

Update on Geant4 Simulations of Lead Spallation Target at n_TOF Facility

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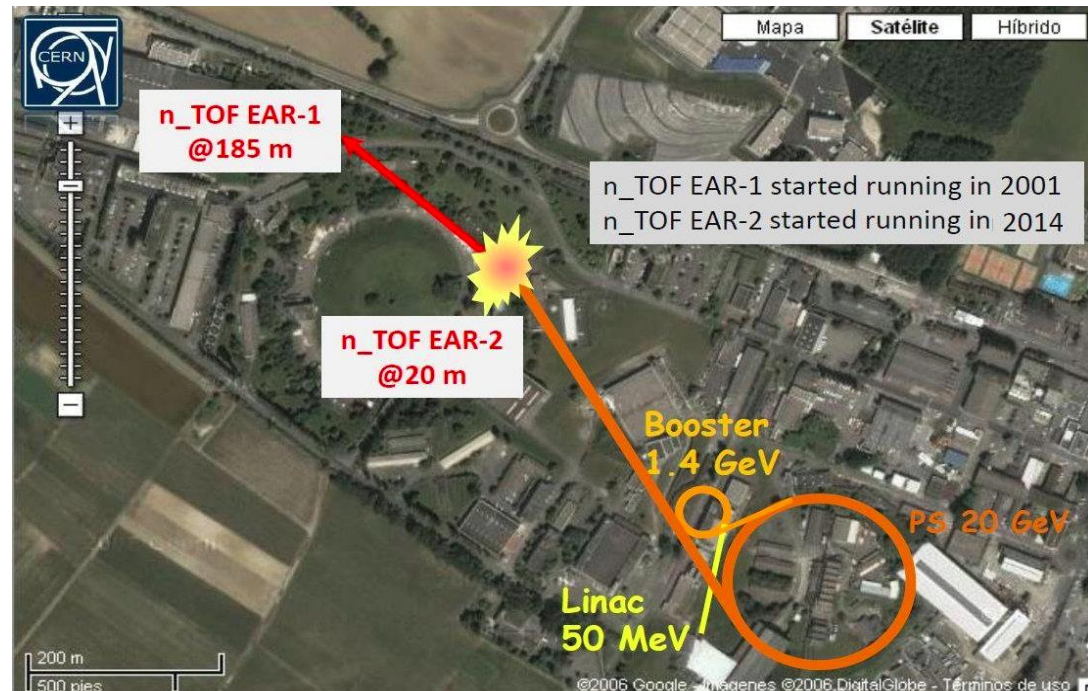
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The n_TOF facility at CERN

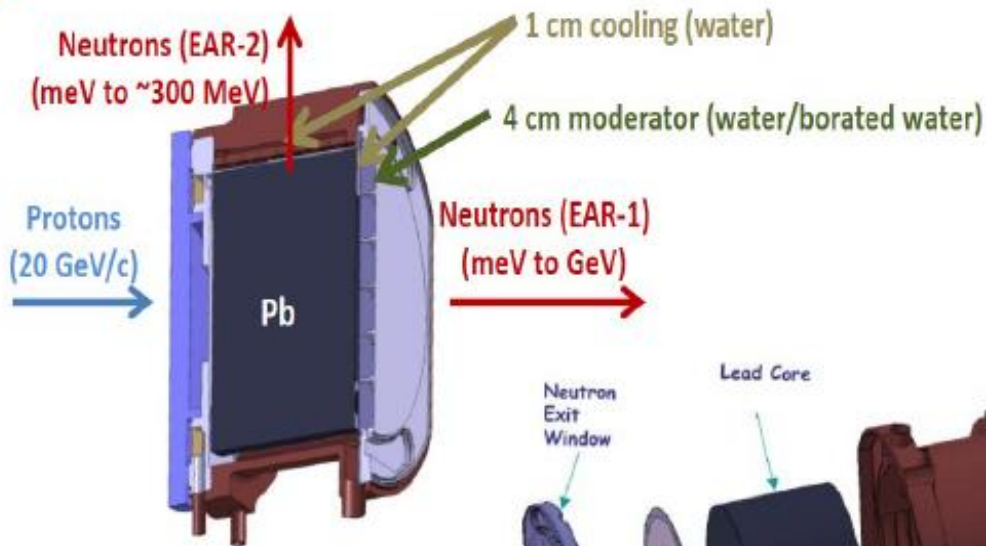
- High resolution neutron cross section measurements
 - Time of Flight (ToF) Technique
 - $\Delta E/E(1\text{keV})$: EAR1 (185m) $\rightarrow \sim 3 \cdot 10^{-4}$, EAR2(19m) $\rightarrow \sim 8 \cdot 10^{-3}$
 - Flux (n/cm²/pulse): **EAR1**: $\sim 4 \cdot 10^5$ **EAR2**: $\sim 7.5 \cdot 10^6$
 - Neutron spectrum from **thermal to few GeV** (highest among similar facilities)

- Applications:

- Nuclear Technologies
 - ADS, Fast reactors
- Astrophysics
 - s-process (AGB stars)
- Basic Nuclear Physics

