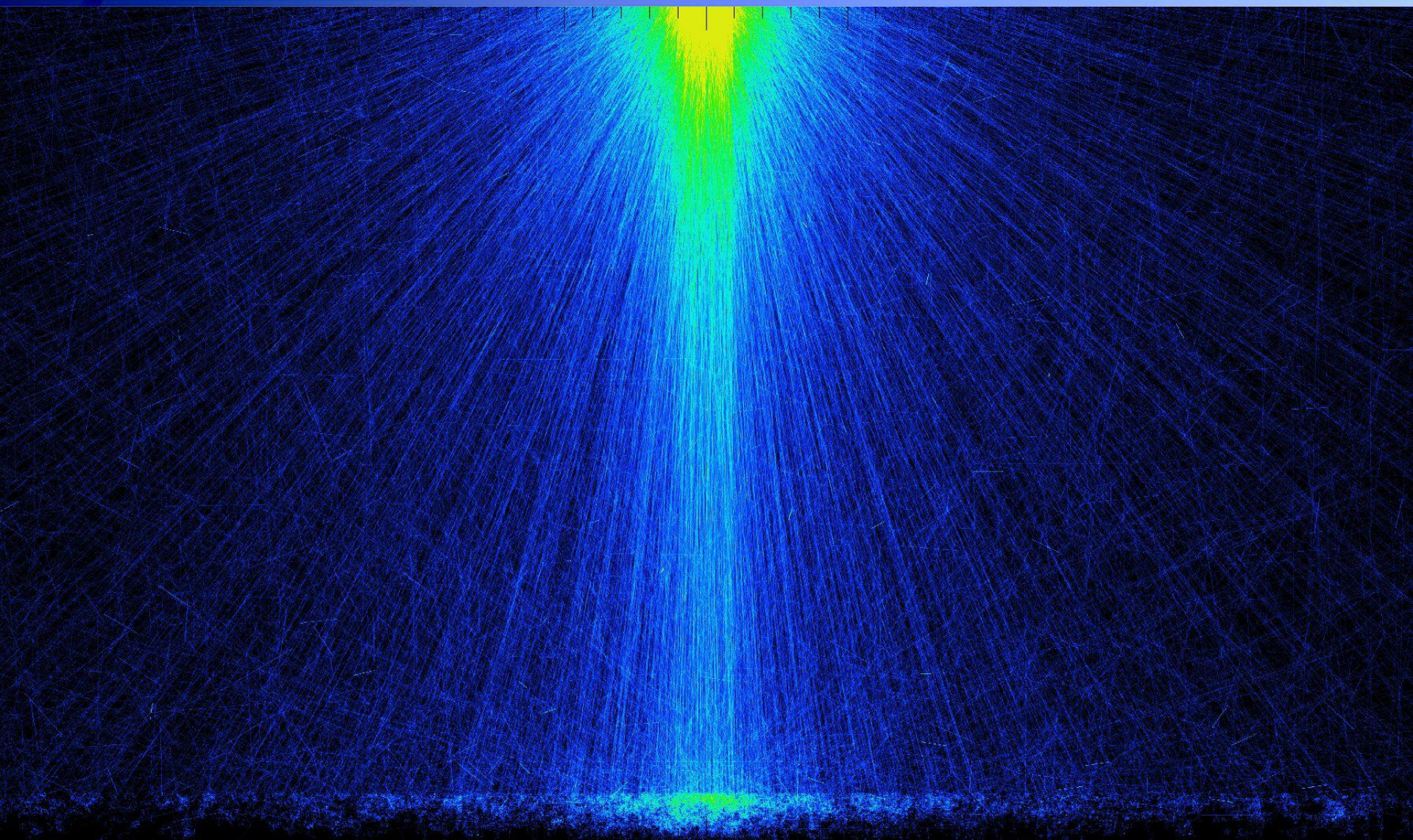


URANOS

-
the
Cosmic Ray
Monte Carlo tool

EGU 2018





URANOS - The Cosmic Neutron Soil Moisture Simulator

#neutrons: Neutrons: 939.100
maximum: 500.0000
(537/5)
-02:06:02
Refresh status every 100 neutrons

Soil Moisture [vol%] 6 %
 Air Humidity 7
 Atmospheric depth [g/cm²] 1020

Topological presets (water, land)
 None
 River, width [m]
 Coast at x [m]
 Island, diameter [m]
 Lake, diameter [m]

Layers are arranged in the vertical direction, representing different materials or 2D gridded patterns

Layers

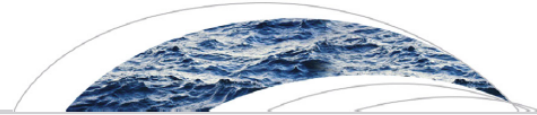
	Position	Height	Material	Matrix
1	-1000	920	11	
2	-80	30	11	
3	-50	48	11	
4	-2.5	0.5	11	
5	-2	2	11	
6	0	3	20	

Source Layer
 Detector Layer
 Ground Layer

 Use layer maps

Live:

The top right panel shows a 'Birds-eye view & Spectra' window. The upper part is a 2D plot of neutron paths in the x-y plane, with x and y axes ranging from -240 to 240 meters. A bright blue spot is visible at the center (0,0). The lower part is a line plot of neutron counts (n) versus Energy [MeV] on a logarithmic scale from 10⁻⁷ to 1000 MeV. Three spectra are shown: 'Incoming Spectrum' (blue), 'Surface Spectrum' (green), and 'Backscattered Spectrum' (magenta). The surface spectrum shows a peak around 1 MeV, and the backscattered spectrum shows a peak around 100 MeV.



Water Resources Research

RESEARCH ARTICLE Footprint characteristics revised for field-scale soil moisture monitoring with cosmic-ray neutrons

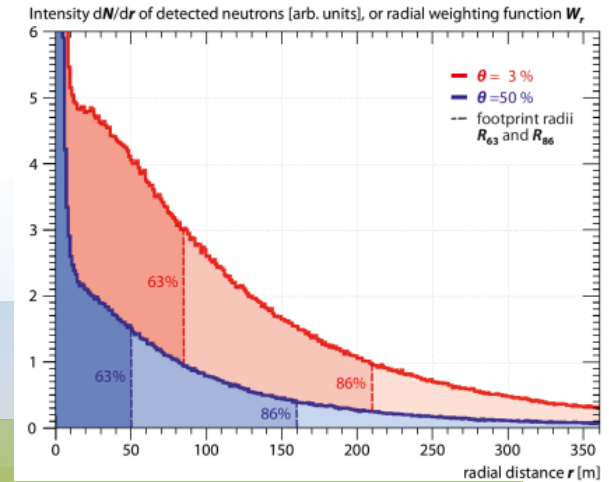
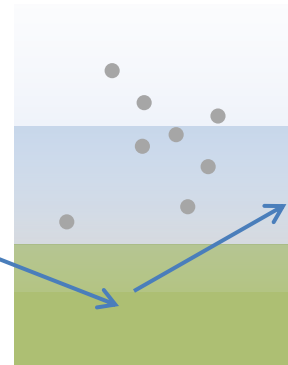
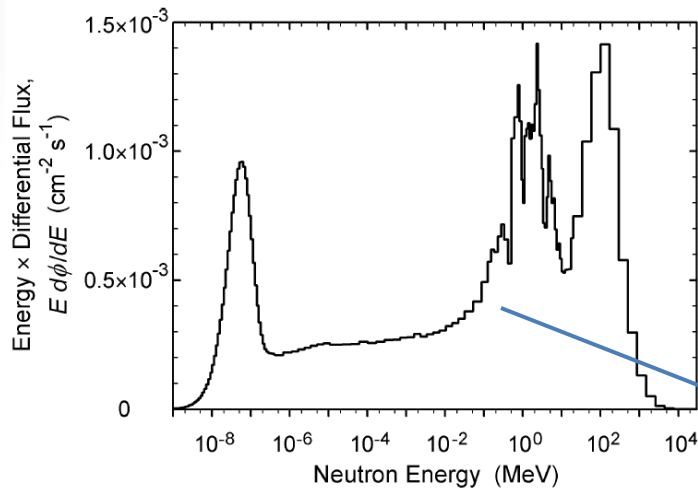
10.1002/2015WR017169

M. Köhli and M. Sci
equally to this work

Key Points:

- Neutron transport

$$W_r(h, \theta) \approx \begin{cases} F_1 e^{-F_2 r} + F_3 e^{-F_4 r}, & r \leq 50 \text{ m} \\ F_5 e^{-F_6 r} + F_7 e^{-F_8 r}, & r > 50 \text{ m} \end{cases}$$



RESEARCH ARTICLE **Footprint characteristics revised for field-scale soil moisture monitoring with cosmic-ray neutrons**

10.1002/2015WR017169

M. Köhli and M. Schrön contributed equally to this work.

M. Köhli¹, M. Schrön², M. Zreda³, U. Schmidt¹, P. Dietrich², and S. Zacharias²

Key Points:

- Neutron transpo



Exploration Technologies,
and Water Resources,



WRR Paper 2015

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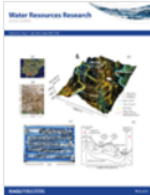
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Improving calibration and validation of cosmic-ray neutron sensors in the light of spatial sensitivity

Martin Schrön^{1,2}, Markus Köhli^{1,3,4}, Lena Scheffele⁵, Joost Iwema⁶, Heye R. Bogena⁷, Ling Lv⁸, Edoardo Martini¹, Gabriele Baroni^{2,5}, Rafael Rosolem^{6,9}, Jannis Weimar³, Juliane Mai^{2,10}, Matthias Cuntz^{2,11}, Corinna Rebmann², Sascha E. Oswald⁵, Peter Dietrich¹, Ulrich Schmidt³, and Steffen Zacharias¹

¹Dept. Monitoring and Exploration Technologies, Helmholtz Centre for Environmental Research – UFZ, Leipzig, Germany

²Dept. Computational Hydrosystems, Helmholtz Centre for Environmental Research – UFZ, Leipzig, Germany

³Physikalisches Institut, Heidelberg University, Heidelberg, Germany

⁴Physikalisches Institut, University of Bonn, Bonn, Germany

⁵Institute of Earth and Environmental Science, University of Bonn, Bonn, Germany

⁶Faculty of Engineering, University of Bristol, Bristol, UK

⁷Agrosphere Institute (IBG-3), Forschungszentrum für Wasserbau, Bonn, Germany

⁸Dept. of Plants, Soils and Climate, Utah State University, Logan, UT, USA

⁹Cabot Institute, University of Bristol, Bristol, UK

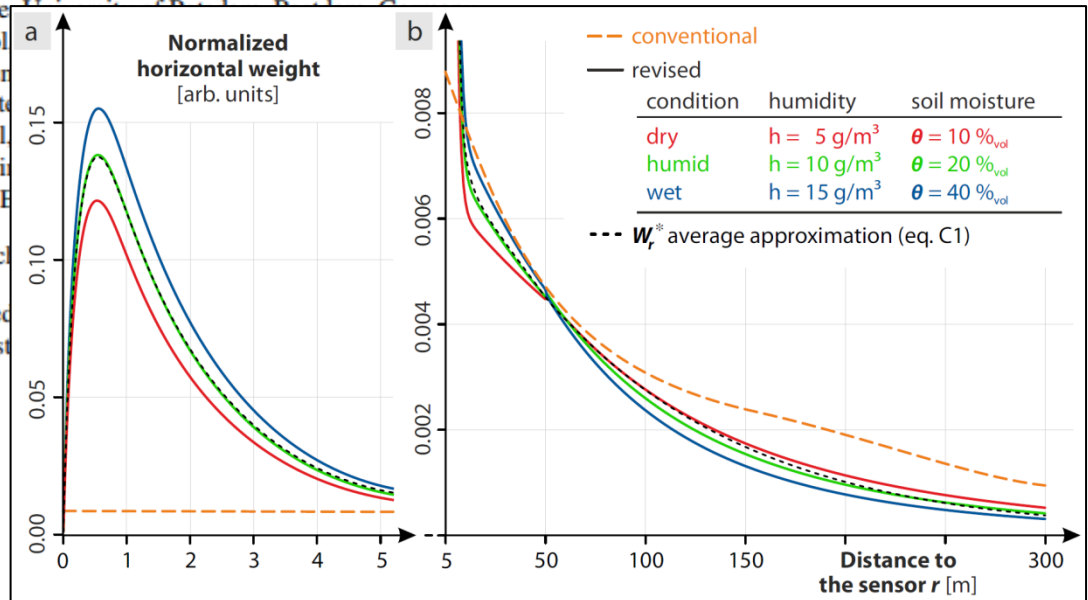
¹⁰Dept. of Civil and Environmental Engineering, Princeton University, Princeton, NJ, USA

¹¹INRA, Université de Lorraine, UMR1137, Nancy, France

Correspondence to: Martin Schrön (martin.schroen@ufz.de)

Received: 14 March 2017 – Discussion started: 20 March 2017

Revised: 24 June 2017 – Accepted: 26 August 2017



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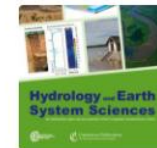
All

657 ITEMS FOUND

10 | 20 | 50

Improving calibration and validation of cosmic-ray neutron sensors in the light of spatial sensitivity

Hydrology and Earth System Sciences DOI 10.5194/hess-21-5009-2017 6 October 2017



A field-scale average of near-surface water content can be sensed by cosmic-ray neutron detectors. To interpret, calibrate, and validate the integral signal, it is important to account for its sensitivity to heterogeneous patterns like dry or wet spots. We show how point samples contribute to the neutron signal based on their depth and distance from the detector. This approach robustly improves the sensor performance and data consistency, and even reveals otherwise hidden hydrological features.

