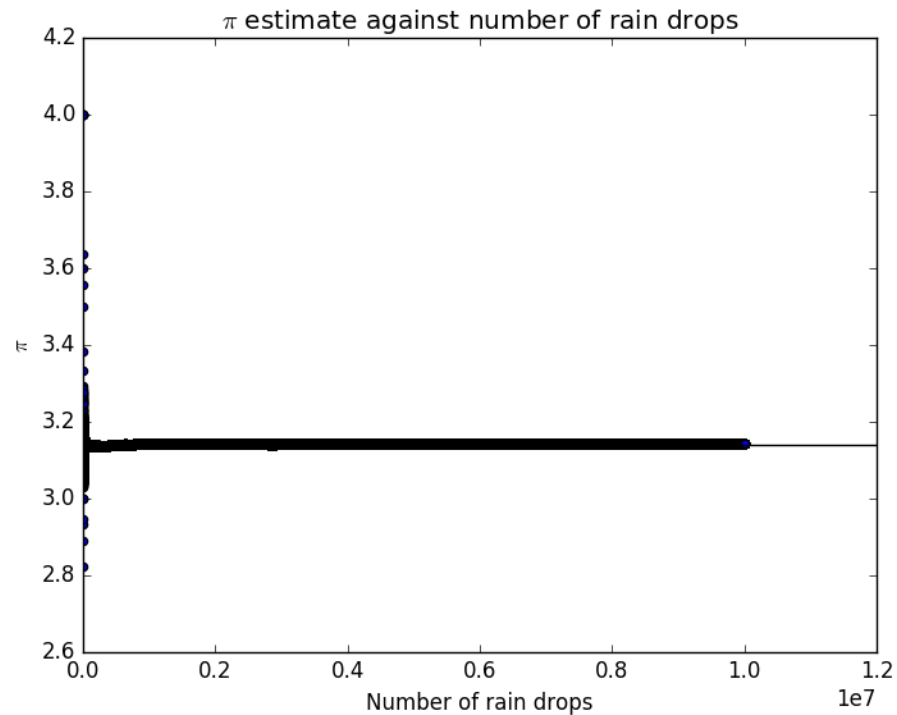
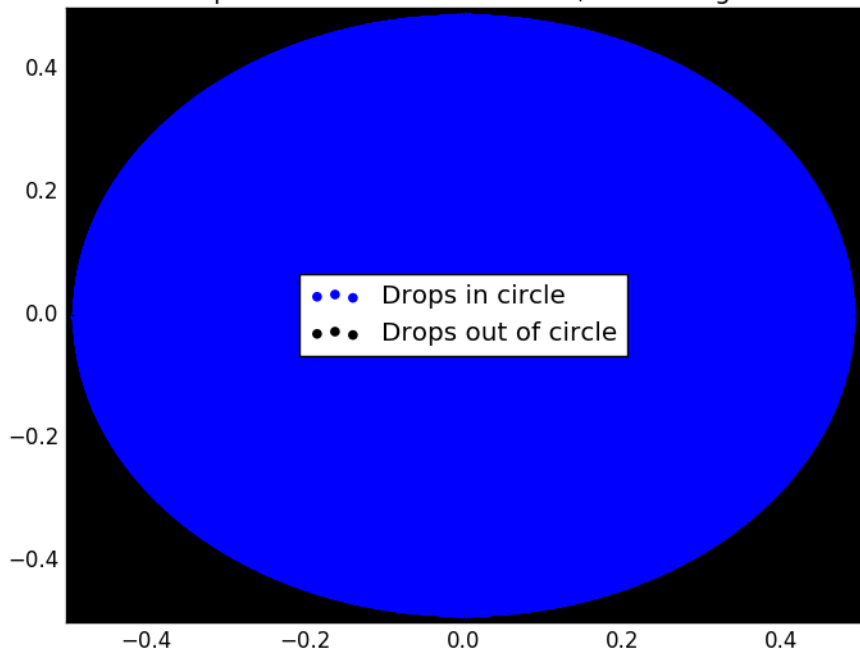
# Monte Carlo - Simple

1000000 drops: 785769 landed in circle, estimating  $\pi$  as 3.1431.