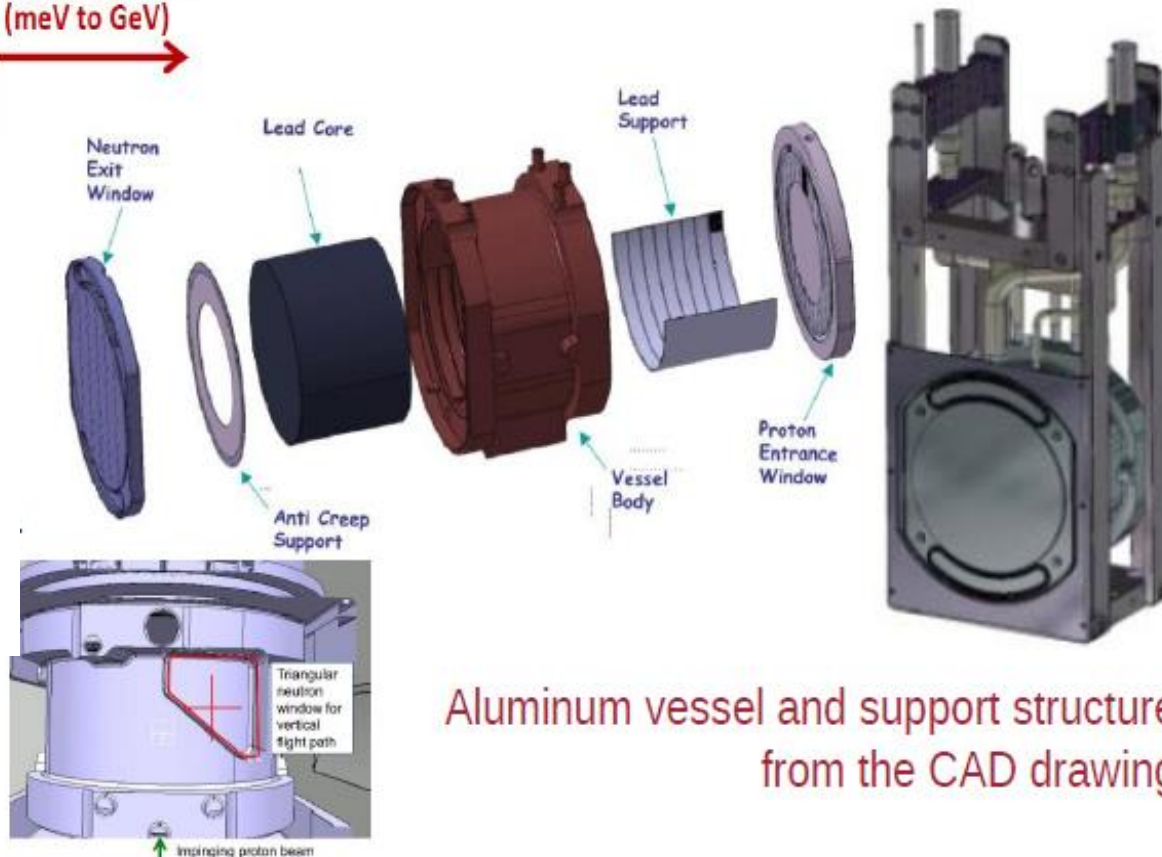


Pb Spallation Target – Technical Details



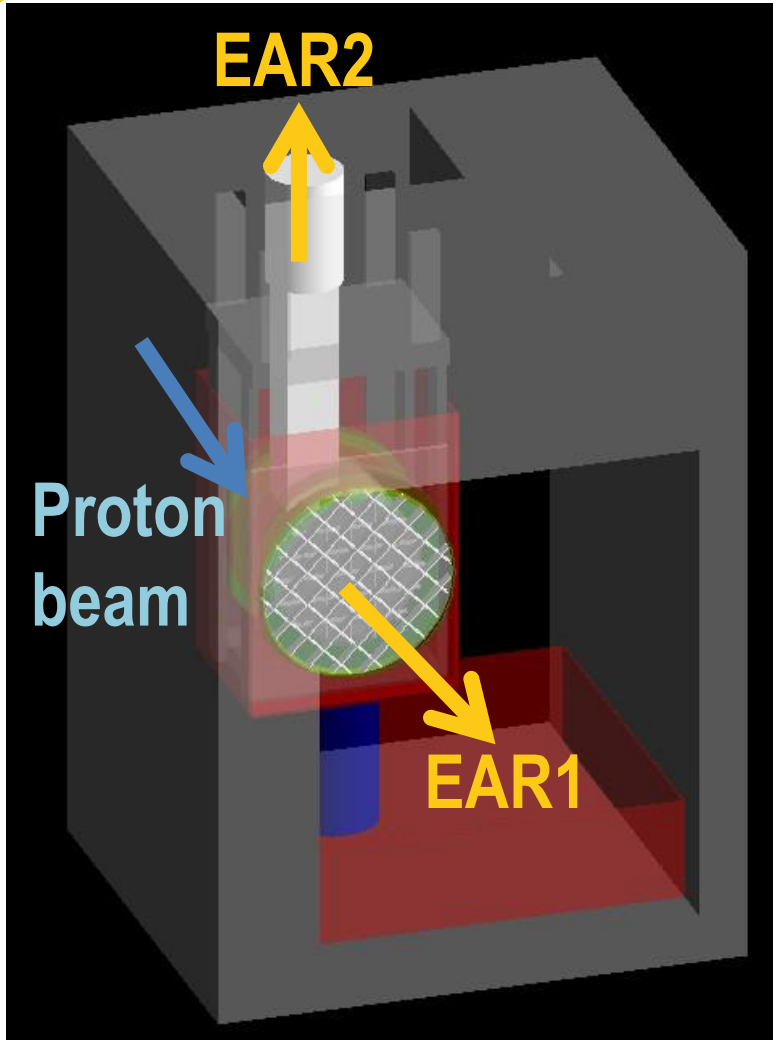
- Water-cooled lead target
- 60cmΦ, 40 cm length
- 400 neutrons/proton (MeV-GeV)

- **EAR1:** 1cm Water+4cm Borated Water (1.28% of H₃BO₃) before beam pipe.
- **EAR2:** “triangular” shape entrance to beam line. NO Boron, just water.



Aluminum vessel and support structures from the CAD drawings

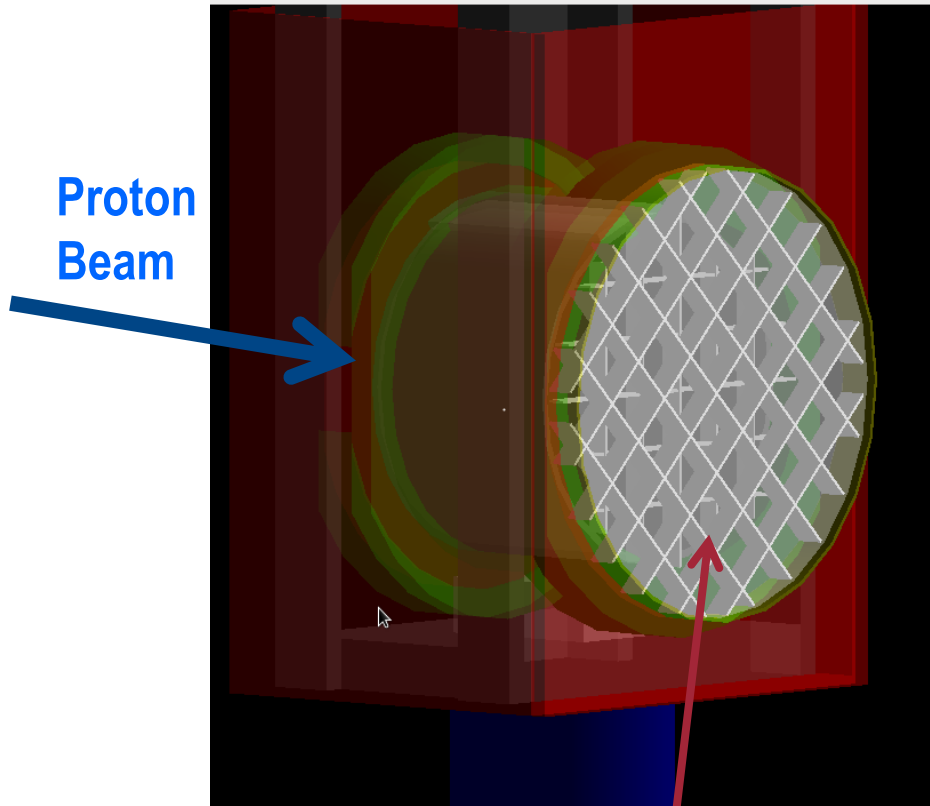
Full Geometry Model



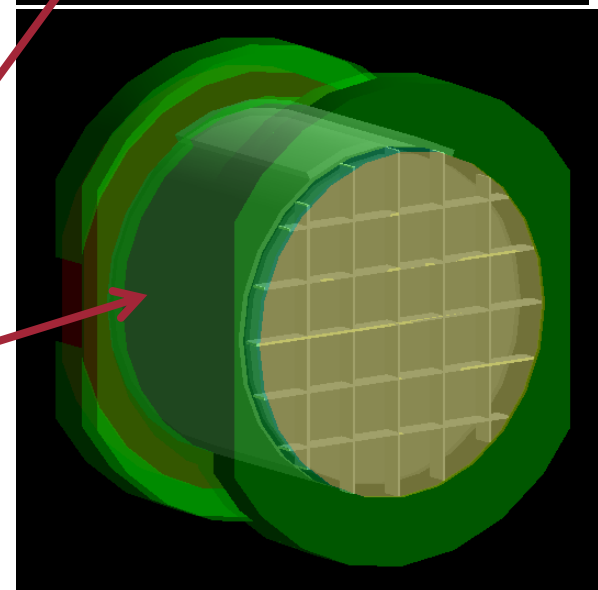
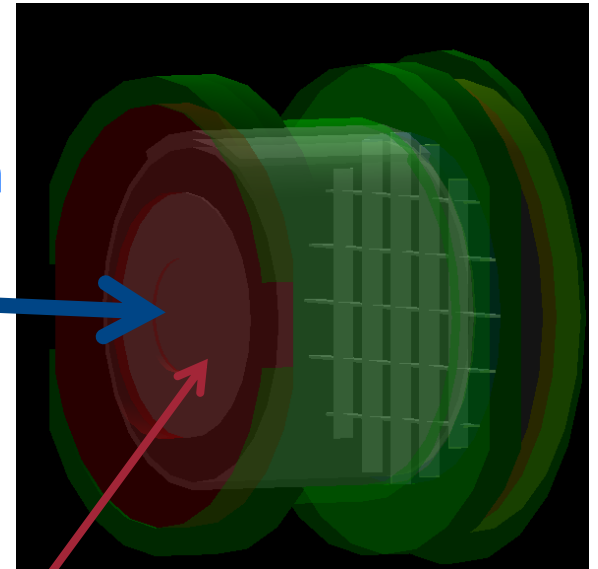
- 20 GeV/c protons, with an incidence angle of 10 deg.
- Gaussian profile proton beam (FWHM=3.53cm).
- Precise implementation of the cooling and moderation layers.
- All the components have been implemented **following the technical drawings**.
- **Special care** in the **composition** of the lead target and the surrounding materials.