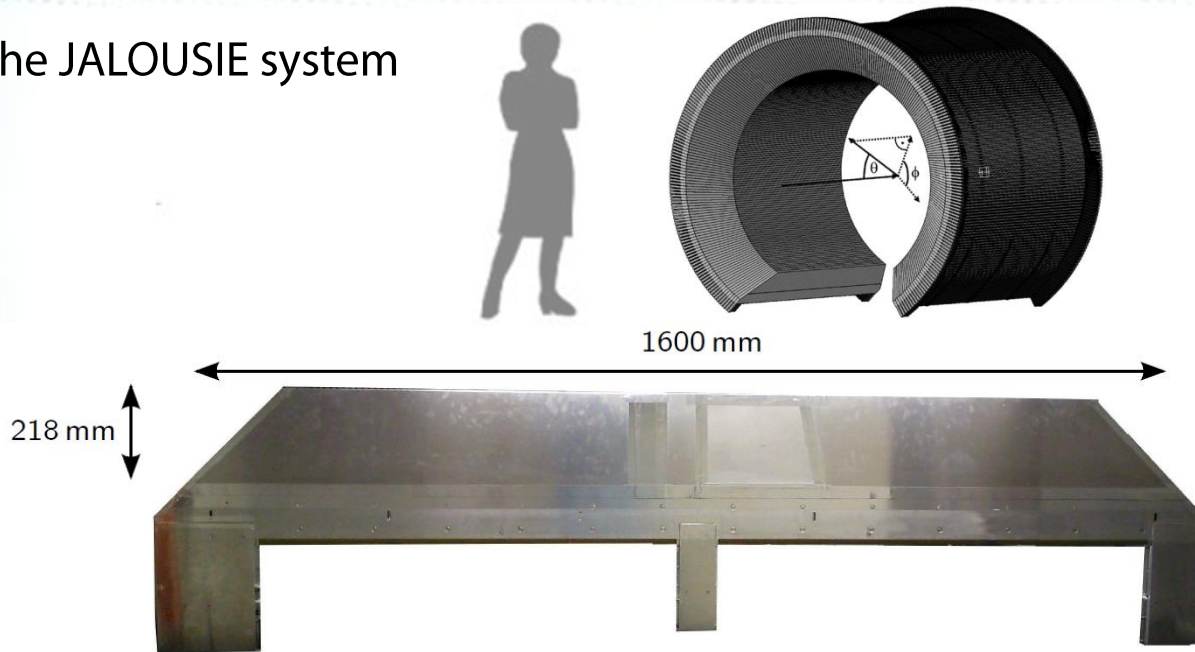
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- bitter roots
- sweet fruits*

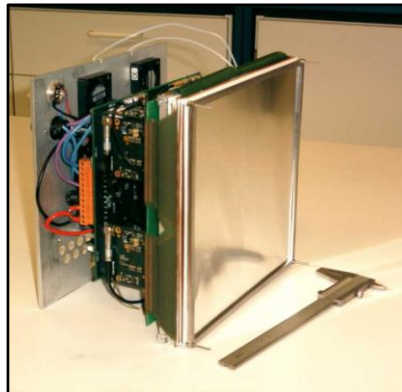
*supposedly ARISTOTELE

Heidelberg Neutron Detectors

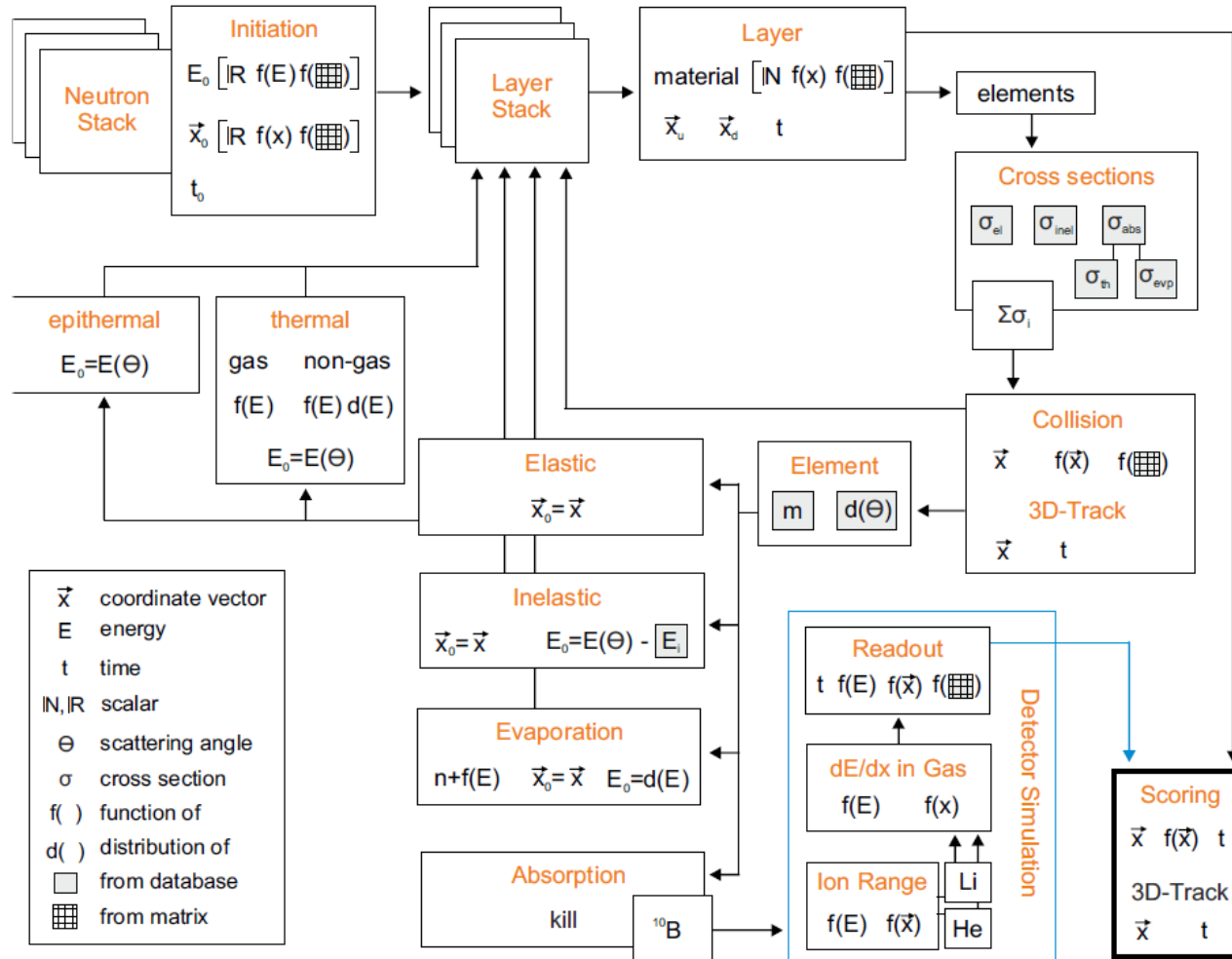
The JALOUSIE system



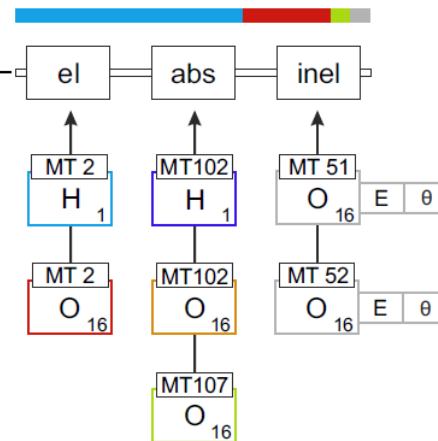
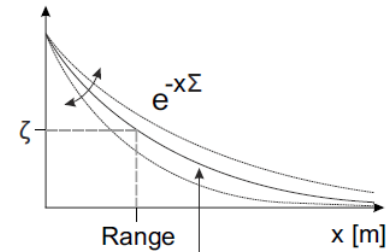
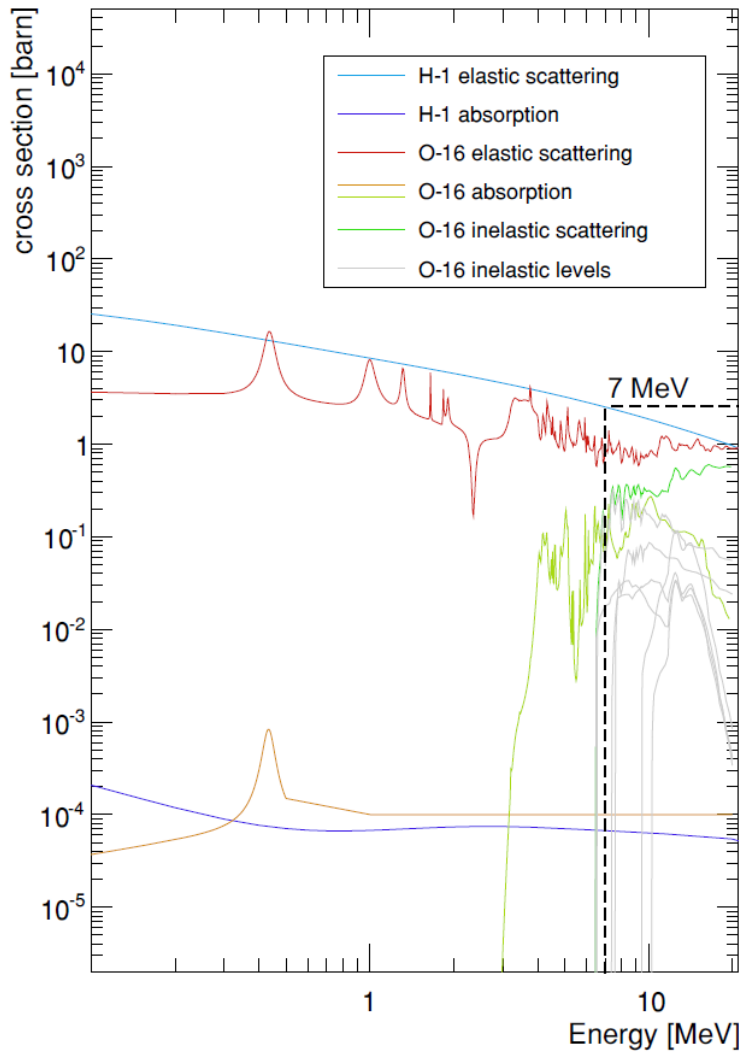
The CASCADE detector



URANOS Buildup



URANOS Buildup



USER Interface

URANOS - The Cosmic Neutron Soil Moisture Simulator

Simulate Pause Stop Clear #neutrons: Neutrons: 939100 maximum: 5000000 (537/s) -02:06:02 Refresh status every 100 neutrons Export

Physical Parameters Computational Parameters Detector Setup Export & Display

Layers are arranged in the vertical direction, representing different materials or 2D gridded patterns