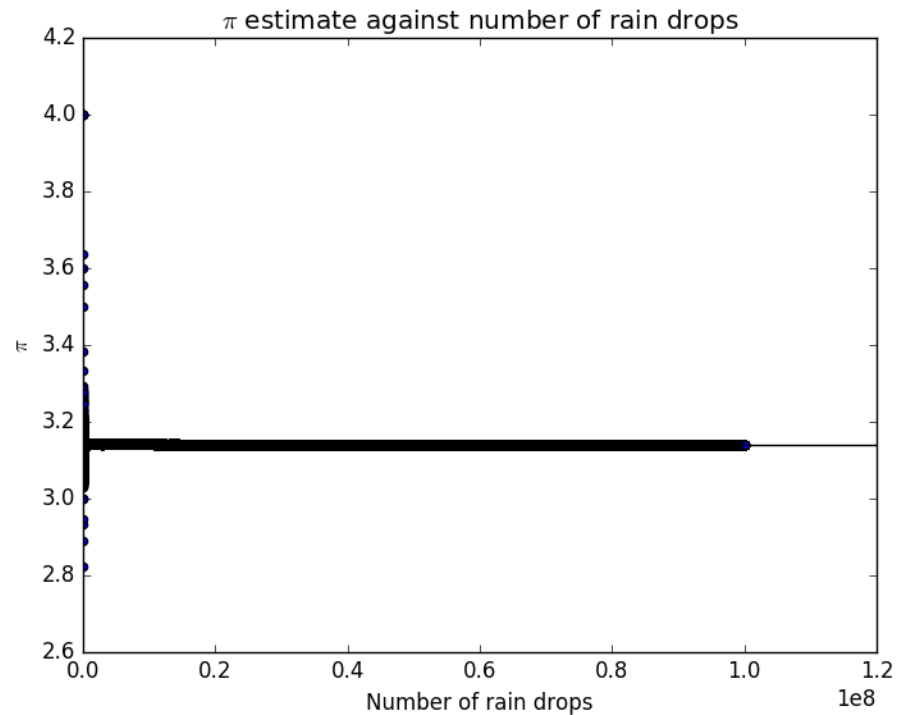
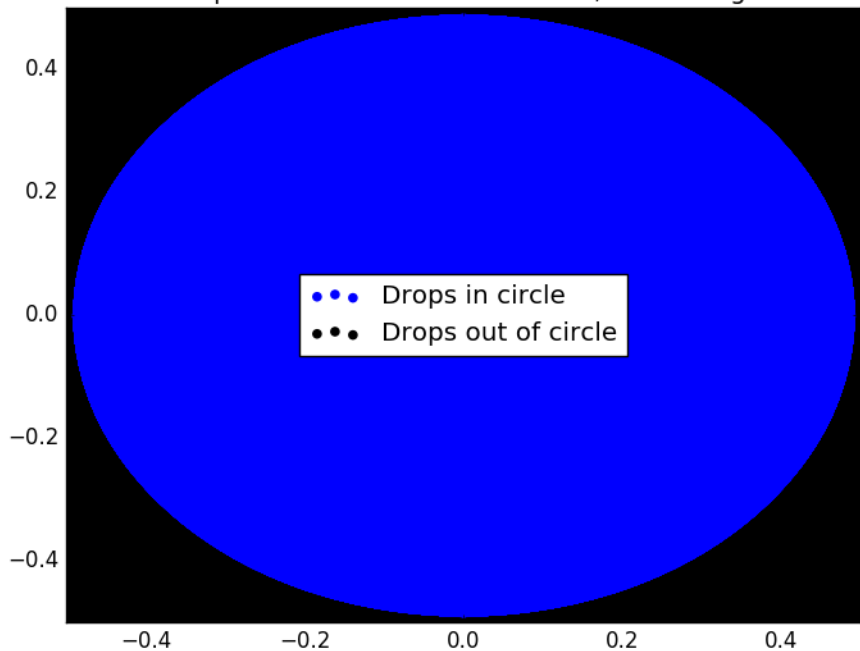
# Monte Carlo - Simple

10000000 drops: 7854593 landed in circle, estimating  $\pi$  as 3.1418.

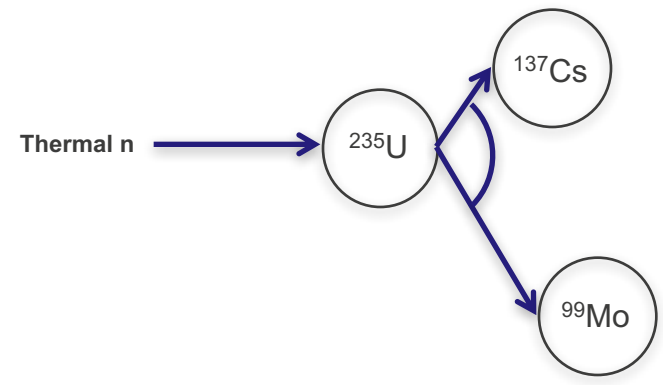
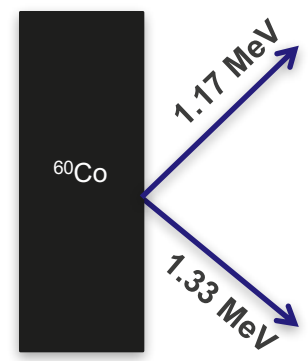
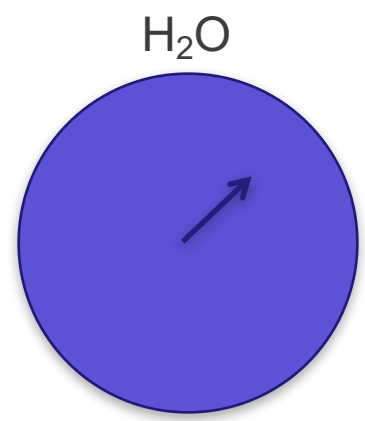


# Monte Carlo - Simple

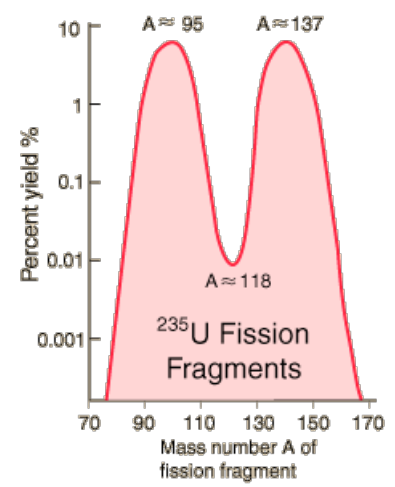
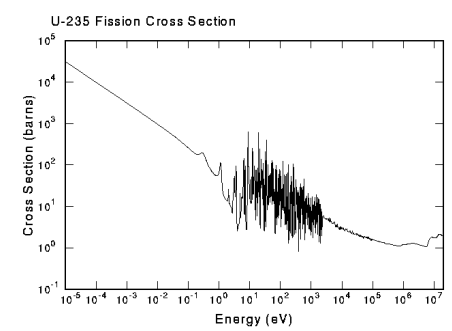
100000000 drops: 78538007 landed in circle, estimating  $\pi$  as 3.1415.