Geometry Model – Details

Lead Target with surrounding vessel and structural support (Al-alloys)



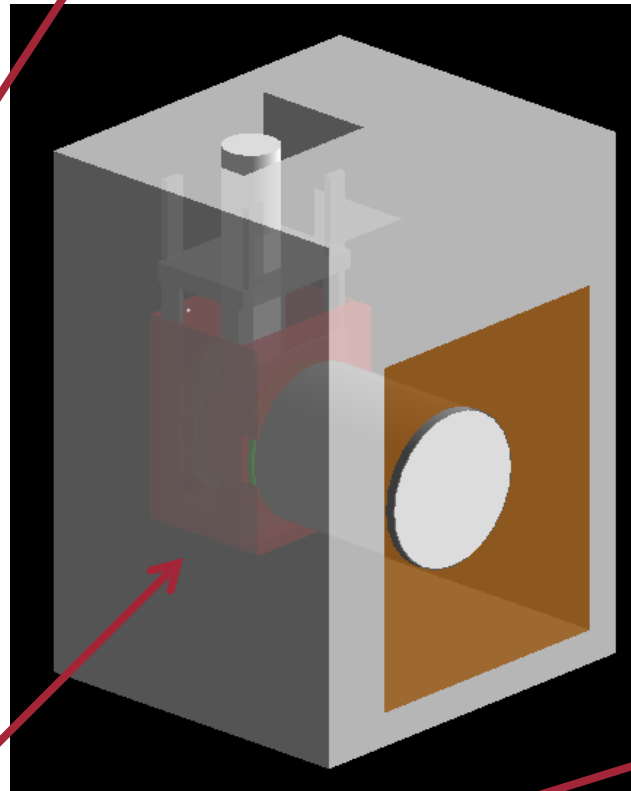
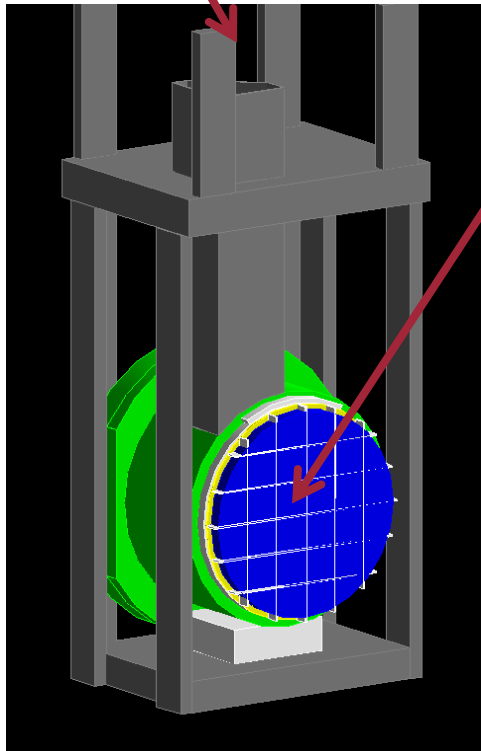
Proton Beam



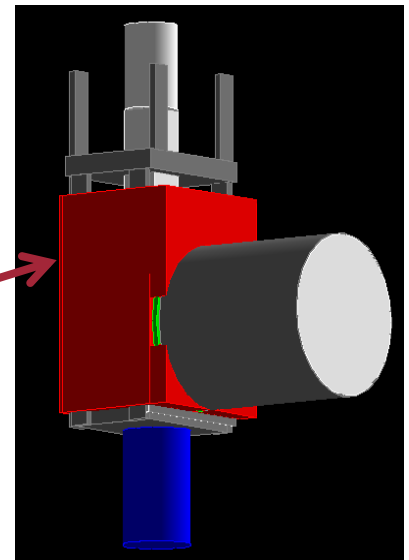
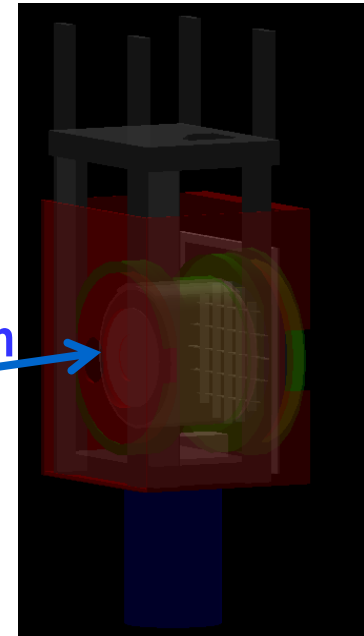
Detail on the proton entrance and neutron exit windows
Grid beam line entrance turned 45°