Soil Moisture [Vol%] 6 %
Air Humidity 7
Atmospheric depth [g/cm²] 1020

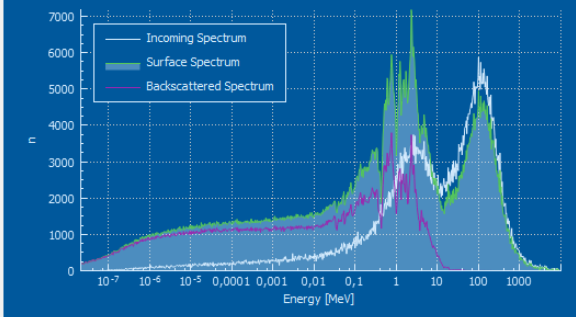
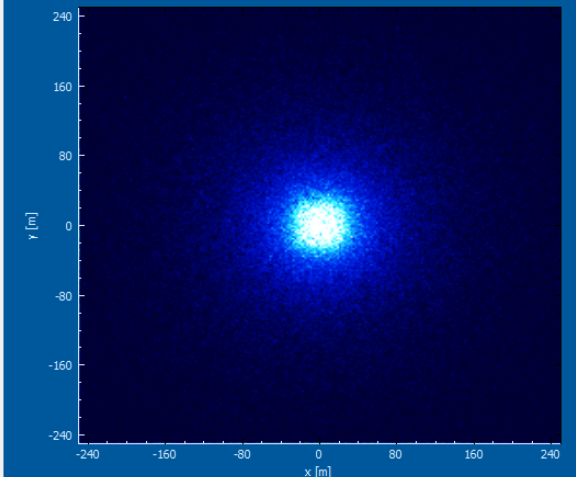
Topological presets (water, land)
 None
 River, width [m] 10
 Coast at x [m] 0
 Island, diameter [m] 10
 Lake, diameter [m] 10

	Position	Height	Material	Matrix
1	-1000	920	11	
2	-80	30	11	
3	-50	48	11	
4	-2.5	0.5	11	
5	-2	2	11	
6	0	3	20	

Source Layer 2
Detector Layer 4
Ground Layer 6

Material Codes
 Use layer maps
View layer maps
Load Save

Live: Birds-eye View & Spectra Range View Spatial View



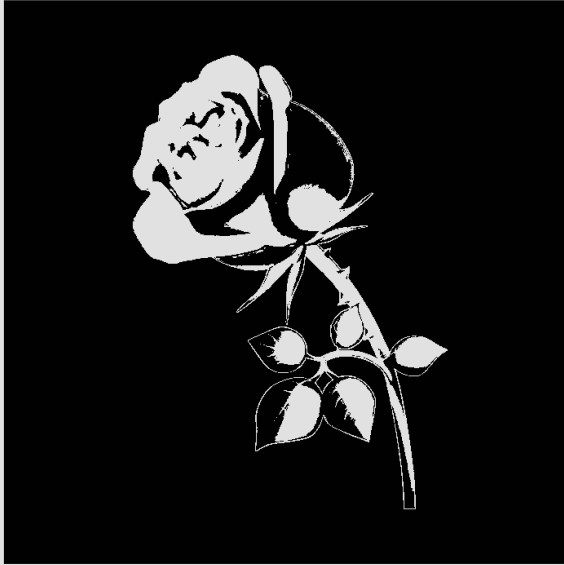
MCNP input file

```
File Edit Options Buffers Tools Help
[Icons]
-*--mcnpgen-*-- Pd-103 photon source,H2O phant filled w/cubes,1 cube has a sphere
c Cell Cards
1 1 -10. -1 2 -3          $ sr-90 source in silver foil
2 10 -2.7 -2 4 -3         $ Al filter
3 2 -8.02 -6 20 -5 (1:3:-4) $ SS encapsulation
4 2 -8.02 -8 6 -7         $ SS rod
10 0 -20 21 -22 23 -24 25 fill=1 $ large water box
c 11 4 -1.0 -32 33 -34 35 -30 31 u=1 lat=1 $ water cubes
11 4 -1.0 -32 33 -34 35 -30 31 u=1 lat=1 fill=-1:1 -1:1 -1:1 &
    2 1 25r                $ water cubes
12 3 -1.293e-3 -90 u=2    $ air sphere inside cube
13 2 -8.02 90 u=2         $ SS surrounding sphere inside cube
90 3 -1.293e-3 -100 -21    $ air below box
91 3 -1.293e-3 -100 -20 21 (22:-23:24:-25) $ air around box
92 3 -1.293e-3 -100 20 #1 #2 #3 #4 $ air outside src/rod
100 0 100                 $ bounding region

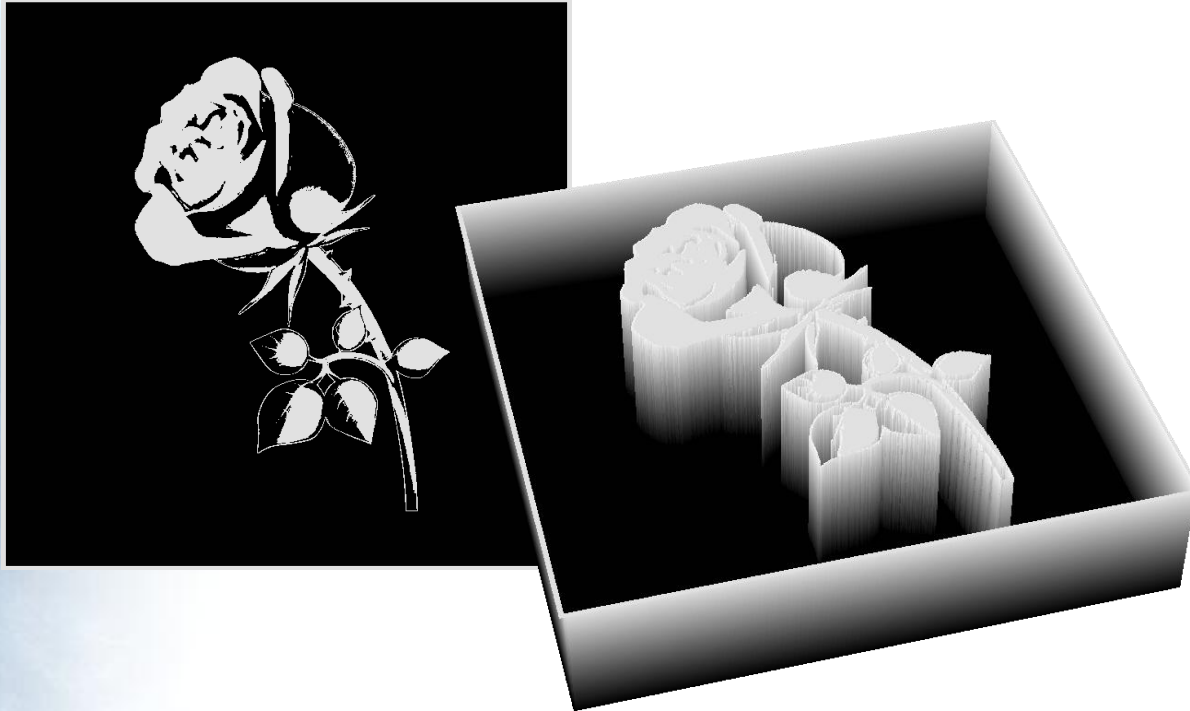
c SURFACE CARDS
1 pz .03574                $ source top plane
2 pz .03074                $ source bottom plane
3 cz .475                  $ source outer radius
4 pz .00574                $ Al filter bottom plane
5 cz .525                  $ SS encapsulation outer radius
6 pz 1.4                   $ SS encapsulation top plane
7 cz .2                    $ rod outer radius
8 pz 2.4                   $ rod top plane
20 pz 0.                   $ large box top plane
21 pz -1.2                 $ large box bottom plane
22 px .6                   $ large box xmax
23 px -.6                  $ large box xmin
24 py .6                   $ large box ymax
25 py -.6                  $ large box ymin
30 pz -.4                  $ cube top plane
31 pz -.8                  $ cube bottom plane
32 px .2                   $ cube xmax
33 px -.2                  $ cube xmin

:-- sampl (Mcnpgen)--L29--C0--Top--
```