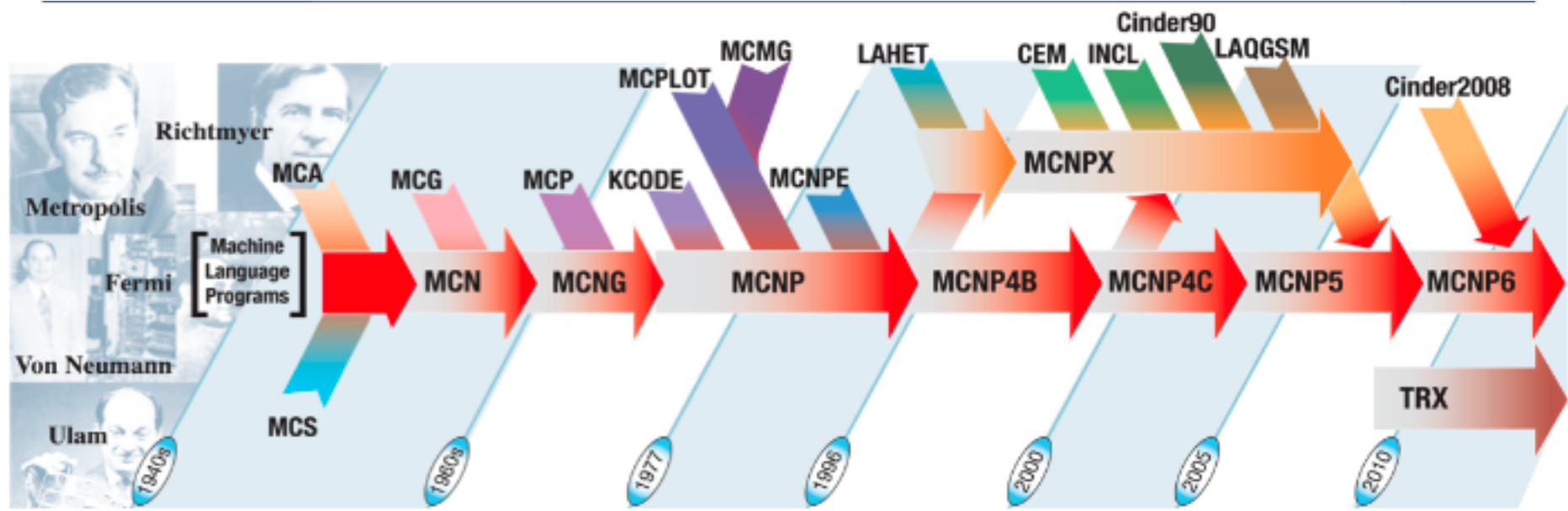
# Monte Carlo – Radiation Transport Simulations



Mat	Atom %	RN
H	0.6666	[0,.666]
O	0.3333	(.666,1]



# MCNP<sup>®</sup>6

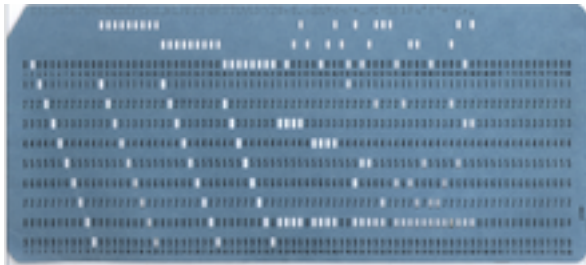


A general-purpose, continuous-energy, generalized-geometry, time-dependent, Monte Carlo radiation-transport code  
Repository of nuclear physics knowledge compiled since 1947  
Estimated \$500M invested  
Used worldwide in numerous fields



# MCNP<sup>®</sup>6 Basics

- **Input deck: 3 major sections**
  - Cell cards
    - 3-D volumes
  - Surface cards
    - 2-D areas (inf. and finite)
  - Data cards
    - Physics



```

Message Block
Blank Line Delimiter
One Line Problem Title Card
Cell Cards
.
.
.
Blank Line Delimiter
Surface Cards
.
.
.
Blank Line Delimiter
Data Cards
.
.
.
Blank Line Terminator Optional, but
recommended
Anything Else Optional
  
```

} Optional

# MCNP<sup>®</sup>6 Basics: Simple input deck

Simple input deck

```
1 0 -1 imp:n=1
```

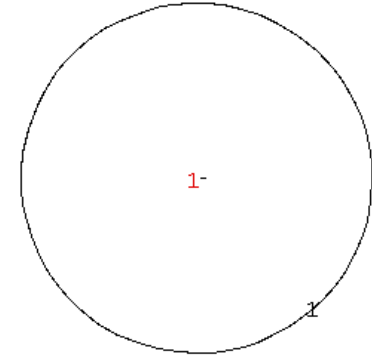
```
2 0 1 imp:n=0
```

```
1 so 1.0
```

```
sdef
```

```
nps 100
```