Geometry Model – Details

Exit toward EAR2 and Moderator layer with aluminum Support grid

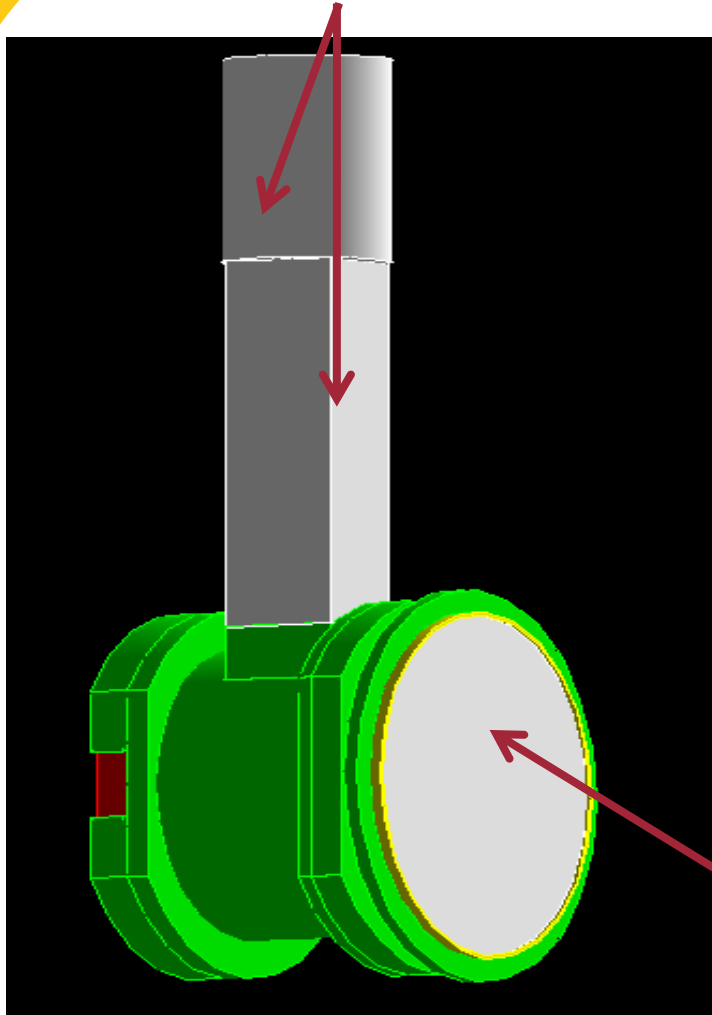


Proton beam



Target support structures, concrete container and beam lines

EAR2 : Detailed 3D scorer, beam line shape

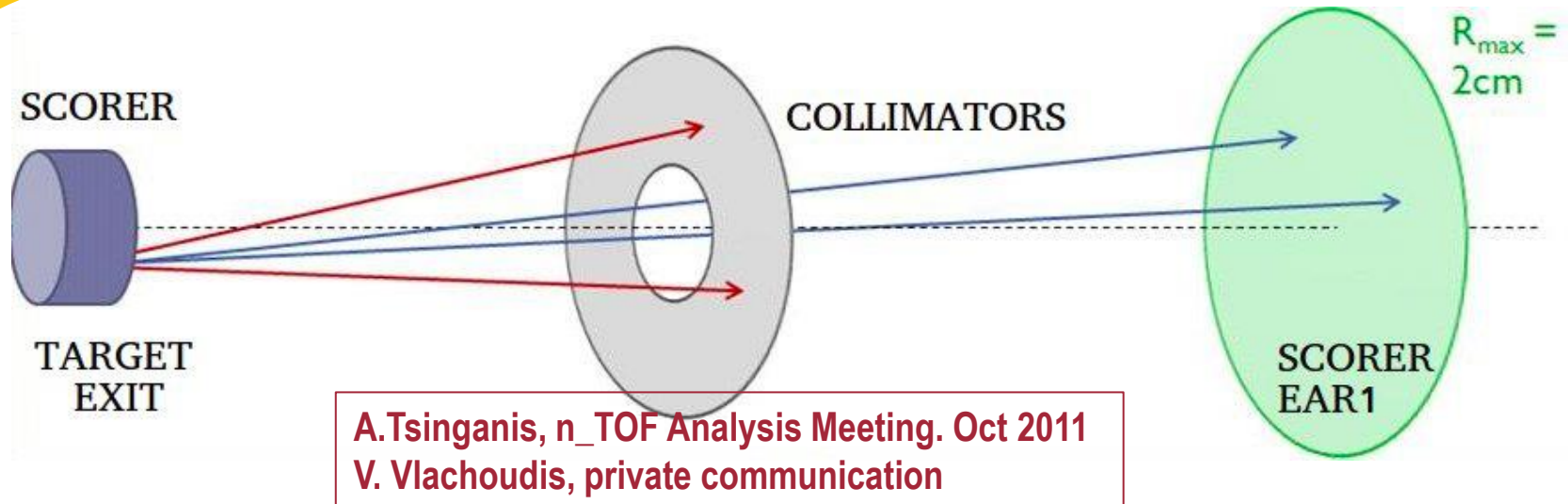


- Scoring surfaces defined as in simulations with FLUKA carried out by n_TOF collaboration.
 - To use existing transport codes to get results at EAR1 and EAR2 from the GEANT4 simulation @ target.
- Angular acceptance limited to 4 deg @EAR1 and 10 deg @EAR2 ↔ isotropic spectra within this solid angle.
- **Collected information at scorer:**
Position, momentum, energy, type of particle and time.

EAR1: 2D scorer @ entrance of beam line

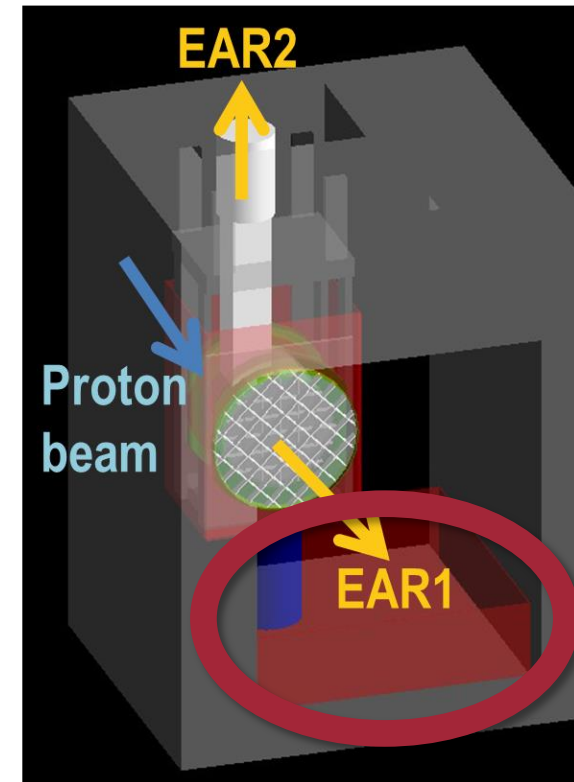
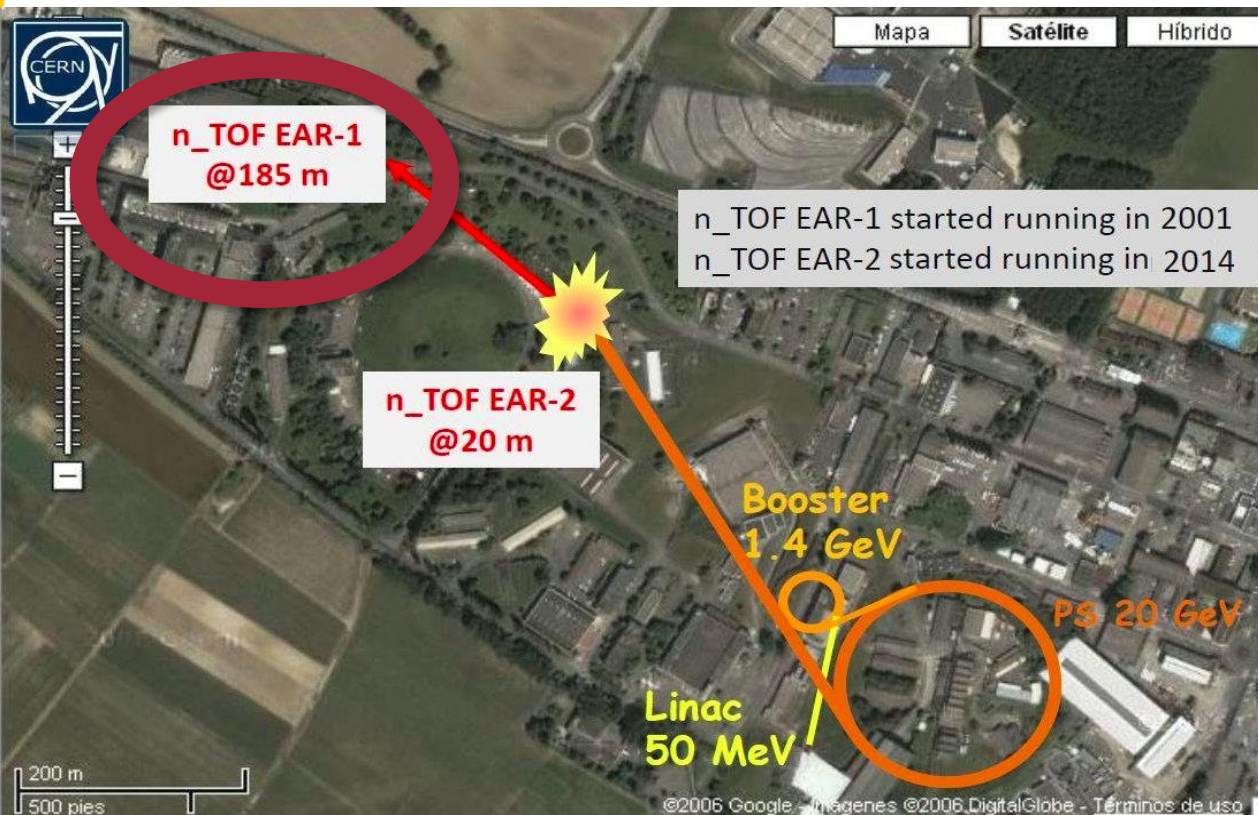
Transport Code

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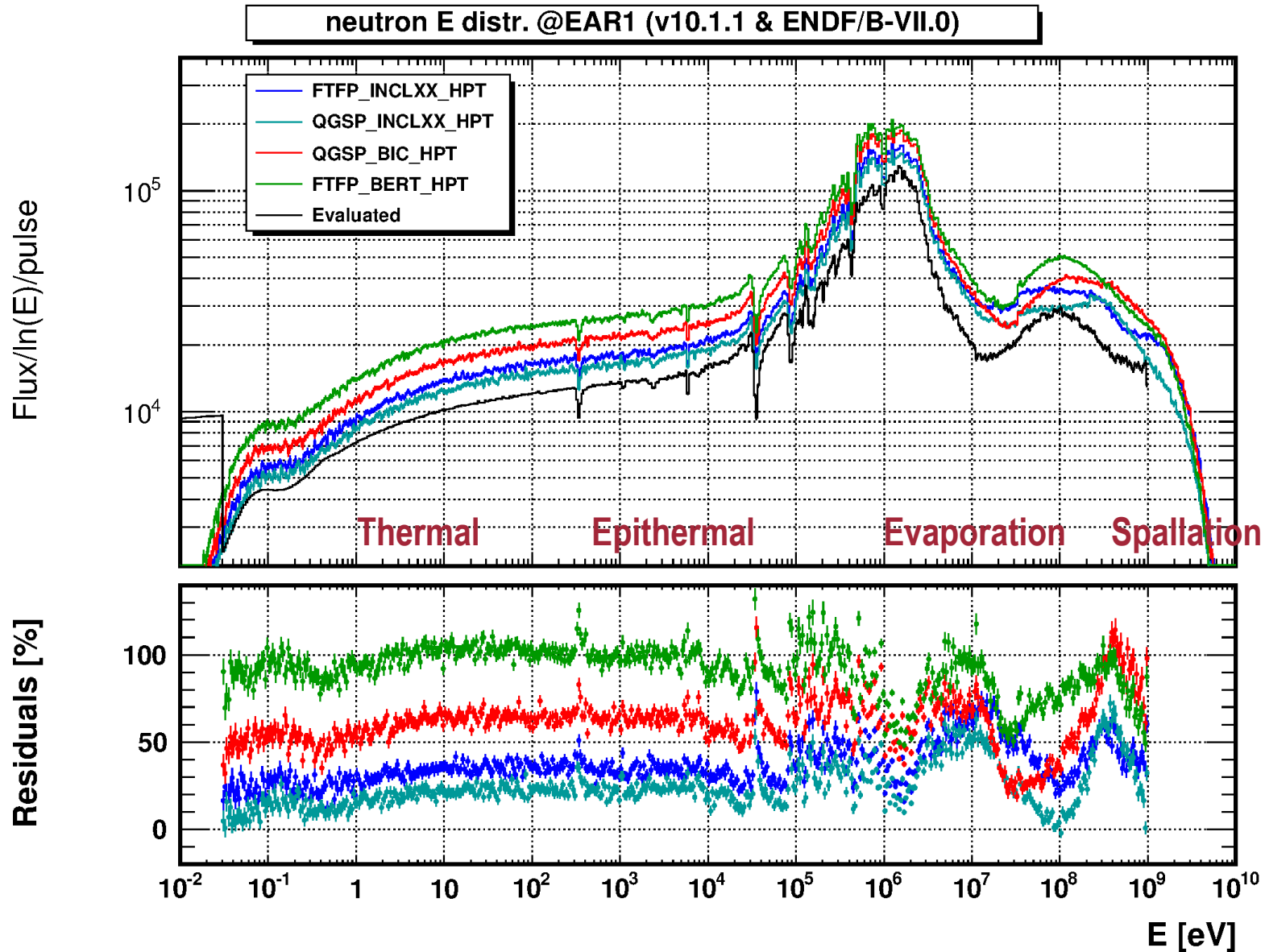