▶ URANOS voxel engine

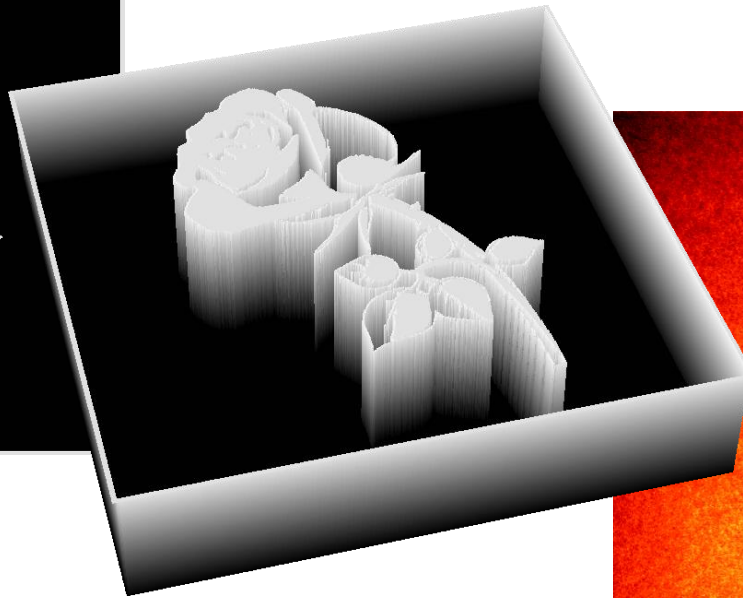


▶ URANOS voxel engine



polyethylene rose in a box

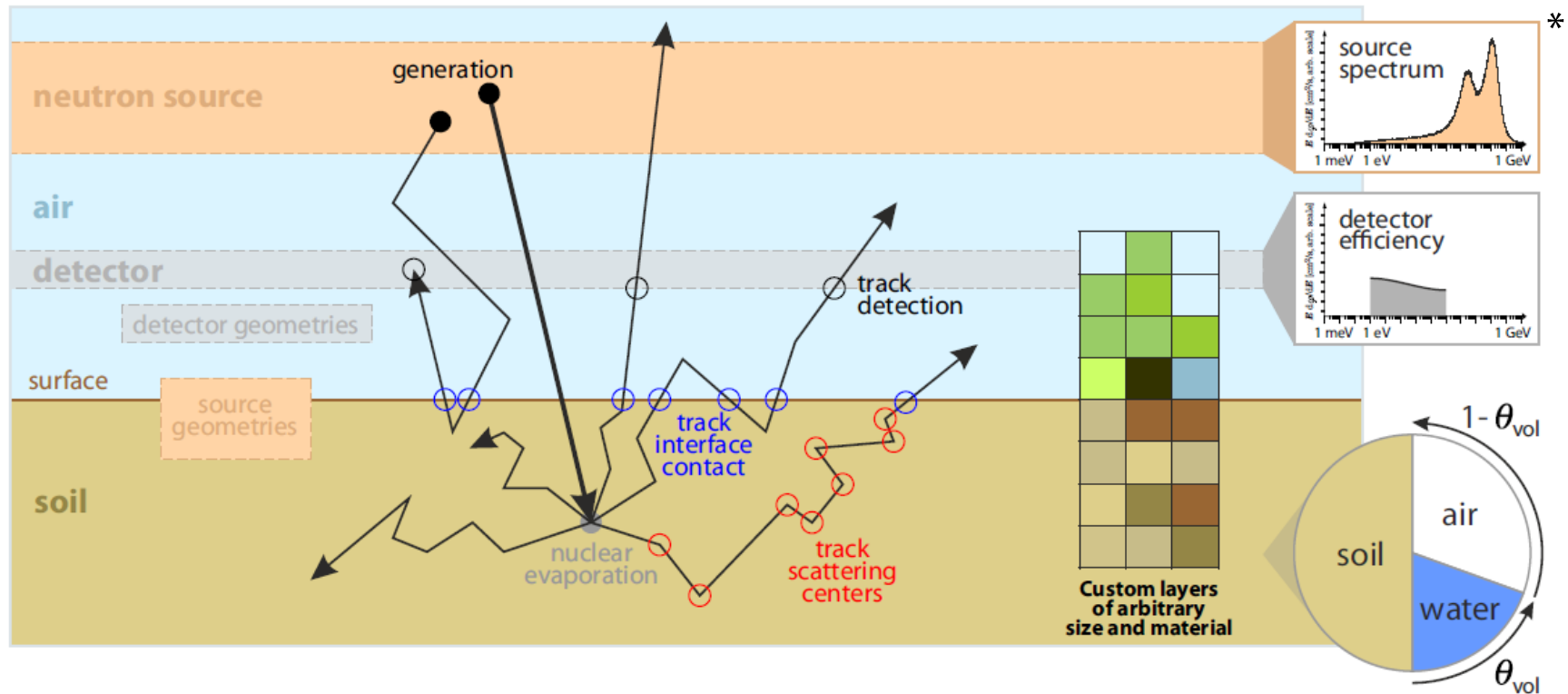
URANOS voxel engine



polyethylene rose in a box

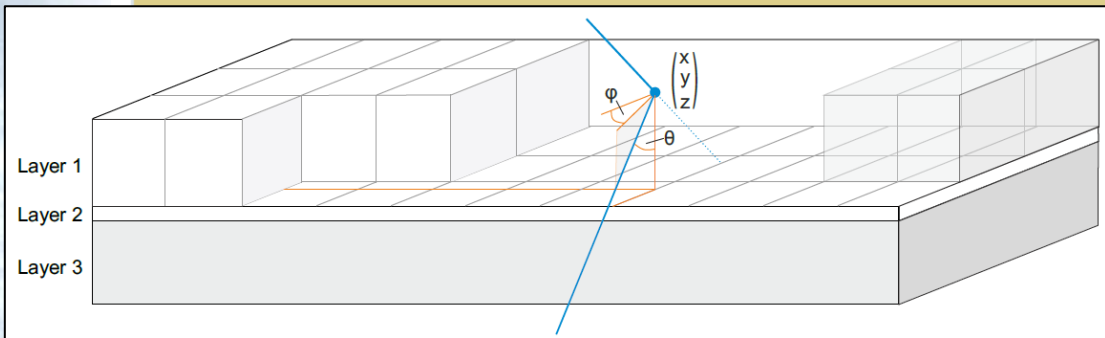
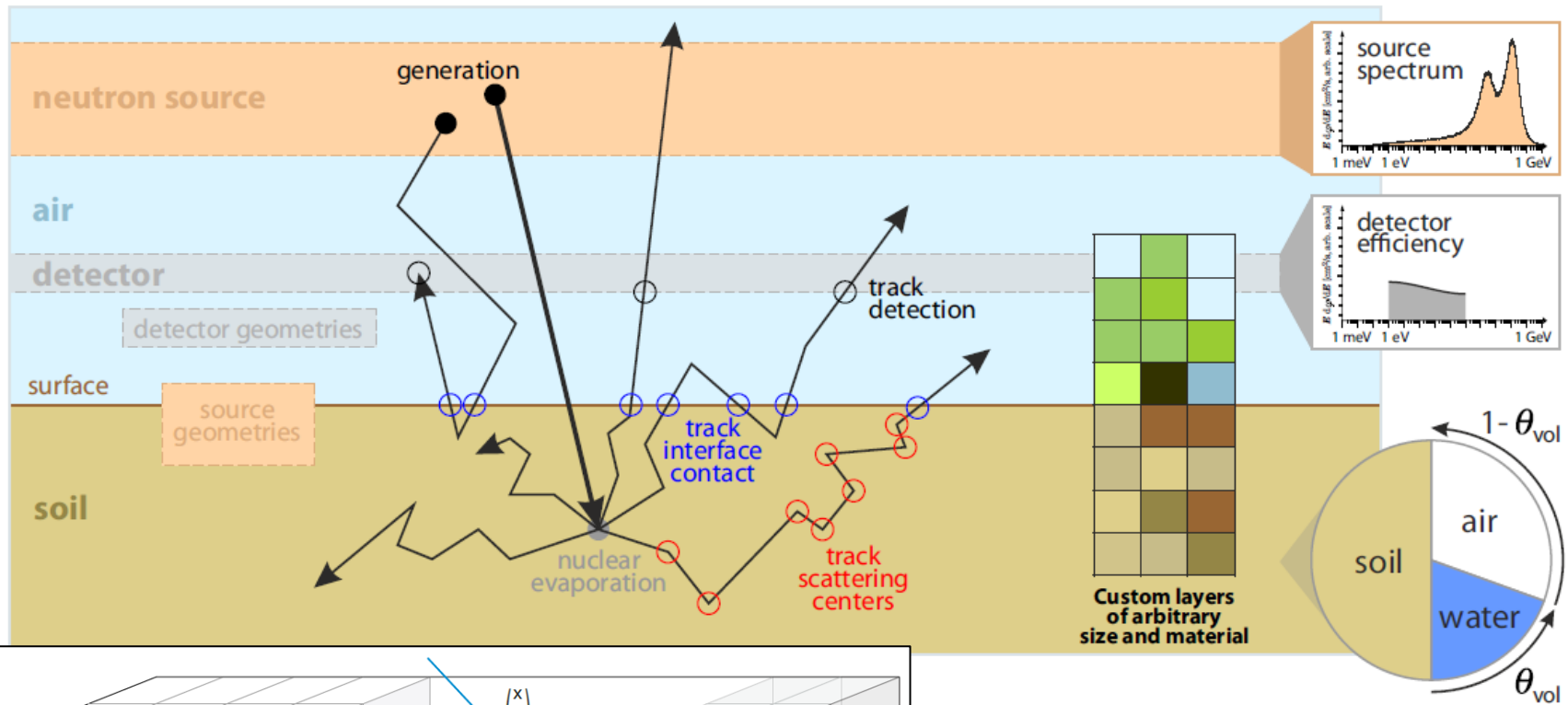


URANOS Buildup



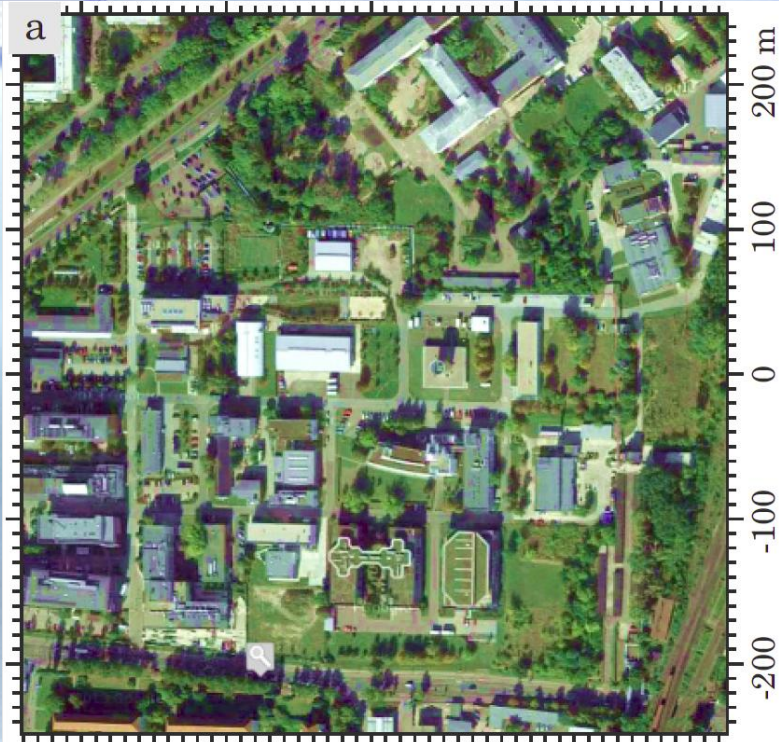
* T. Sato
Features and applications of the analytical model for estimating terrestrial cosmic-ray fluxes: PARMA/EXPACS

URANOS Buildup

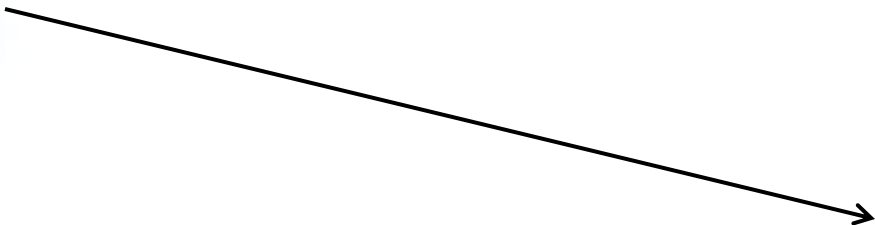


* T. Sato
Features and applications of the analytical model for estimating terrestrial cosmic-ray fluxes: PARMA/EXPACS