2



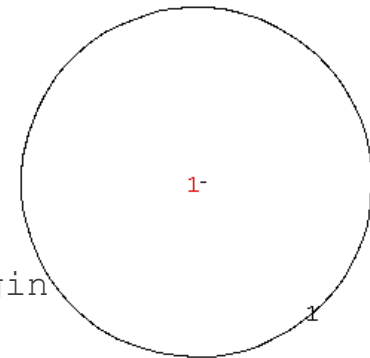
# MCNP<sup>®</sup>6 Basics: Simplest input deck

```
Simple input deck $ title card (inline comment)
c This is a comment line
c
c
1 0 -1 imp:n=1      $ cell card, inside sphere
2 0  1 imp:n=0      $ cell card, outside sphere

1 so 1.0  $ surf. card, sphere @ origin, 1 cm rad.

sdef      $ data card, defaults to isotropic 14 MeV n @ origin
nps 100  $ data card, run 100 histories/src particles
```

2



# MCNP<sup>®</sup>6 Basics: Simplest input deck

```

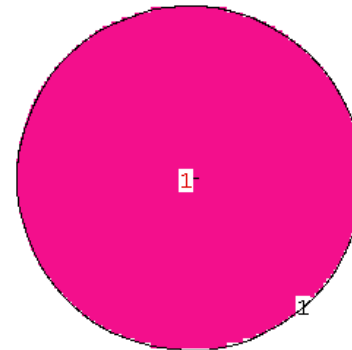
Simple input deck $ title card (inline comment)
c This is a comment line
c
c m# Den. Surf. #s importances/RR
1 1 -1.0 -1 imp:n=1 $ cell card, inside sphere
2 0 1 imp:n=0 $ cell card, outside sphere

1 so 1.0 $ surf. card, sphere @ origin, 1 cm rad.

m1 1001.80c 0.6666
8016.80c 0.3333
sdef $ data card, defaults to isotropic 14 MeV n @ origin
nps 100 $ data card, run 100 histories/src particles

```

2



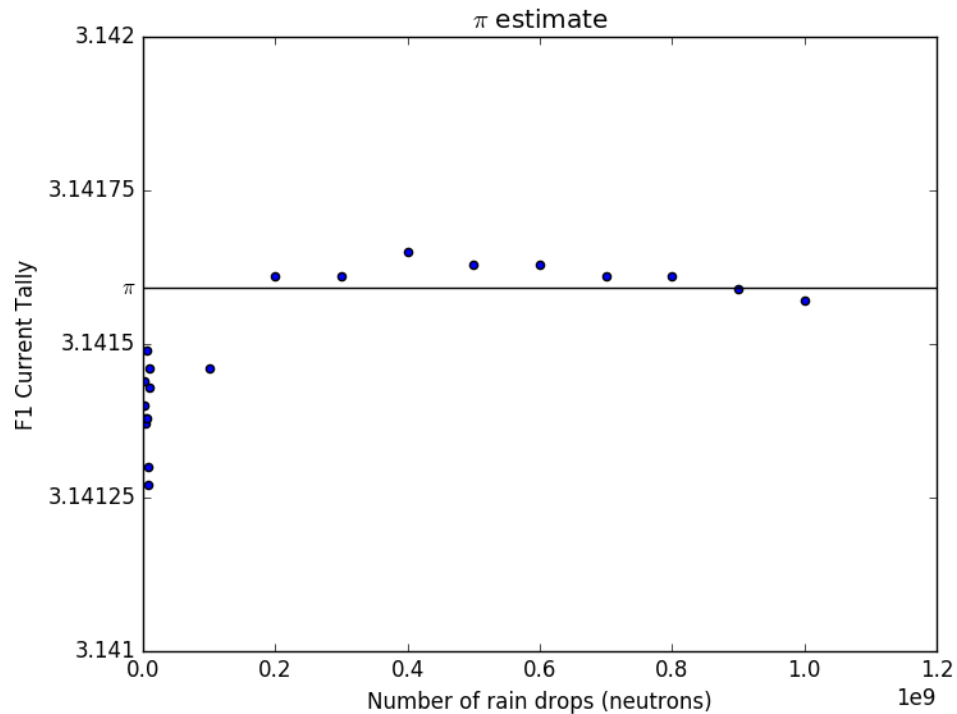
# Monte Carlo – Pi Example

Simple raindrop approximation of pi

```
1 0 -1    imp:n=1
2 0 1 -2  imp:n=1
3 0 2     imp:n=0
```

```
1 rcc 0 0 -0.5 0 0 1 0.5
2 so 2
```

```
sdef x=d1 y=d2 z=0 axs=0 0 1 vec=0 0 1 dir=1
si1 -0.5 0.5
sp1 0 1
si2 -0.5 0.5
sp2 0 1
f1:n 1.2
fm1 4.0
nps 1e9
print
prdmp 1e8 1e8 1 j 1e8
```



