

FLUKA Beginner's Course

Aim of the exercise:

- 1- Discover biasing power
- 2- Experience region importance
- 3- Use of cylindrical mesh USRBIN
- 4- Plot USRBIN in the Geometry Editor
- 5- Use of Conditional Directives

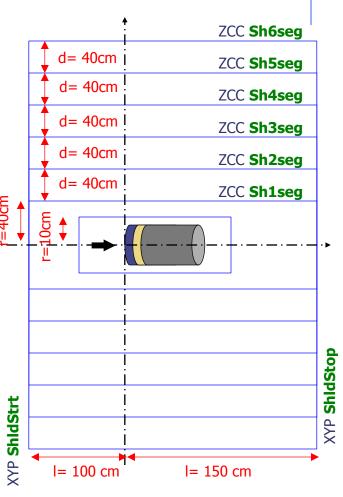
□ Start from the solution of ex5 (copy both inp and flair files):

mkdir ex10 ; cp ex5/ex5.* ex10/. ; cd ex10

□ Geometry modifications:

create a concentric shielding

- e.g.:
 - Add 1 RCC surrounding the target
 (R=10cm; Zmin=-10cm; Zmax=30cm)
 - Add 6 ZCC (radius = n x 40cm)
 - Add 2 XYP planes (z=-100cm and z=150cm)
 - Add 1 XZP plane (y=0)



Materials

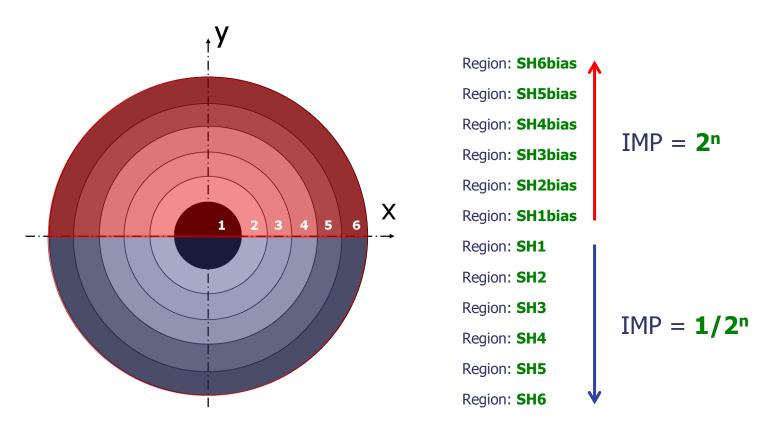
- Shielding will be made of concrete
- Concrete is not a FLUKA predefined material
- It has to be defined

<u>Concrete:</u>	(mass f	fraction)	
Hydrogen	0.01	Aluminum	0.034
Carbon	0.001	Silicon	0.337
Oxygen	0.529	Potassium	0.013
Sodium	0.016	Calcium	0.044
Magnesium	0.002	Iron	0.014

Density: 2.42g/cm³

Assign it to all the shielding region
 (Are you clever enough to do it with one single card?)

- Set the importance to 1, for all regions and particles
- □ For regions having y>0 set importance to 2^n (n =#layer)
- □ For regions having y<0 set importance to $1/2^n$ (n =#layer)
- Enclose biasing within a #if Flag_BIAS statement (to be activated through #define)



Scoring

- Add one region independent scoring for neutrons (USRBIN)
 - To span over the whole geometry
 - To have sufficient bins
 - To have cylindrical coordinates [i.e. R-Phi-Z]
 - Unformatted output on unit 54

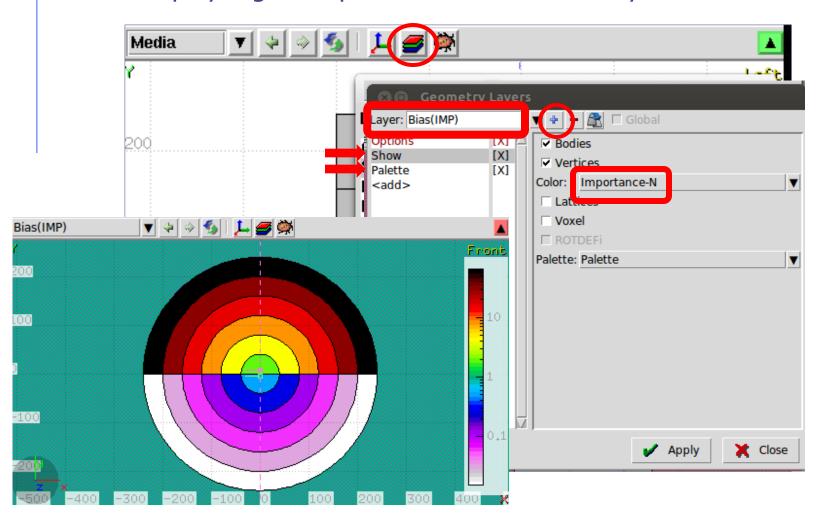
Run

- 2 separate runs, w/ and w/o biasing (do not overwrite results)
- □ 5 cycles, 10000 primaries each

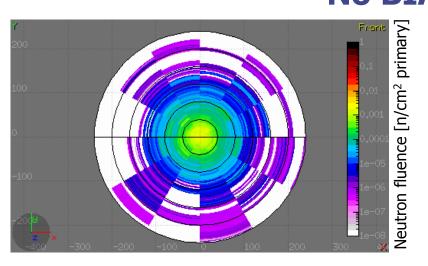
Plot

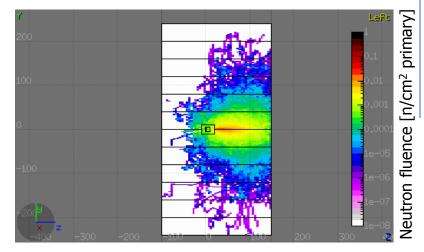
- USRBIN results in Flair
- Region importance in the Geometry Editor
- USRBIN results in the Geometry Editor

How to display region importance in the Geometry Editor



Exercise 10: Importance biasing - Results No BIAS





Region Importance Biasing