Modeling steps



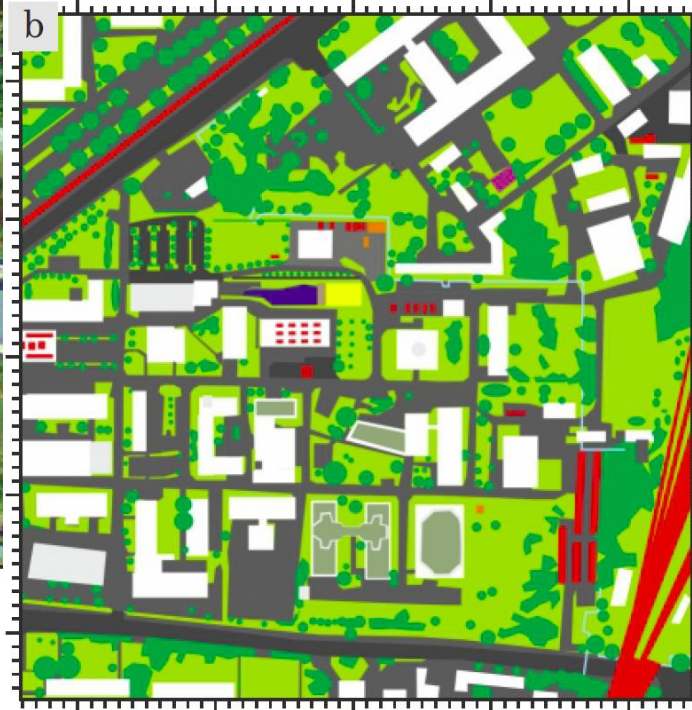
topography



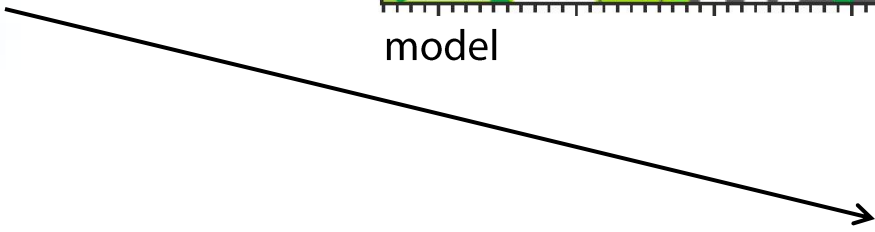
Modeling steps



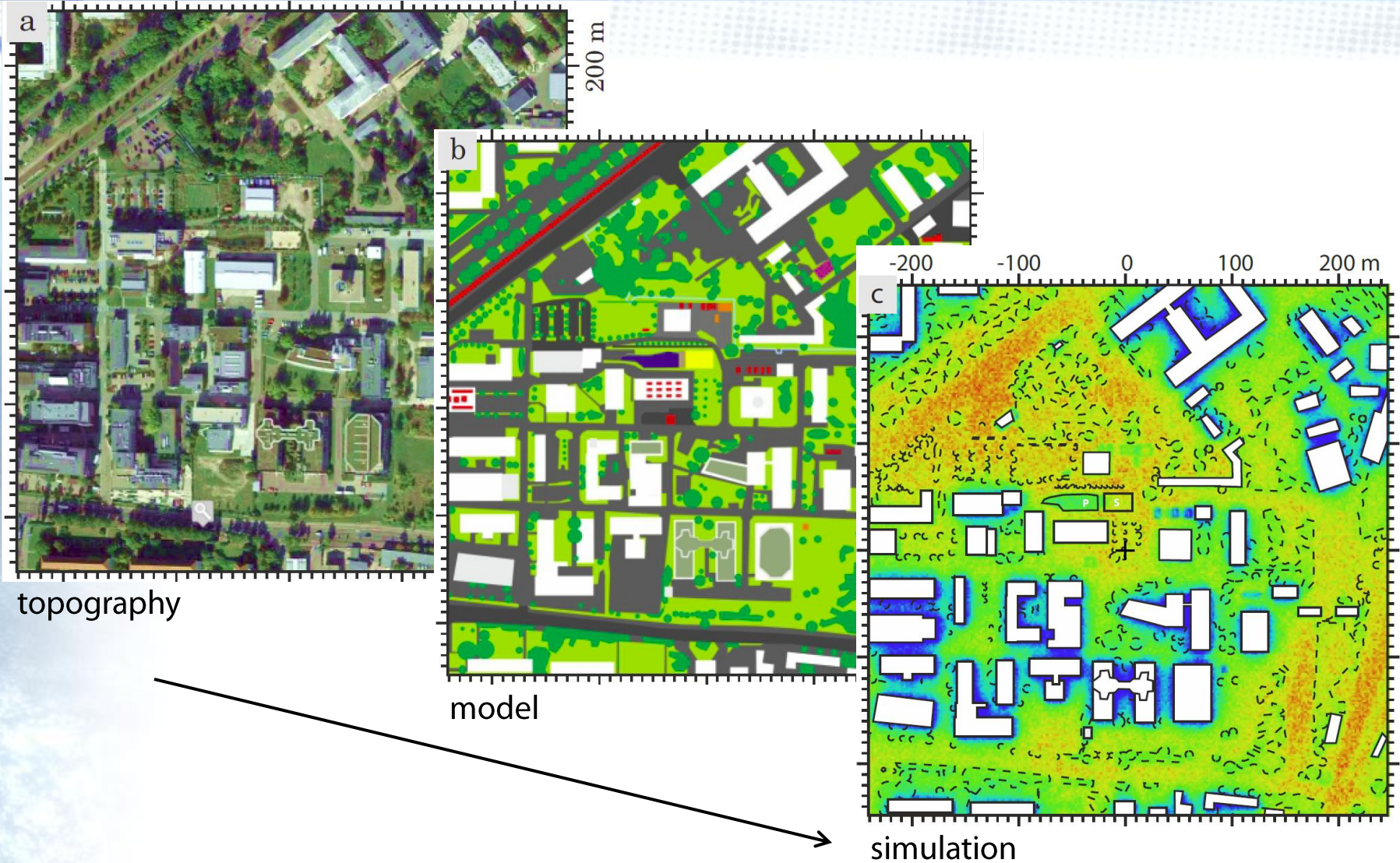
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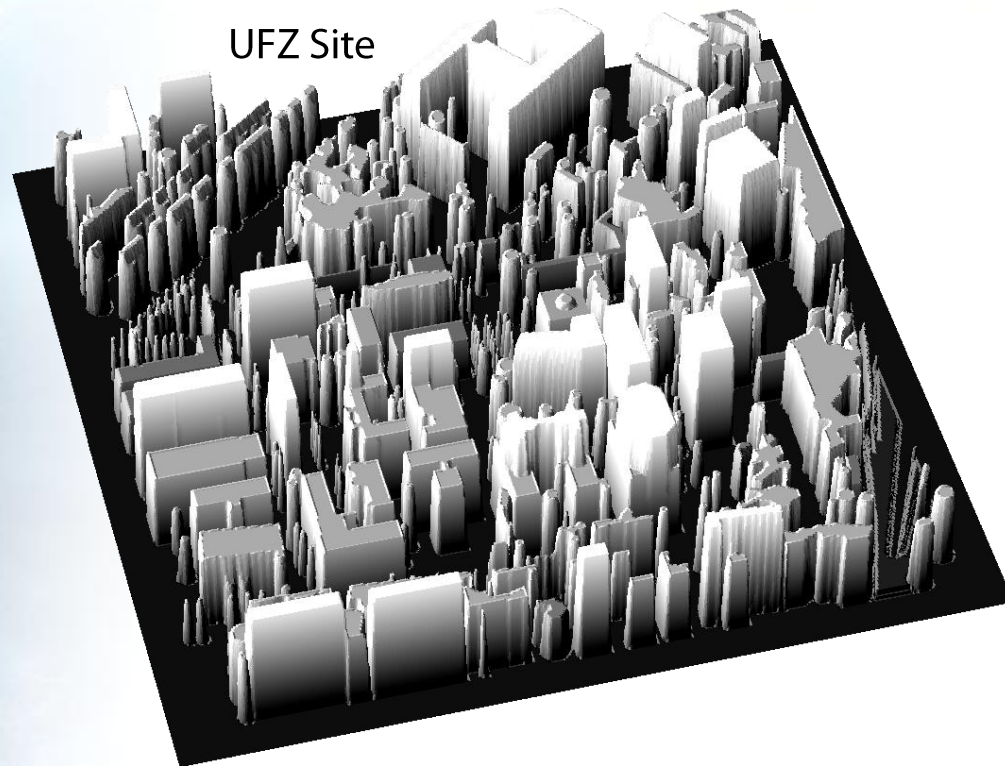
model



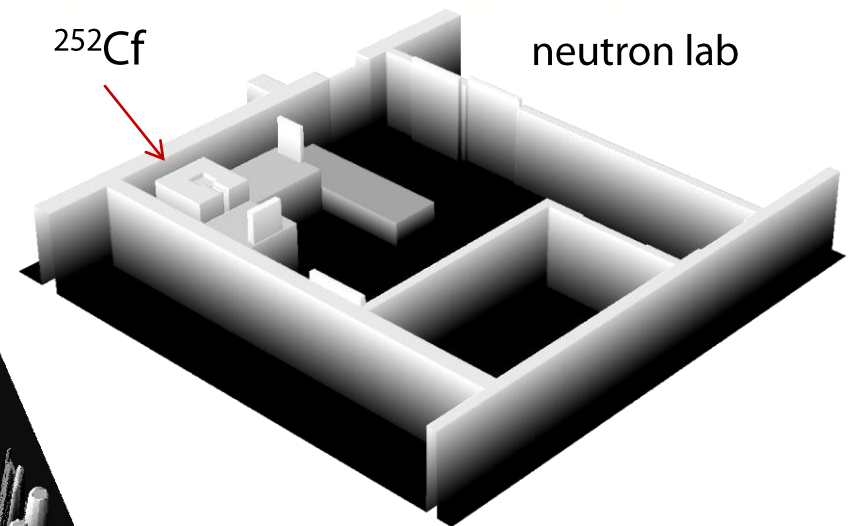
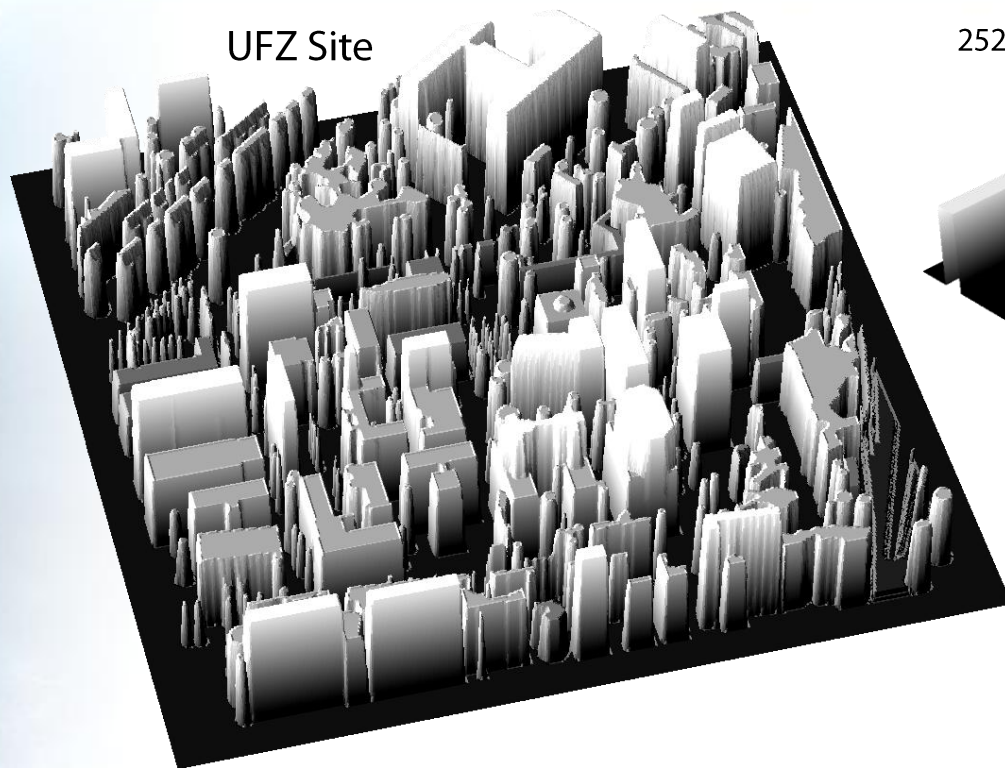
Modeling steps



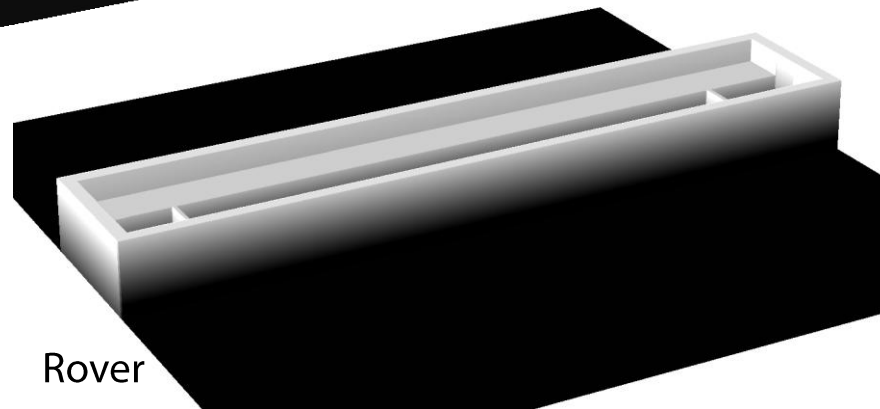
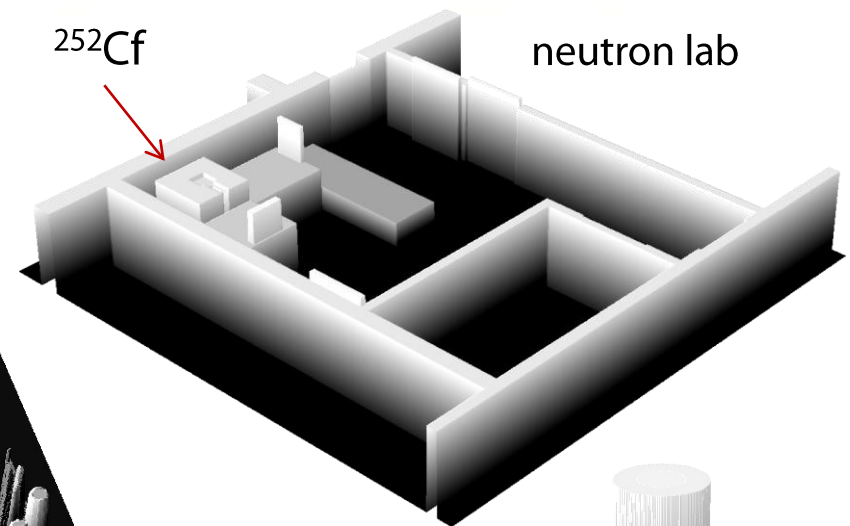
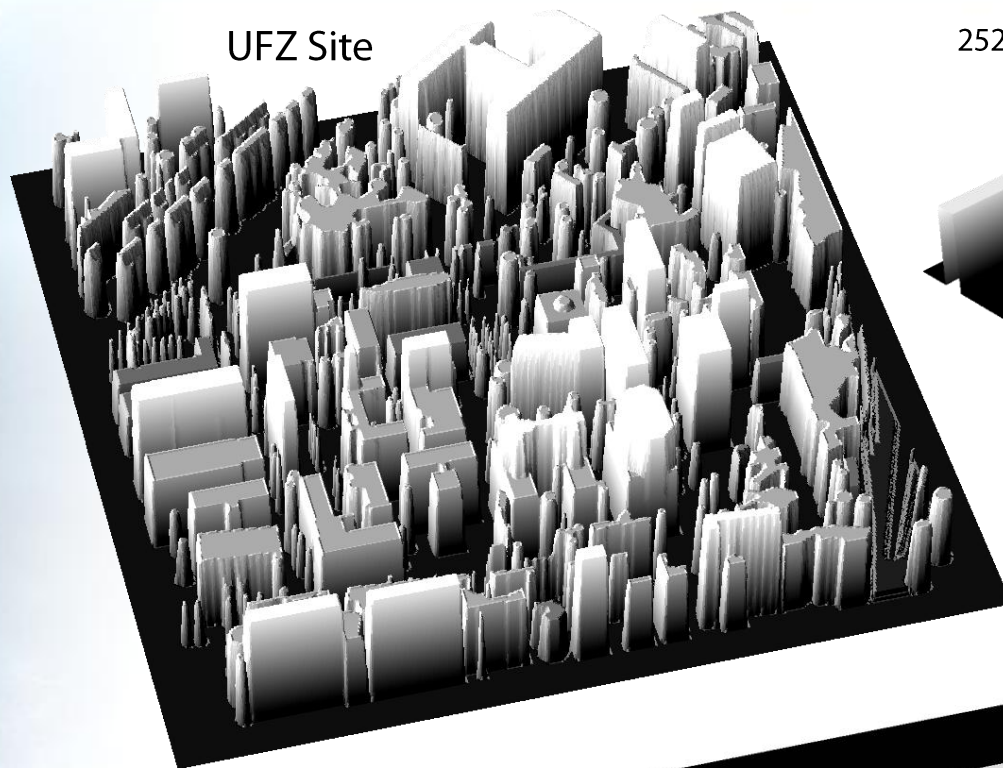
URANOS voxel engine