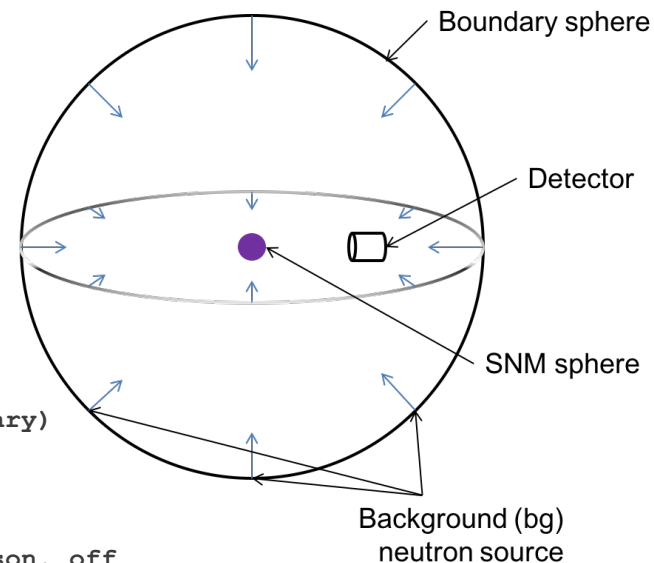
# MCNP<sup>®</sup>6 Basics: Terminology

- **MCNP is a complex Plinko game**
  - sdef (ISC)
  - geometry/materials/xs
  - physics
- **Transport**
  - In general this is correct on average
  - New features are being developed to be correct event-by-event (CGMF, FREYA)
- **Two ways of counting what happens**
  - Tallies are the bins at the bottom (8 types)
    - F, D, U, S, M, C, E, T
  - PTRAC is a large complex file containing ~all the information available about
    - Contains a wealth of information (DRiFT)
    - Can be very complicated to parse (MCNPtools)



# MCNP<sup>®</sup>6: Simple ROC ex. (input deck)

<b>Cell Cards</b>	Simple ROC curve	\$ Title
	1 1 -19.0 -1 imp:n=1	\$ Pure U-235 cell
	2 0 -2 imp:n=0	\$ Voided Detector cell
	3 2 -1e-3 -3 1 2 imp:n=1	\$ Air cell
4 0 3 imp:n=0	\$ Outside system cell	
<b>Surf. Cards</b>	1 so 3.9754	\$ U-235 sphere surface (5 kg)
	2 rcc 50 0 0 10 0 0 5.0	\$ Detector cylinder surface
	3 so 100.0	\$ Model boundary sphere surface
<b>Data Cards</b>	mode n	\$ Track only neutrons
	mphys on	\$ Turn on model physics
	m1 92235 1.00	\$ 100 atom% U-235 (default n library)
	m2 7014 0.79	
	8016 0.20	\$ Air composition in atom%
	18040 0.01	
	phys:n 5000 5000 1	\$ emax, analog capture, unres. reson. off
	cut:n 2j 0 0	\$ Turn on analog capture
	sdef par=-bn sur=3 nrm=-1	\$ bg n, surf src, dir inward w/ cos dist.
	loc=37.7 -122.7 -1	\$ LLNL lat long, no elev. Scaling
	f1:n 2.3	\$ Surf. current tally for detector
	ft1 FFT	\$ First fission tally, see ful
	ROC 1.494704e6 1000	\$ n/s*time, max # of batches
	ful 18 0	\$ Score fission n, all other scores
	tf1 1 1 3 1 1 1 1 1	\$ user bin 3 is total signal + noise
	1 1 2 1 1 1 1 1	\$ user bin 2 is noise
nps 1.494704e9	\$ (n/batch time)*(# of batches)	
prdmp j 1.494704e6	\$ Rendezvous after every batch	
print	\$ Print all tables in output	



# MCNP<sup>®</sup>6: Simple ROC ex. (normalization)

$$N = \frac{(A_s) I_{flux} T}{4} = \pi(100 \text{ cm})^2 \left( 0.0475779 \frac{n}{\text{cm}^2 \text{ s}} \right) (1000 \text{ s})$$

Surf. Cards { 1 so 3.9754 \$ U-235 sphere surface (5 kg)  
 2 rcc 50 0 0 10 0 0 5.0 \$ Detector cylinder surface  
 3 so 100.0 \$ Model boundary sphere surface

Data Cards { sdef par=-bn sur=3 nrm=-1 \$ bg n, surf src, dir. inward  
 loc=37.7 -121.7 -1 \$ LLNL lat & long, no elev. scaling

background.dat { location comment line  
 38.0 -120.0 1.69514 330  
 flux (n/cm2/s) 4.75779E-02 flux (p/cm2/s) 5.17399E+00 cosp (p/cm2/s) 8.19548E-02

F4 tally result with voided cells and FM { cell 1  
 multiplier bin: 1.00000E+00  
 3.17886E-05 0.0269  
 cell 1  
 multiplier bin: 3.14159E+04  
 9.98667E-01 0.0269

$$N = \frac{(A_s) I_{flux} T}{4} = 31415.9 I_{flux} T$$



# MCNP<sup>®</sup>6: Simple ROC ex. (normalization)

$$\text{NHB} = \frac{(A_s) I_{flux} T}{4} = \pi(100 \text{ cm})^2 \left( 0.0475779 \frac{n}{\text{cm}^2 \text{ s}} \right) (1000 \text{ s})$$

$$\text{NHB} = 1.494704\text{e}6 \frac{n}{\text{batch}}$$

Assuming you run more than the default max number of batches of 100 then the ROC keyword would have the following:

FTn ROC 1.494704e6 1000

Memory allocation only

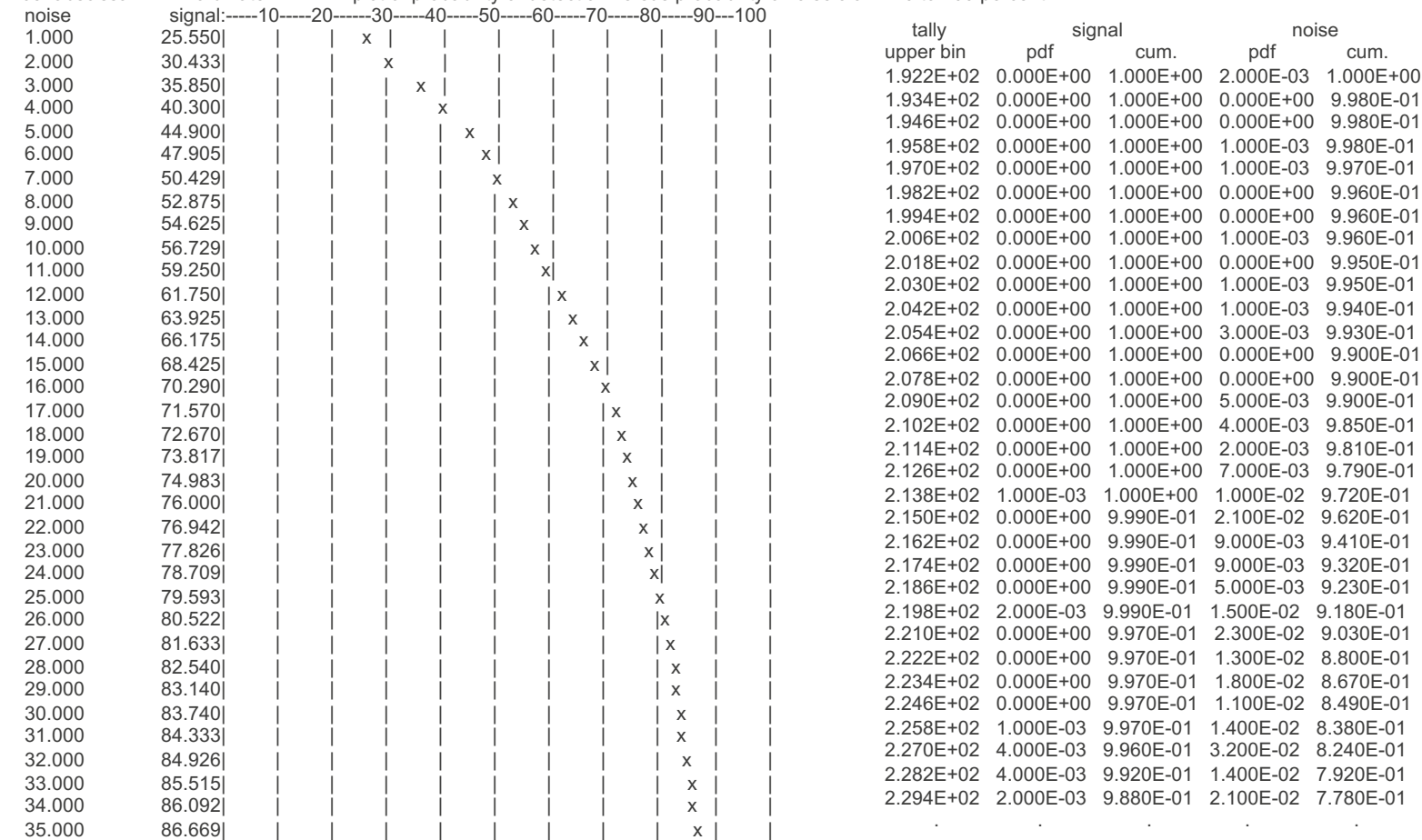
and nps would be set to:

$$\text{NPS} = 1.494704\text{e}6 \frac{n}{\text{batch}} 1000 \text{ batch} = 1.494704\text{e}9 n$$

It is always safer to increase the max number of batches in case a continue run is needed to get better statistics (nps = NHB \* batches).