- **Real simulation to the EAR's : Unaffordable CPU Time**
- ~Thousands of instances are created for each scored neutron (with $\theta \leq 4$ deg) and sent scanning a 2cm radius scorer in EAR1 (185 m distance) or EAR2 (~19 m)
- Input with the position and dimensions of the collimators in both beam lines
- **Simplified transport:** If a neutron hits a collimator is discarded

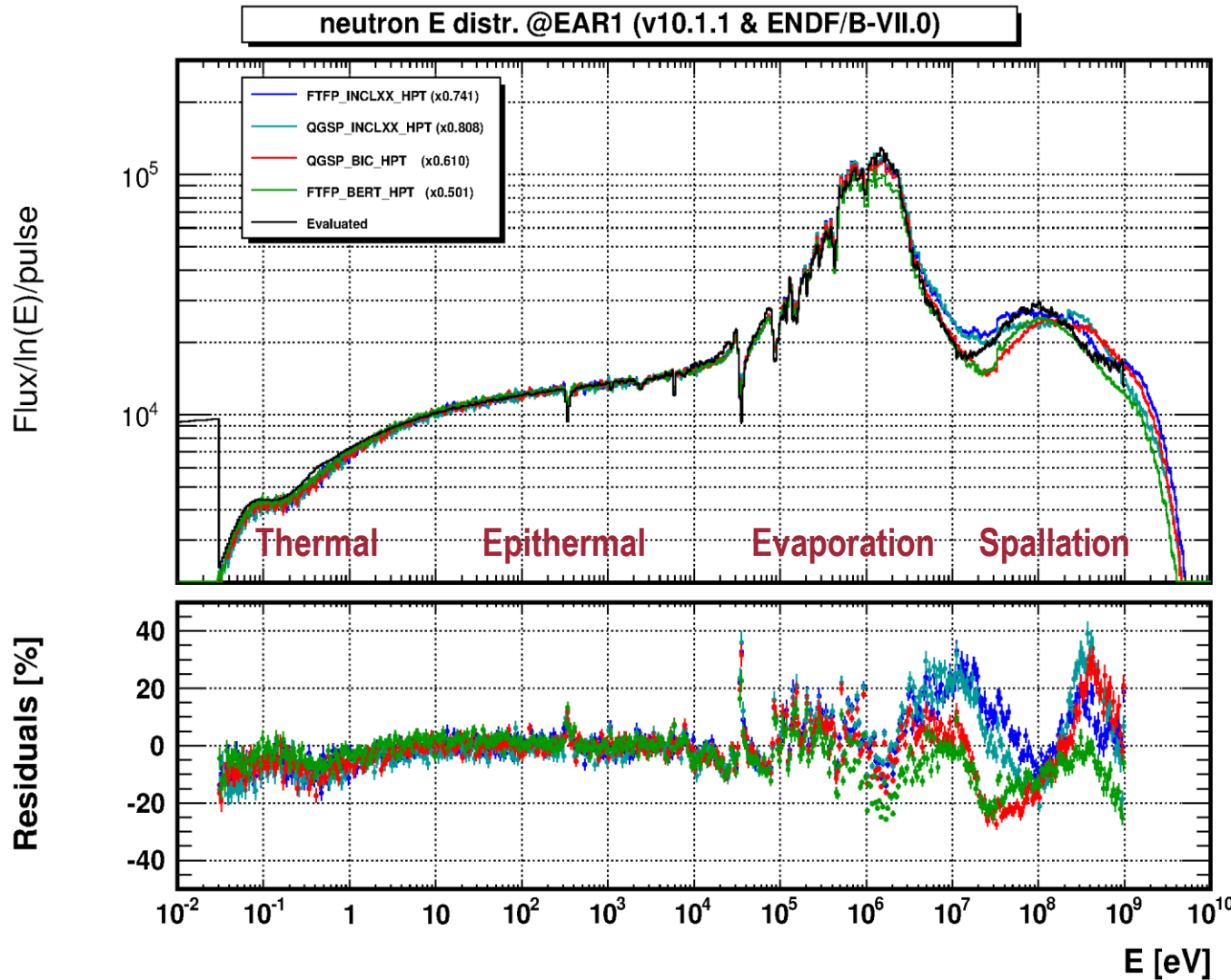
Results after transport to EAR1



Neutron Energy Distribution @ EAR1 (v10.1.1)



Neutron Energy Distribution @ EAR1 (v10.1.1)



Normalization factors calculated using flux integral in 1-10 keV.

* **_INCLXX_HPT** physics lists provide better normalization factors.

Once normalized, **FTFP_BERT_HPT** follows slightly better the spectrum shape at **spallation** energies, but it has the largest deviation as for **yield**.

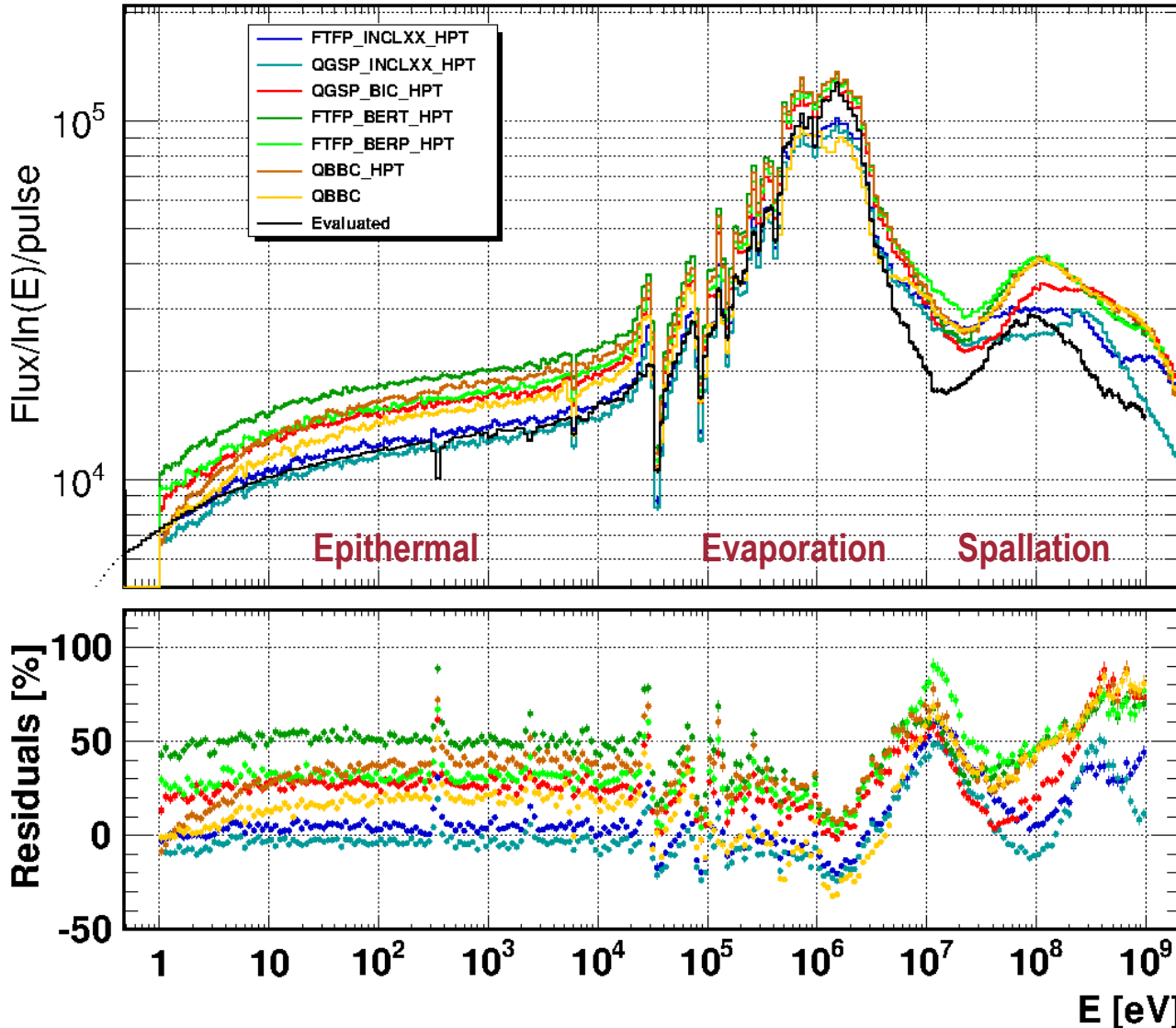
- Norm factor varies from **0.808** (**QGSP_INCLXX_HPT**) to **0.501** (**FTFP_BERT_HPT**).