URANOS voxel engine

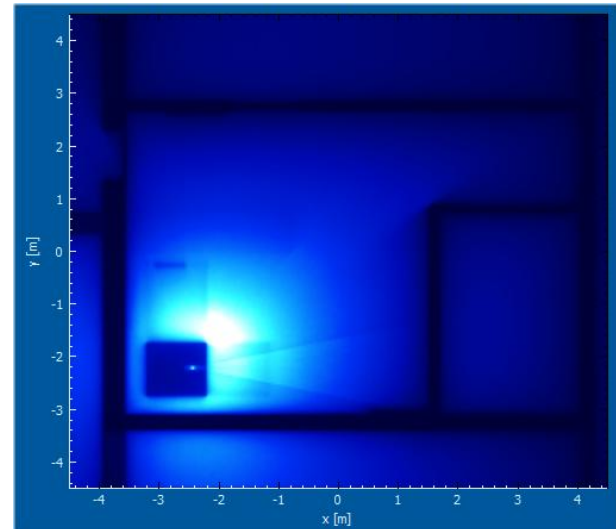
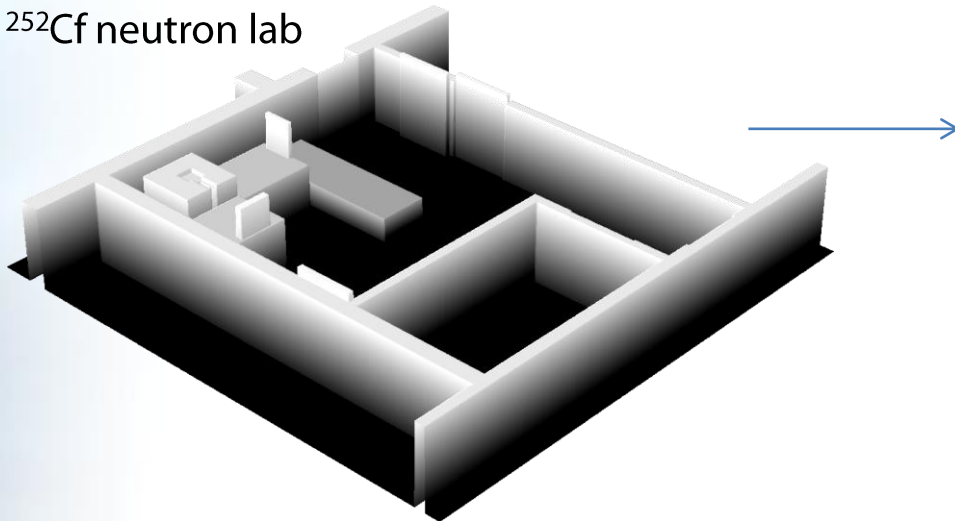


URANOS voxel engine



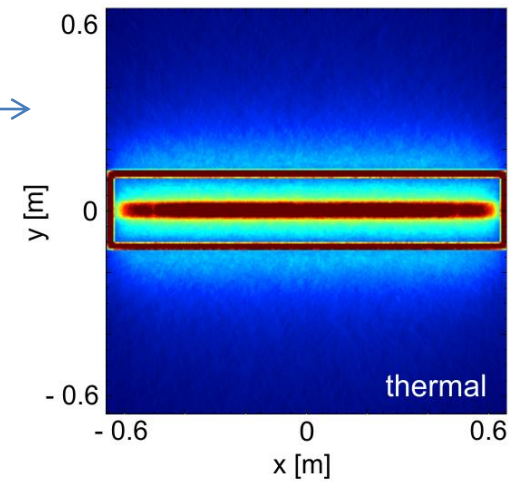
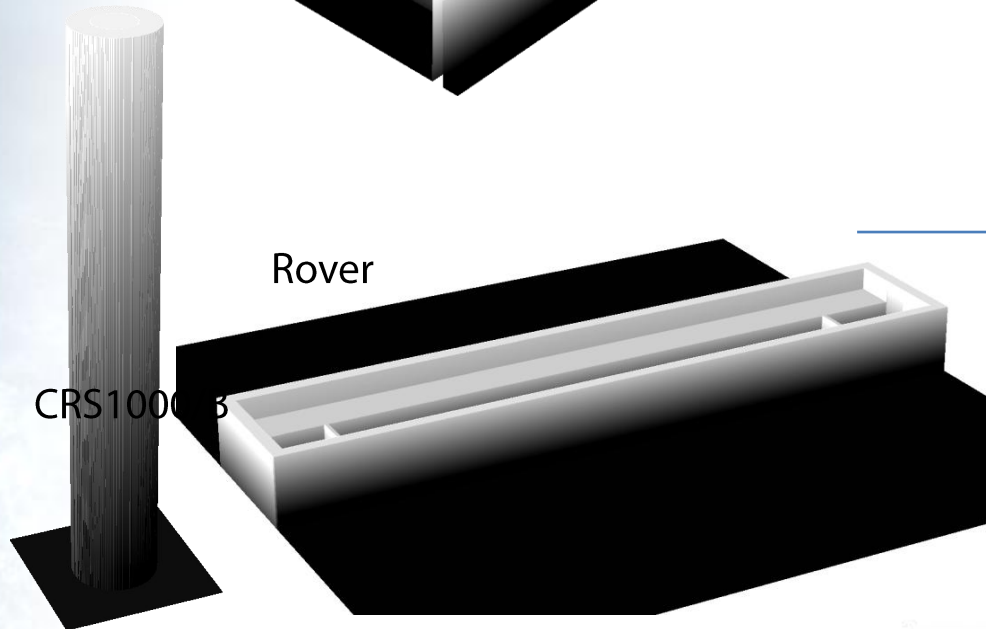
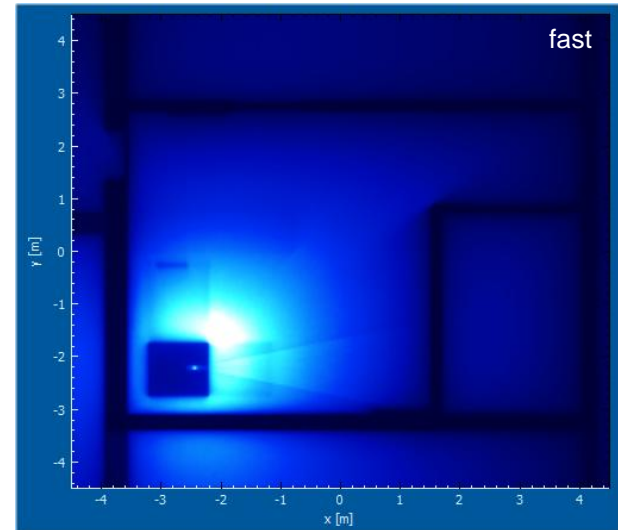
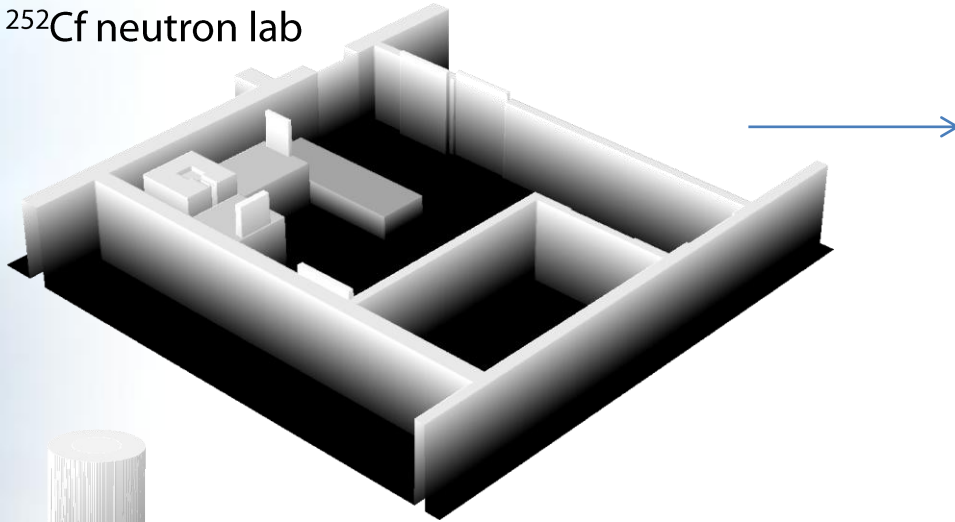
URANOS voxel engine

^{252}Cf neutron lab

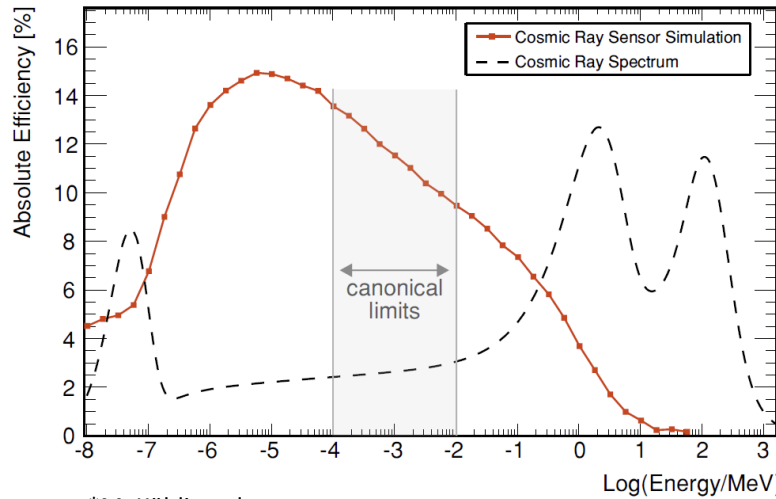


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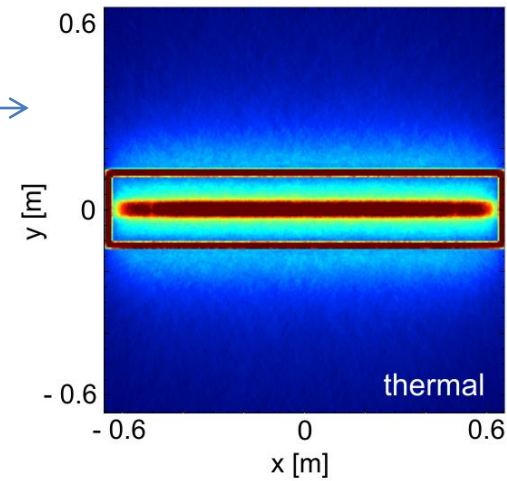
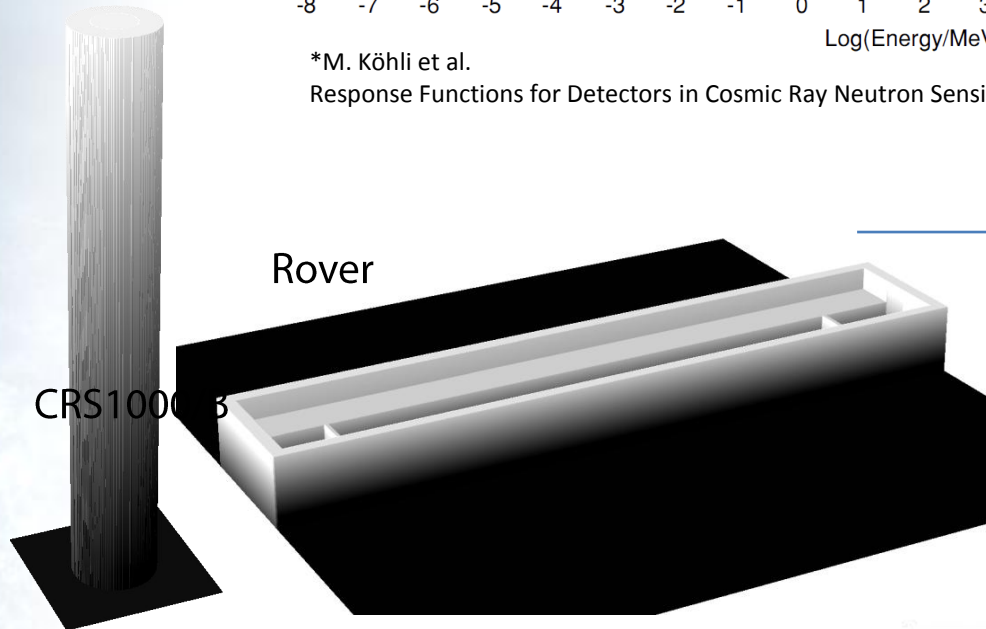
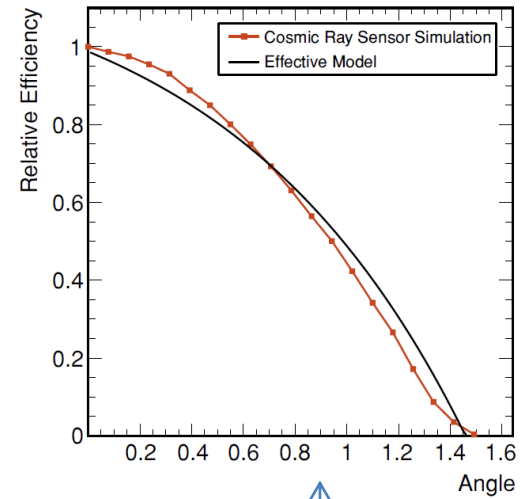
^{252}Cf neutron lab