# MCNP<sup>®</sup>6: Simple ROC ex. (output)

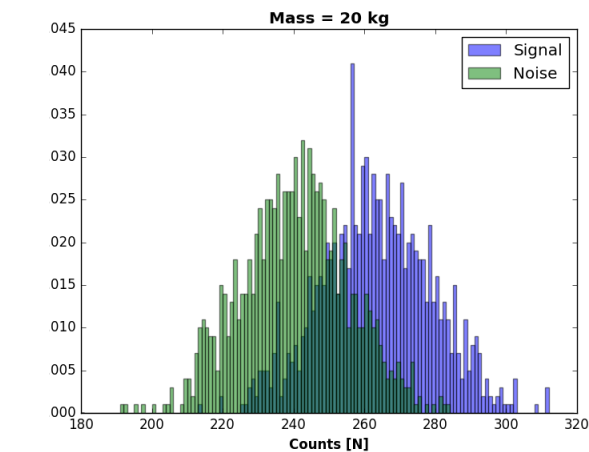
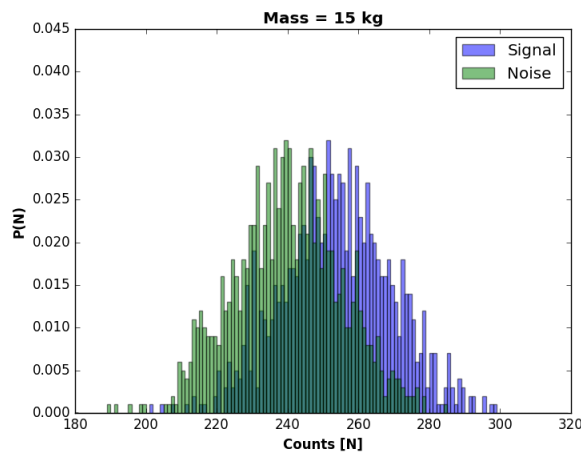
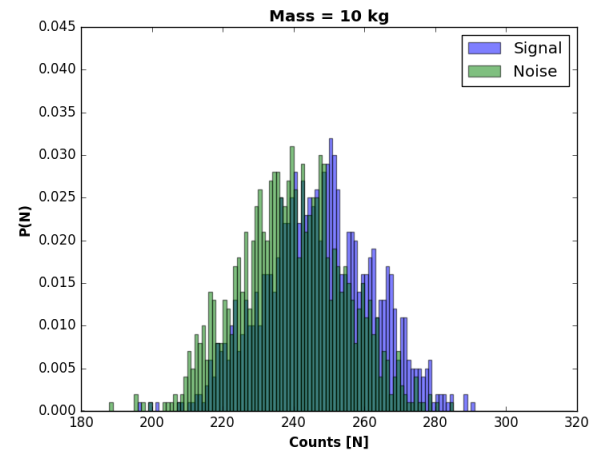
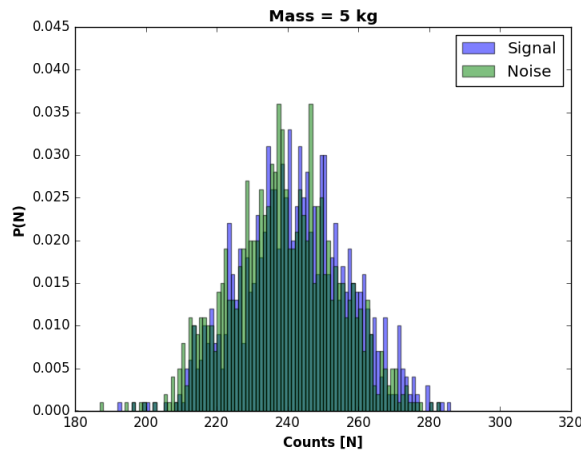
1roc curve for tally 1 1000 batches, **signal mean= 2.629E+02 noise mean= 2.399E+02** nps = 380133000 print table  
 163 abscissa ordinate plot of probability of detection versus probability of false alarm - 0 to 100 percent



# MCNP<sup>®</sup>6: Simple ROC ex. (PDF)

Tally results by batch

Batch	Signal	Noise
1	2.66000E+02	2.47000E+02
2	2.44000E+02	2.18000E+02
3	2.85000E+02	2.61000E+02
4	2.66000E+02	2.31000E+02
5	2.41000E+02	2.15000E+02
6	2.82000E+02	2.61000E+02
7	2.88000E+02	2.69000E+02
8	2.70000E+02	2.45000E+02
9	2.66000E+02	2.44000E+02
10	2.38000E+02	2.17000E+02

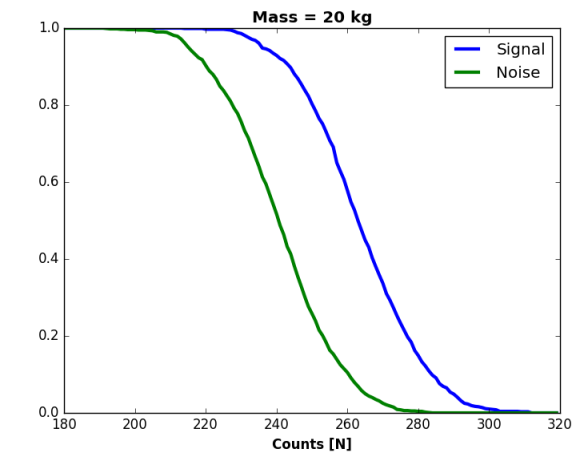
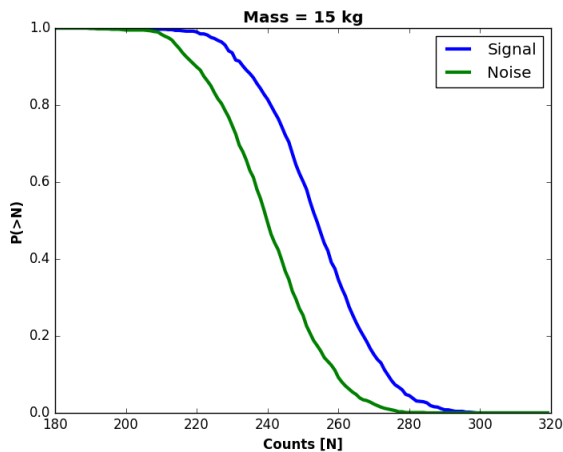
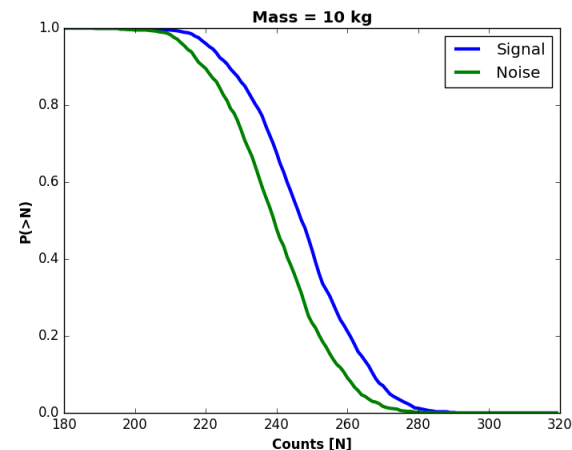
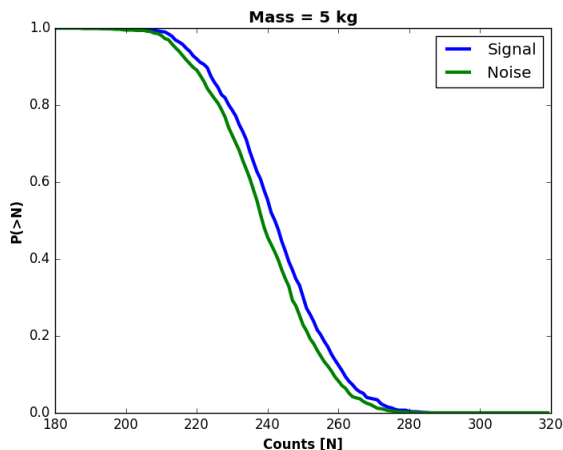