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Neutron Energy Distribution @ EAR1 (v10.2.2)

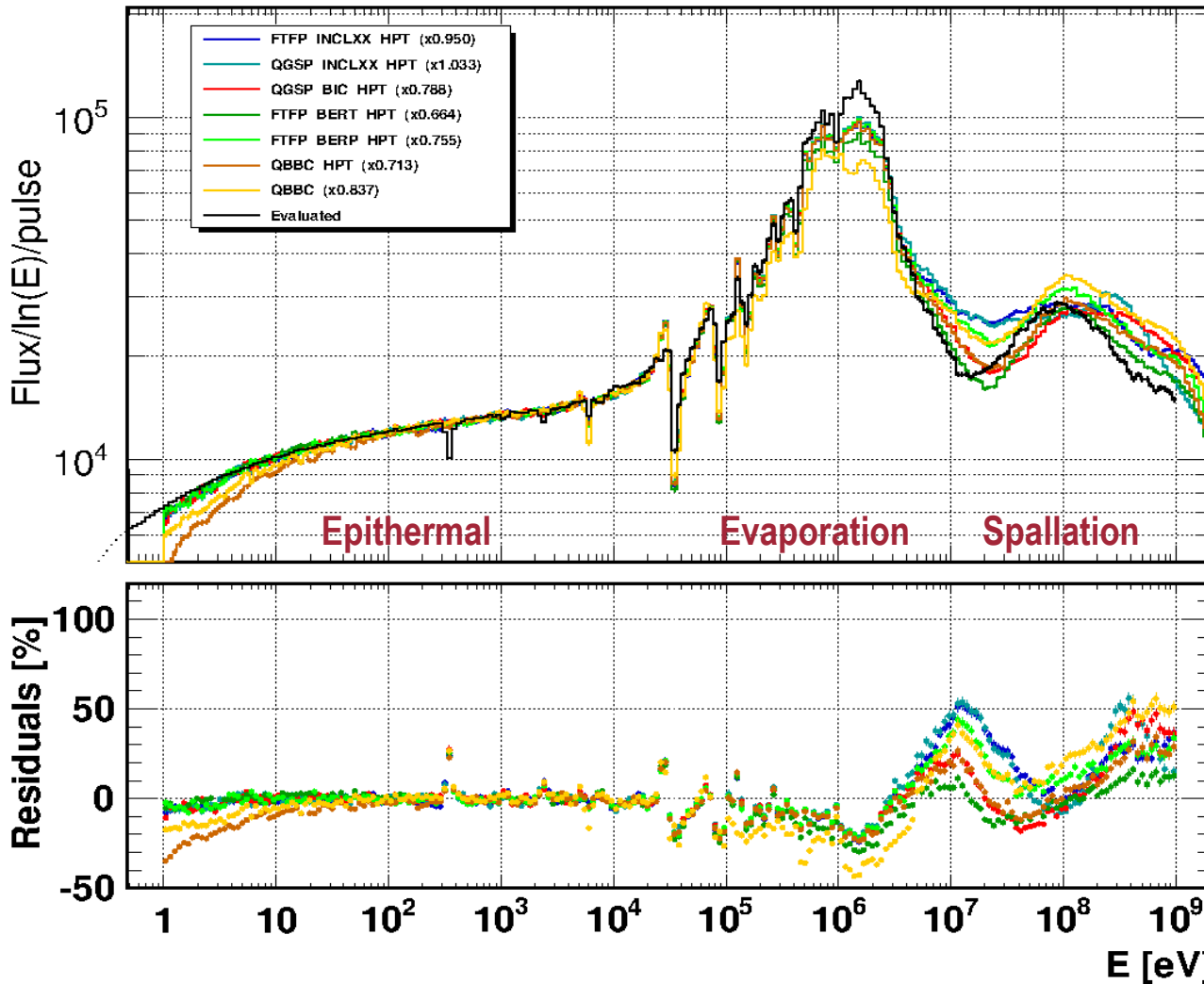
neutron E distr. @EAR1 (v10.2.2 & G4NDL4.5)



- More precise collimation data used.
 - It improves significantly the integral flux calculated.
- Trends between PLs are similar to those found with v10.1.1
- Tracking of **neutrons** was **suspended below 1 eV** to improve simulation speed (more on this, later).

Neutron Energy Distribution @ EAR1 (v10.2.2)

neutron E distr. @EAR1 (v10.2.2 & G4NDL4.5)