URANOS voxel engine

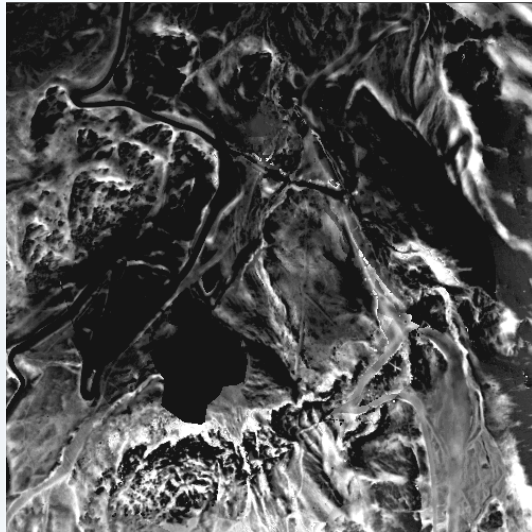


*M. Köhli et al.
Response Functions for Detectors in Cosmic Ray Neutron Sensing

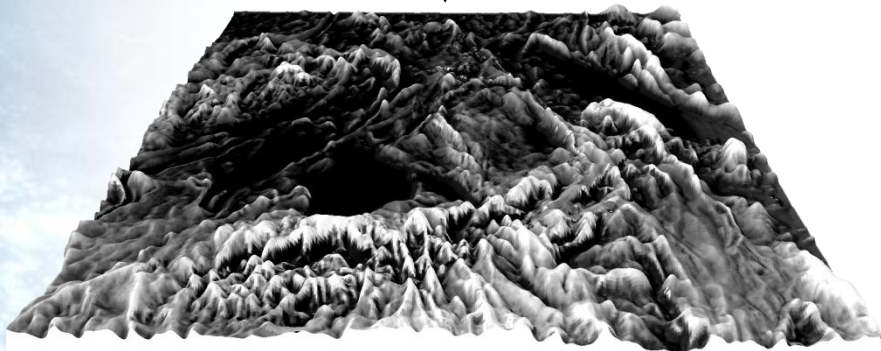


URANOS voxel engine

3D Laser Scanner



P. Schattan
– Kaunertal
Glacier at
N46° 52.2
E10 °42.6

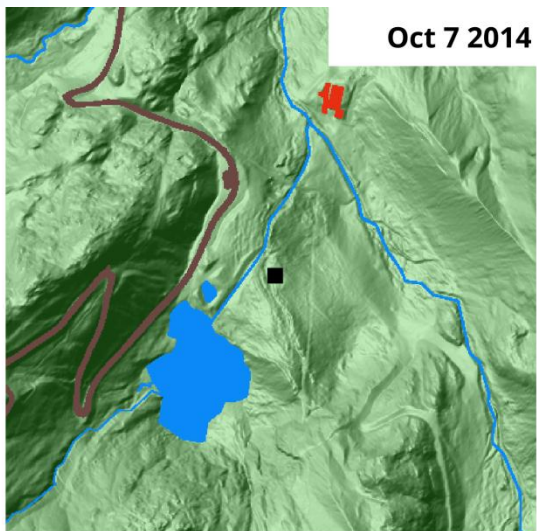


* P. Schattan

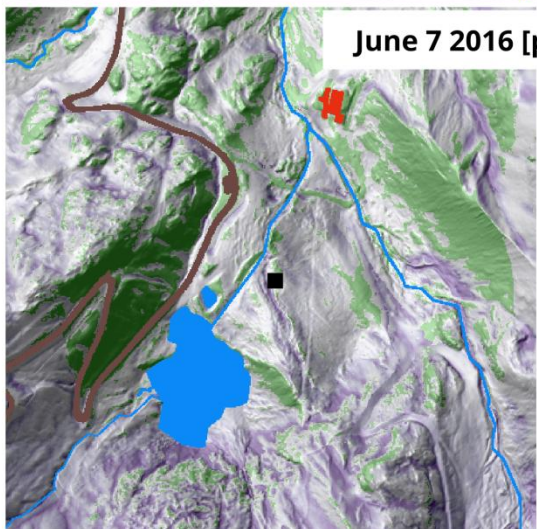
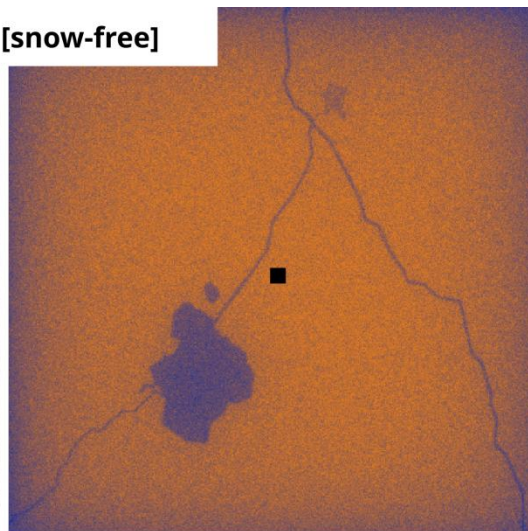
Cosmic-ray neutron sensing of snow water equivalent in heterogeneous alpine terrain

URANOS Snow Cover

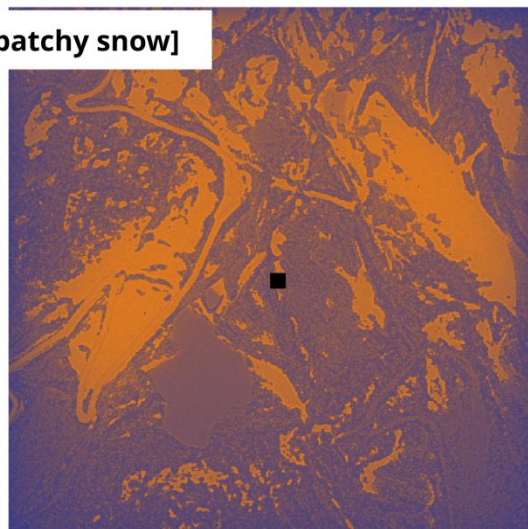
P. Schattan
 – Kaunertal
 Glacier at
 N46° 52.2
 E10 °42.6



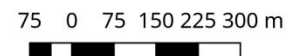
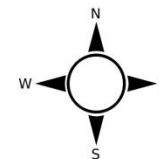
Oct 7 2014 [snow-free]



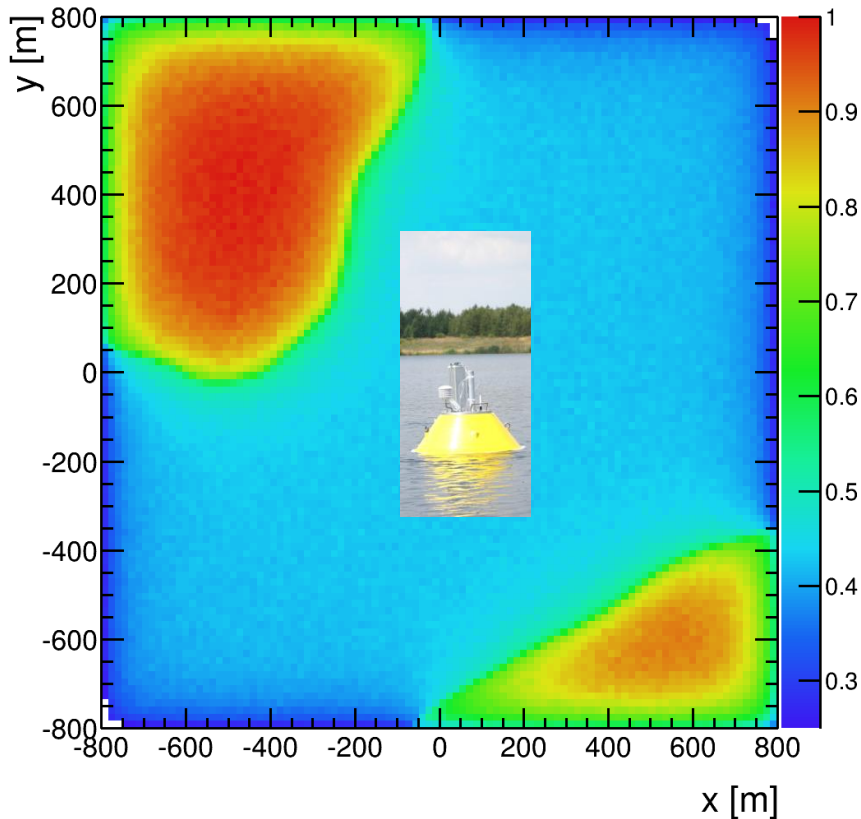
June 7 2016 [patchy snow]



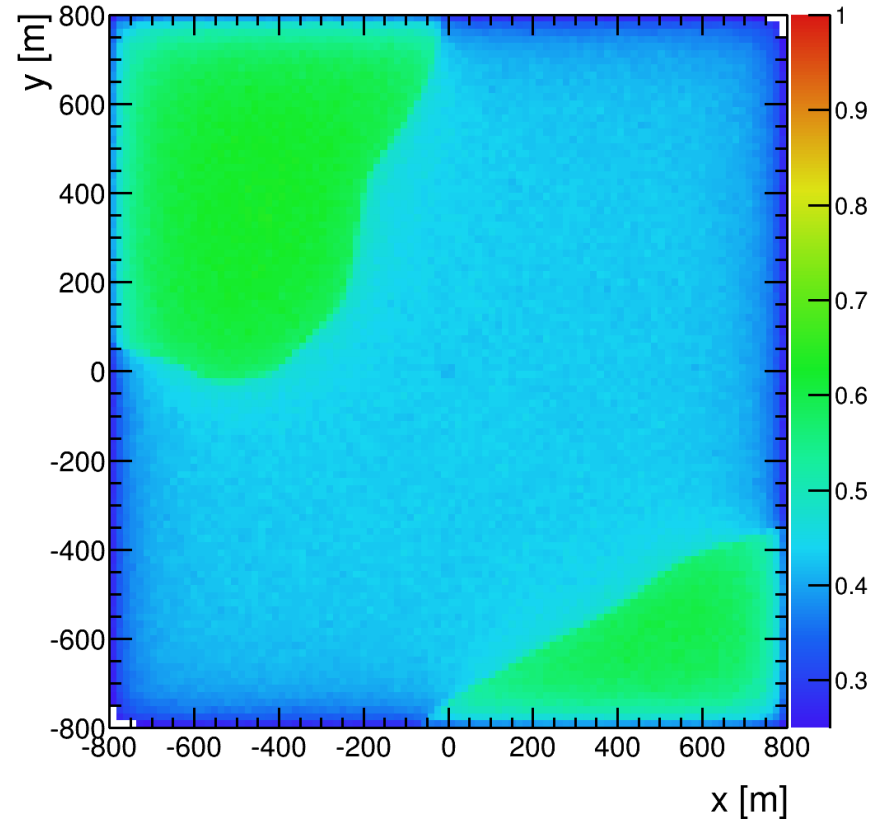
- Neutron Detector (CRNS)
- Building (Concrete)
- Road
- Surface Water
- TLS Based SWE Estimate [m]
- 0
- 0.2
- 0.4
- 0.6
- 0.8
- Snow Free Ground
- URANOS Simulations
- Low Number of Neutrons
- High Number of Neutrons