990	2.56000E+02	2.35000E+02
991	2.44000E+02	2.20000E+02
992	2.59000E+02	2.39000E+02
993	2.95000E+02	2.69000E+02
994	2.58000E+02	2.34000E+02
995	2.43000E+02	2.18000E+02
996	2.53000E+02	2.23000E+02
997	2.34000E+02	2.13000E+02
998	2.51000E+02	2.25000E+02
999	2.42000E+02	2.21000E+02
1000	2.56000E+02	2.41000E+02

# MCNP<sup>®</sup>6: Simple ROC ex. (CCDF)

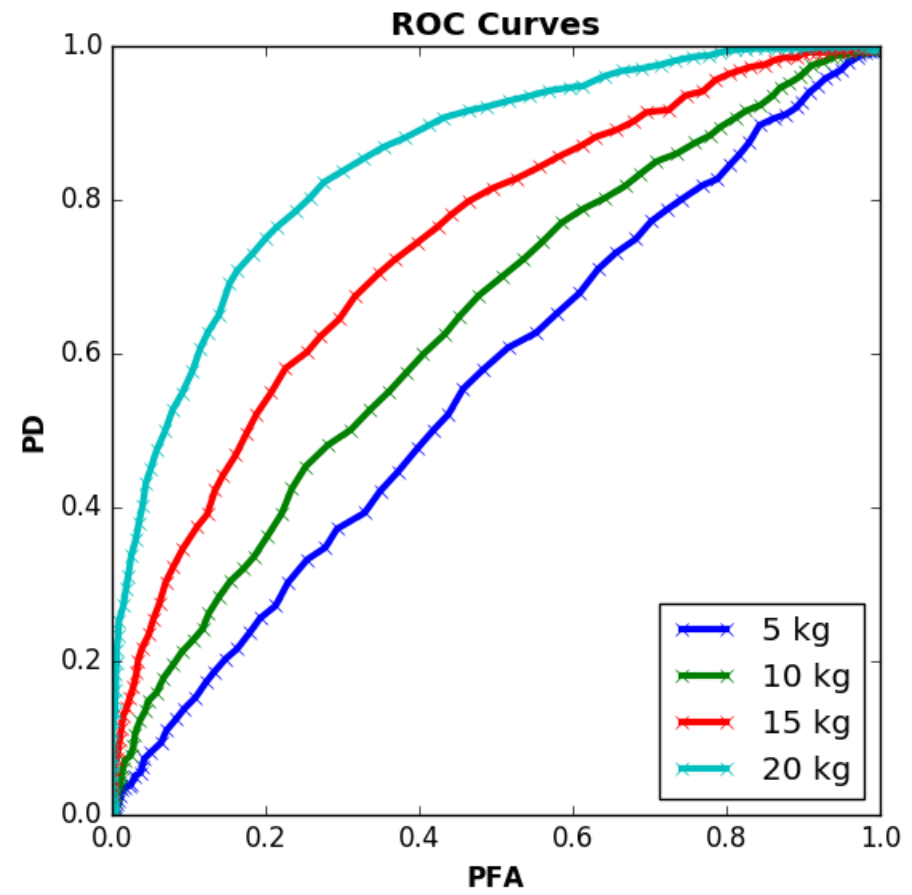
Tally results by batch

Batch	Signal	Noise
1	2.66000E+02	2.47000E+02
2	2.44000E+02	2.18000E+02
3	2.85000E+02	2.61000E+02
4	2.66000E+02	2.31000E+02
5	2.41000E+02	2.15000E+02
6	2.82000E+02	2.61000E+02
7	2.88000E+02	2.69000E+02
8	2.70000E+02	2.45000E+02
9	2.66000E+02	2.44000E+02
10	2.38000E+02	2.17000E+02



990	2.56000E+02	2.35000E+02
991	2.44000E+02	2.20000E+02
992	2.59000E+02	2.39000E+02
993	2.95000E+02	2.69000E+02
994	2.58000E+02	2.34000E+02
995	2.43000E+02	2.18000E+02
996	2.53000E+02	2.23000E+02
997	2.34000E+02	2.13000E+02
998	2.51000E+02	2.25000E+02
999	2.42000E+02	2.21000E+02
1000	2.56000E+02	2.41000E+02

# MCNP<sup>®</sup>6: Simplest input ex. (ROC Curve)



# Conclusions

- **Monte Carlo is a powerful method for solving complex problems**
- **It can be extremely computationally expensive**
  - Use cluster computing
  - Consider variance reduction methods
- **MCNP<sup>®</sup>6 is very easy to learn (time consuming to master)**
- **Always start with simple geometries**
- **Understand the physics you are using and the normalization of your answer**
- **Use the MCNP forum**
- **Be lazy!**
  - Use scripting to create input decks
  - Use modular geometries