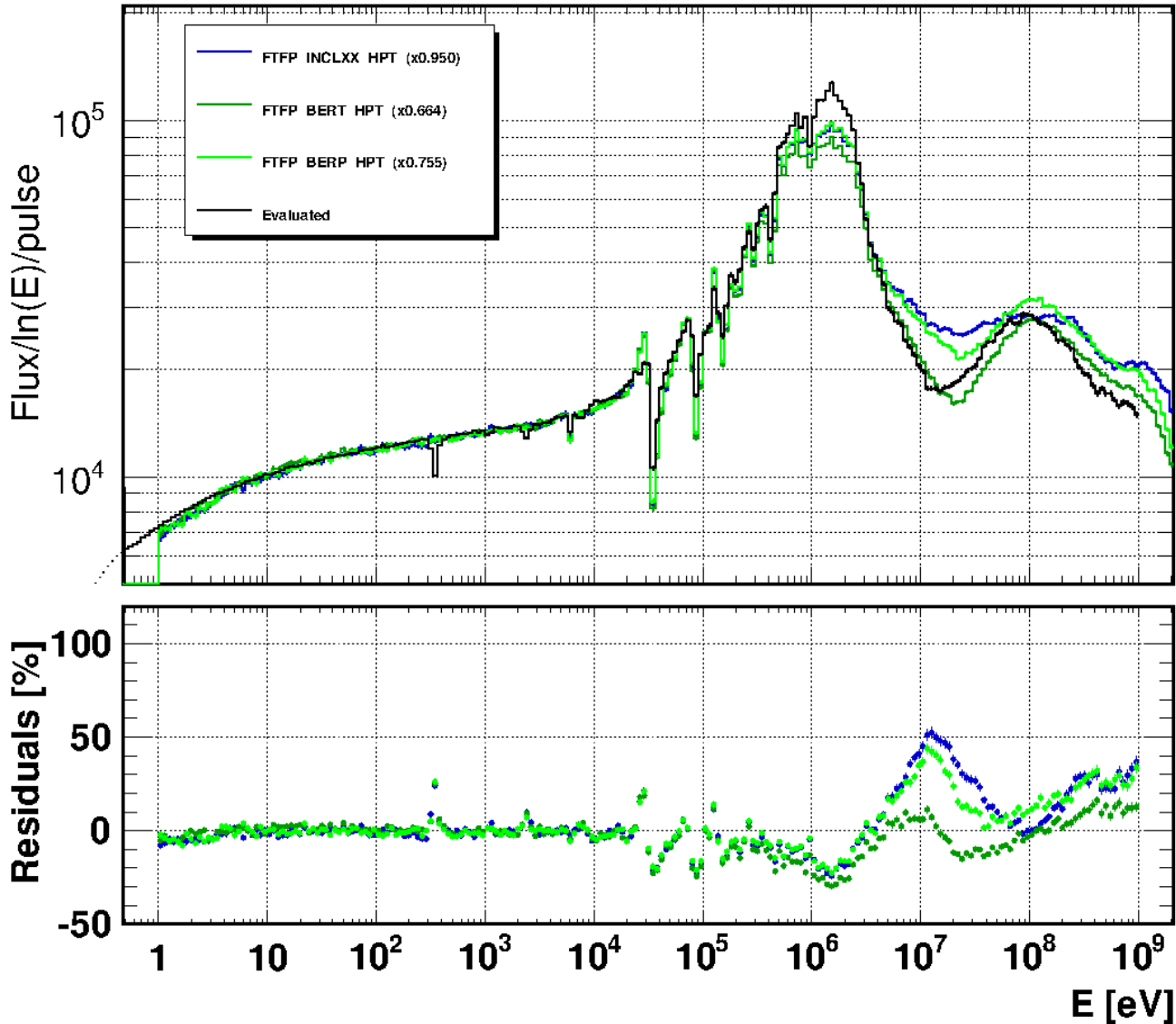


- **Normalization factors** calculated using integral for **1-10 keV**.
- ***_INCLXX_HPT** physics lists provide better normalization factors.
- **FTFP_BERT_HPT** follows better the spectrum shape at **spallation** energies, but it still presents the largest deviation w.r.t. to integral flux.

- Norm factor varies from **1.033 (QGSP_INCLXX_HPT)** to **0.664 (FTFP_BERT_HPT)**.

Neutron Energy Distribution @ EAR1 (v10.2.2)

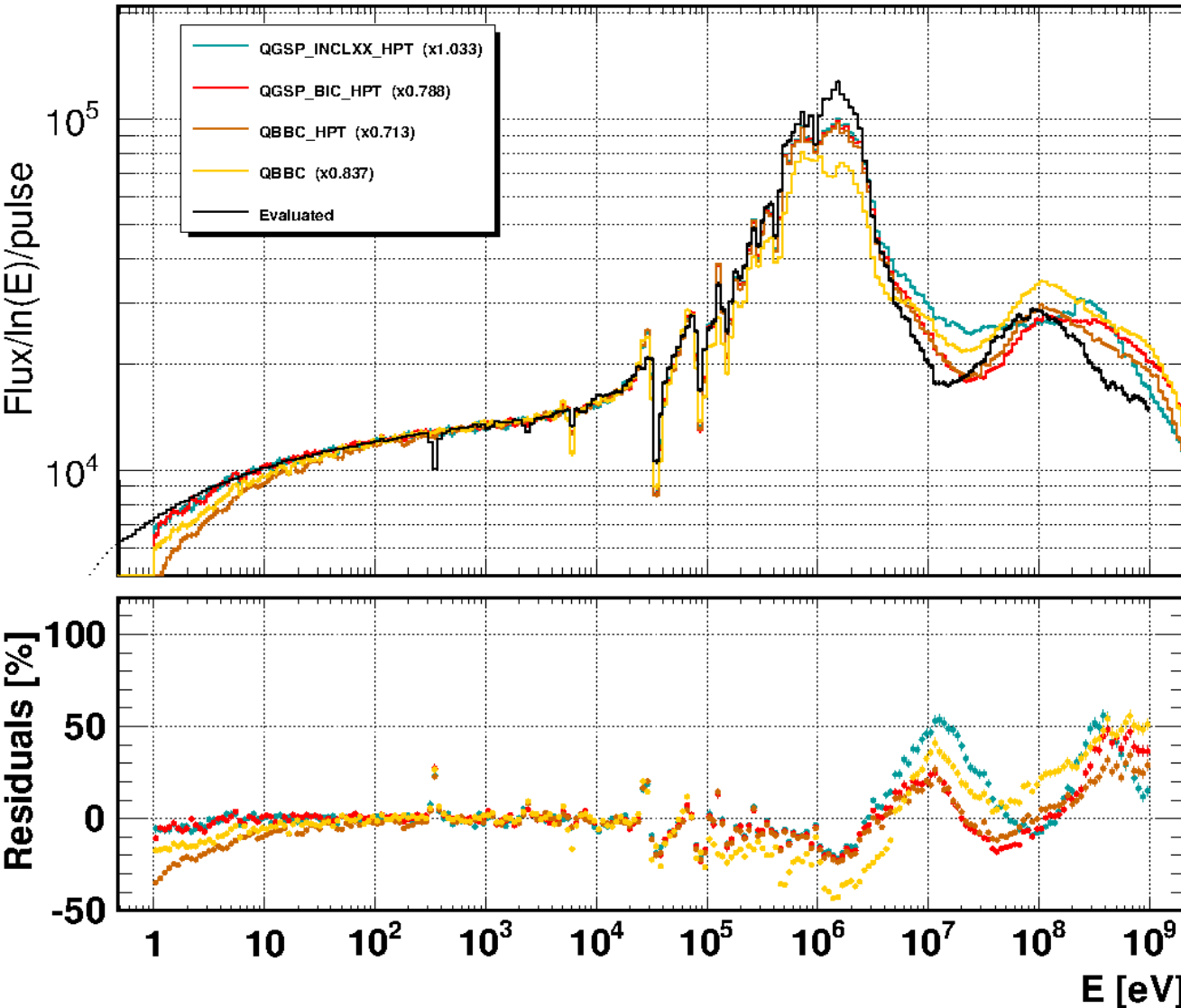
neutron E distr. @EAR1 (v10.2.2 & G4NDL4.5)



- **FTFP-based PLs only!**
- **BERP** produces a lower amount of neutrons compared to **BERT** (good), but does not reproduce the spectrum shape so well at spallation energies.