Buoy on a lake



dry coast

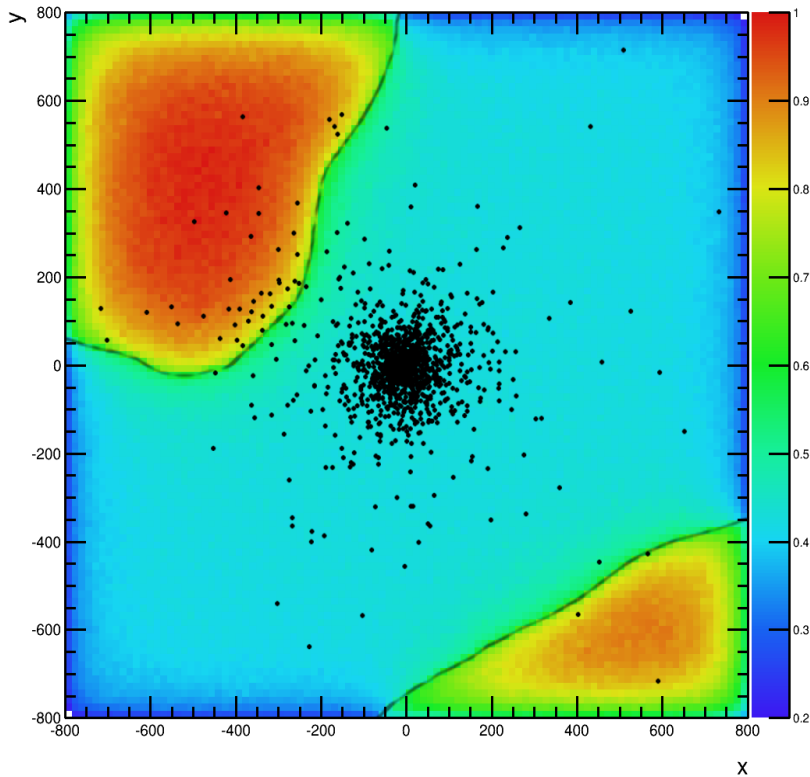


wet coast

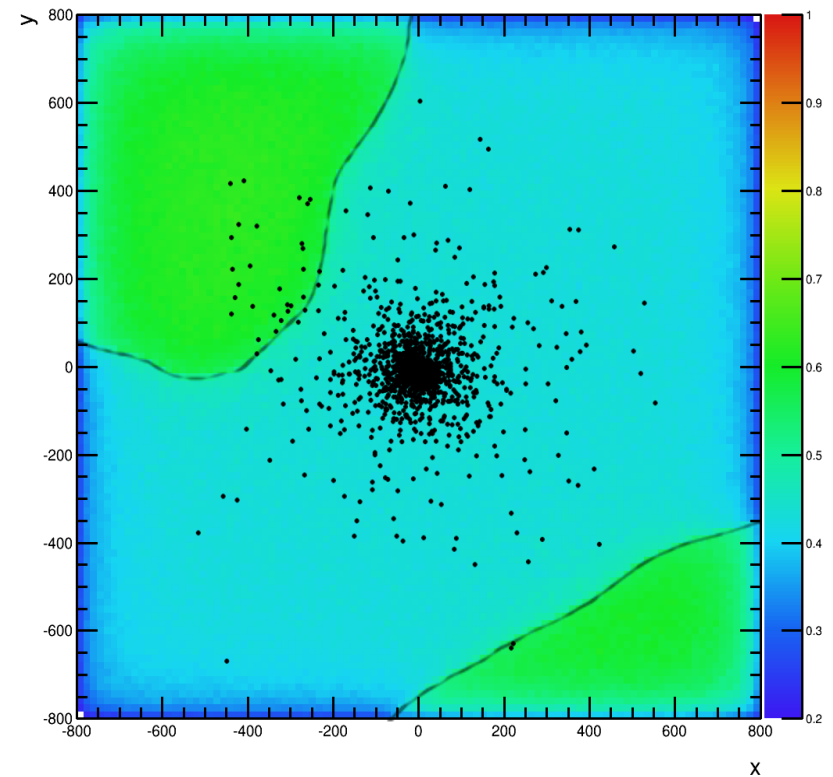
*M. Schrön

Correction of near-surface neutron measurements using incoming cosmic-ray fluxes from neutron monitors

Buoy on a lake



dry coast

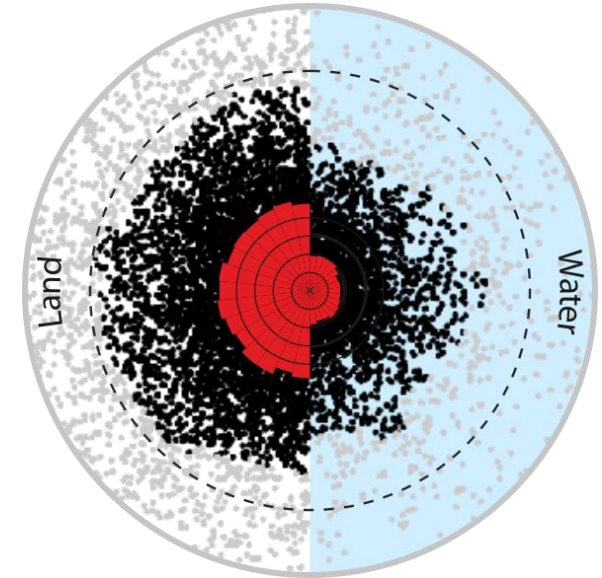
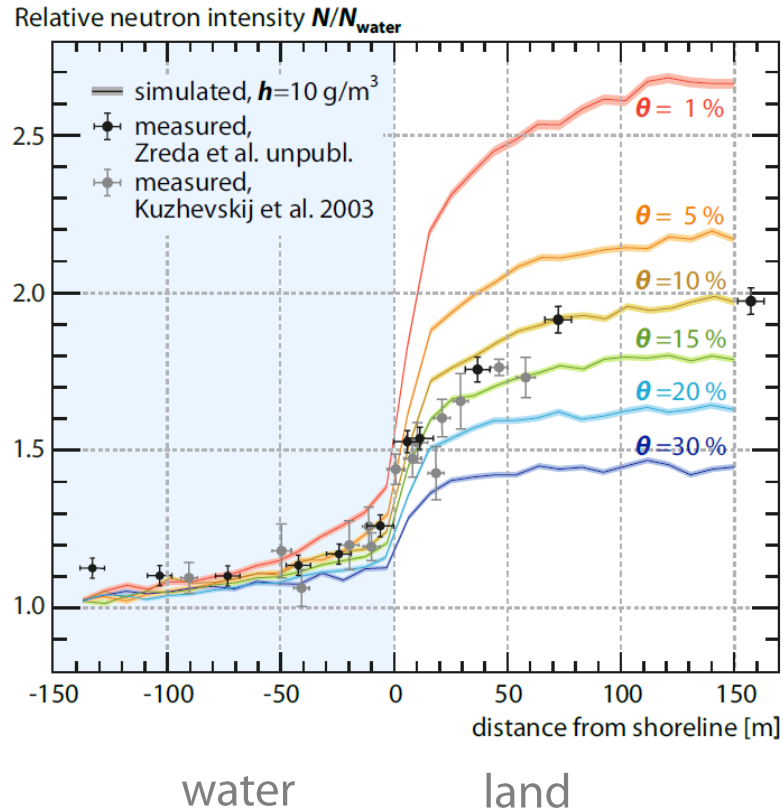
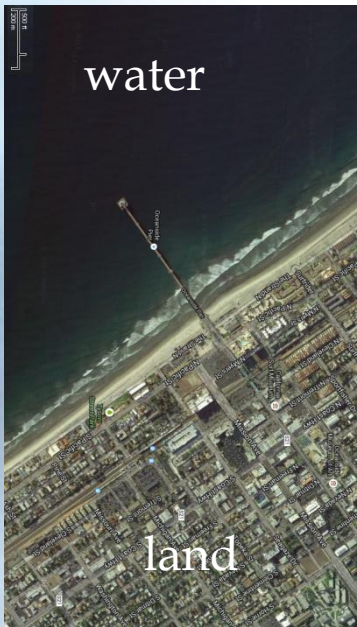


wet coast

*M. Schrön

Correction of near-surface neutron measurements using incoming cosmic-ray fluxes from neutron monitors

Transects and detector Options



- Detected neutron origins (first contact to soil)
- Closest 86% of neutron origins for each 12° sector
- Neutron intensity for each 12° sector [arb. units]
- Footprint $R_{86}(5\text{g/m}^3, 5\%)=210\text{m}$ for homogeneous soil



URANOS Demonstration



URANOS - The Cosmic Neutron Soil Moisture Simulator

URANOS

Simulate Pause Stop Clear #neutrons: 0 #neutrons maximum: 1500000 neutrons/sec 0 Refresh every 298 neutrons Export

Physical Parameters Computational Parameters Detector Showcase Setup Export & Display

Soil Water Content [Vol%] 27.5 %
Soil Porosity [Vol%] 50 %
Air Humidity 14 g/m³
Atmospheric depth 1020g/cm²

Layers are arranged in the vertical direction, representing different materials or 2D gridded patterns
Position z denotes the depth below surface (z=0) in [m] and refers to the upper edge of the layer
Layers override topological presets

Layers	Position	Height	Material	Matrix
1	-1000	920	11	
2	-80	30	11	
3	-50	48	11	
4	-2.5	0.5	11	
5	-2	2	11	
6	0	3	20	

Layer Control

- Minimal Configuration
+ Generate

Source Layer 2
Detector Layer 4
Ground Layer 6

Material Codes

Use layer maps
View layer maps

Layer Configuration
Load Save

Live: Birds-eye View & Spectra Range View Spatial View Detector

y [m] x [m]

n Energy [MeV]

- Incoming Spectrum
- Surface Spectrum
- Backscattered Spectrum



- video removed -



URANOS - The Cosmic Neutron Soil Moisture Simulator

Simulate Pause Stop Clear #neutrons: 472538 (3720/s) Refresh every 457 neutrons maximum: 1500000 -00:04:36 Export

Physical Parameters Computational Parameters Detector Showcase Setup **Export & Display** Live: Birds-eye View & Spectra Range View Spatial View Detector

Specify the data to be printed to the output folder

- Epithermal Map
- Epithermal Data
- Intermediate Energy Map
- Intermediate Energy Data
- Fast Neutron Map
- Fast Neutron Data
- Selected Energy Map
- Selected Energy Data
- Travel Distance Graphs
- Log Y Axis
- Detector Distance Data
- Detector Layer Distance Data
- Detector Neutron Origins Map
- Detector Neutron Origins Data
- Write Detector Neutron Hits to File
- Detector Physics Extension Model

Map Export drawing options

- Heat Map
- Heat Map Inverted
- Rainbow
- Gray Scale
- Deviation
- Dark Corona
- Compress by Factor: 1
- PDF Output

Advanced Analysis Raw Output (ROOT)

Create new folder for every export

Export every 10^5 Neutrons

Clear every 400 Neutrons

Clear every display refresh

Undefined Material Warnings

Displayed energy window

Hit Density

- 1 eV-1 keV
- 1 keV-0.5 MeV
- 0.5 MeV-10 MeV
- Detector Selection

Track Density

- 1 eV-1 keV
- 1 keV-0.5 MeV
- 0.5 MeV-10 MeV
- Detector Selection

Gradient View Warning - Computational Effort

Neutron Color Scheme

- Dark Gray Scale
- Cold
- Polar
- URANOS
- Gray Scale
- Hot
- Thermal

Color range: [0-66] Manual

Lower bound: 0

Upper bound: 0

Logarithmic

Detector Color Scheme

Range of Interest

Maximum Scale

Maximum Color Value: -



URANOS

- Novel neutron Monte Carlo tool for Environmental Physics



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- Ready-to-use User Interface



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- Voxel engine with simple png based material codes



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- Fast Calculation using an analytical spectrum above the ground

URANOS Community Version: **Now available!**
(and in development)



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