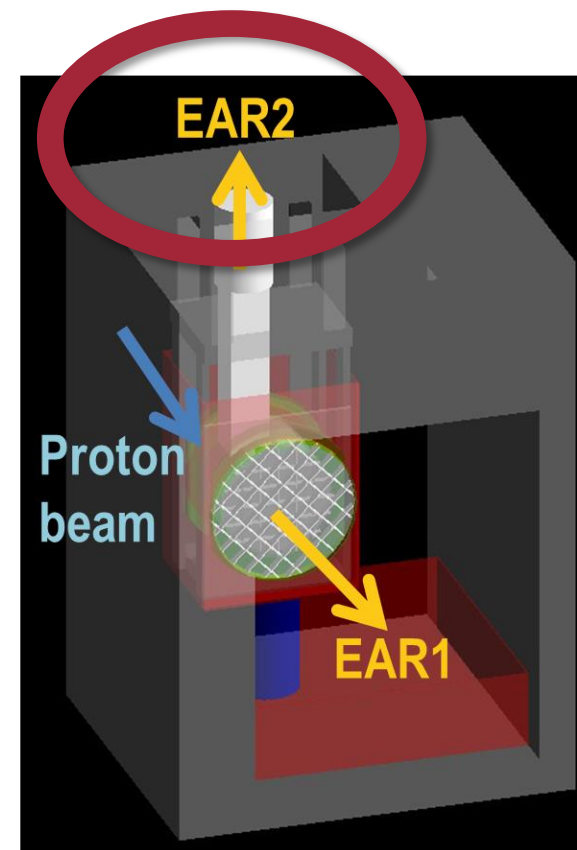
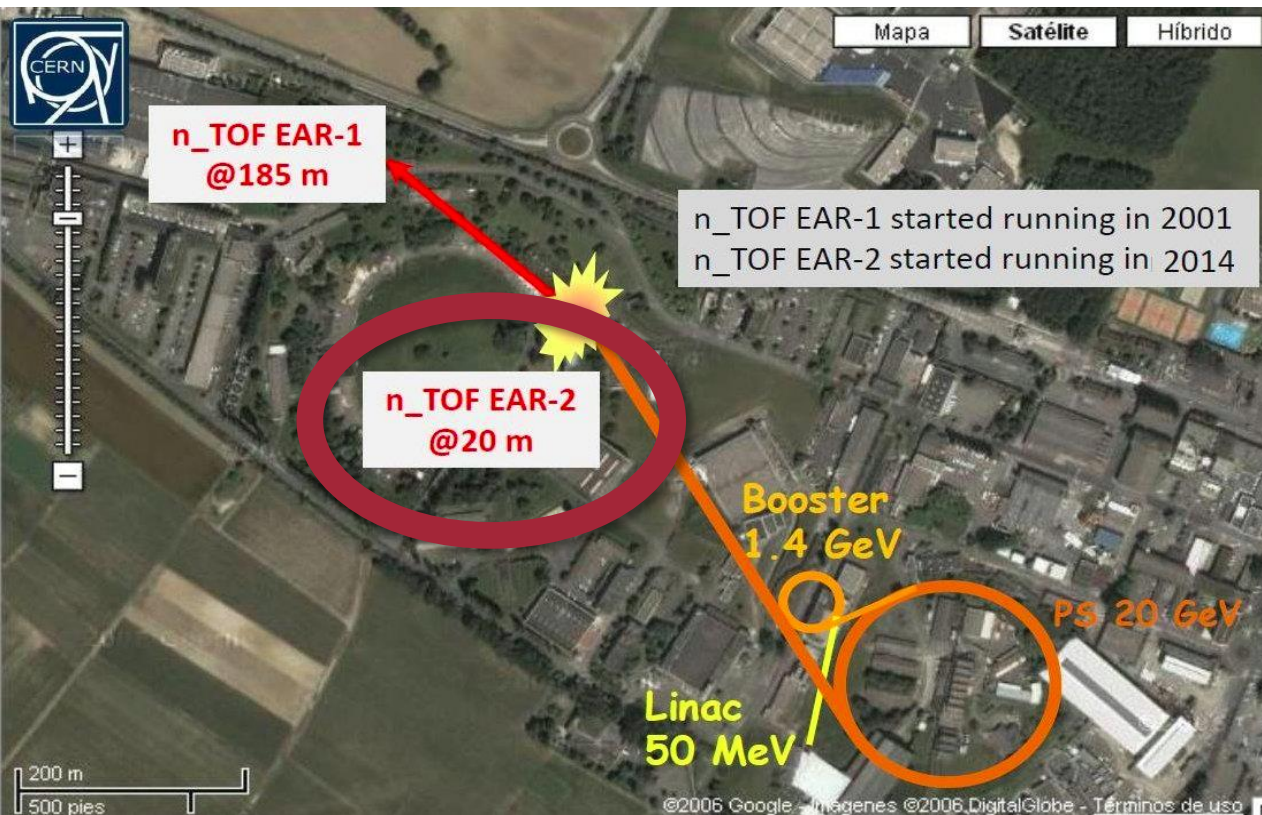
Neutron Energy Distribution @ EAR1 (v10.2.2)

neutron E distr. @EAR1 (v10.2.2 & G4NDL4.5)



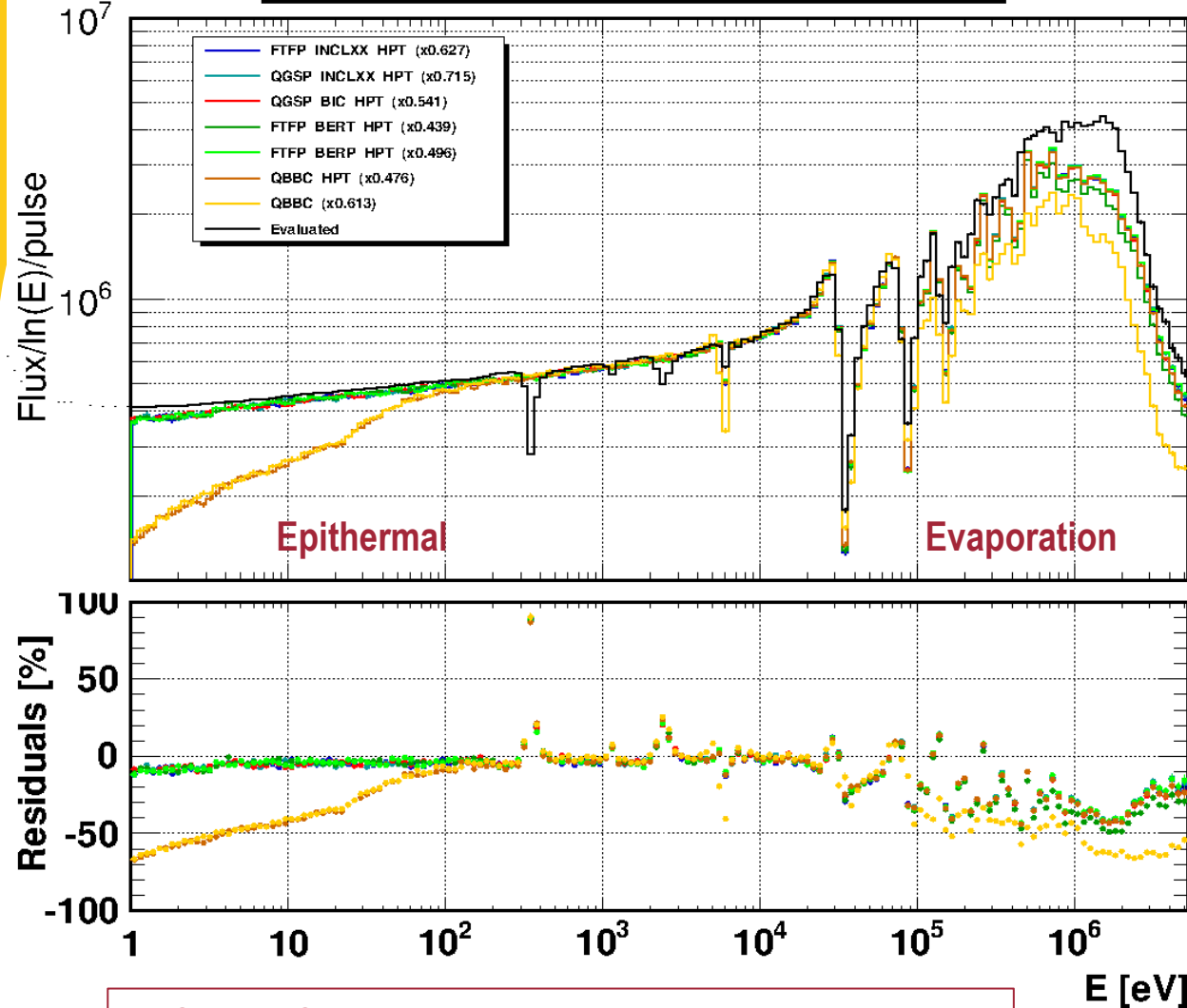
- **QGS-based PLs only!**
- **BIC** seems to worsen above ~ 200 MeV w.r.t. v10.1.1.
- Custom implementation of **QBBC with NeutronHP + neutron Elastic XS for Thermal Energies (< 4 eV) (QBBC_HPT)**, please take this calculation as preliminary

Results after transport to EAR2



Neutron Energy Distribution @ EAR2 (v10.2.2)

neutron E distr. @EAR2 (v10.2.2 & G4NDL4.5)



- Norm factor varies from 0.715 (QGSP_INCLXX_HPT) to 0.439 (FTFP_BERT_HPT).
- Actual distance from EAR2 ground to target to be accurately determined.
 - It may improve agreement between calculations and experimental neutron flux
- Precise quantification of neutrons scattered at collimators might also change the calculated spectrum shape.
 - Transport through collimators is done "ideally".

M. Sabaté-Gilarte, M. Barbagallo et al., in preparation
N. Colonna et al., *Nuc. Phys. News* 25: 19-23 (2015)

Conclusions



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Conclusions

- Slightly better agreement as for neutron integral flux calculation @EAR1 thanks to more accurate collimation data.
- Experimental integral flux evaluated @EAR2 still preliminary – need to know accurate total distance.
 - More accurate simulation of collimators closer to EAR2 may be needed.
- Unexpected CPU overhead observed when using NeutronHP (with Thermal Scattering XS). Work in progress to figure out what causes this.
- Study on reaction multiplicities ongoing to try to explain differences between PLs.

Thanks for your attention



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