



# URANOS

Markus Köhli<sup>1,2</sup>, Martin Schrön<sup>3</sup>, Klaus Desch<sup>2</sup>, Ulrich Schmidt<sup>2</sup>

universität**bonn**

HELMHOLTZ  
CENTRE FOR  
ENVIRONMENTAL  
RESEARCH - UFZ

## a voxel engine Neutron Transport Monte Carlo Simulation

<sup>1</sup> Physikalisches Institut, Heidelberg University

<sup>2</sup> Physikalisches Institut, University of Bonn

<sup>3</sup> Helmholtz Centre for Environmental Research GmbH - UFZ

• simple user interface

• computationally efficient

• New geometry concept of layers and voxels

URANOS (Ultra Rapid Neutron-Only Simulation) is a newly developed 3D neutron transport Monte Carlo for the thermal to fast regime. Emerging from a problem solver for detector development in collaboration with environmental physics the project aims towards providing a fast computational workflow and an intuitive graphical user interface (GUI) for small to medium sized projects. It features a ray-casting algorithm based on a voxel engine. The simulation domain is defined layerwise, whereas the geometry is extracted from a pixel matrix of materials, identified by specific numbers. Therefore, input files are solely a stack of pictures, all other settings, including the configuration of predefined sources, can be adjusted by the GUI.

The scattering kernel features the treatment of elastic and inelastic collisions, absorption and emission-like processes like evaporation. Cross sections, energy distributions and angular distributions are taken from the data bases ENDF/B-VII.1 and JENDL/HE-2007. In order to simulate multi-layer boron detectors it also models the charged particle transport following the conversion by computing the energy loss in the boron and its consecutive layer. The electron track is then projected onto a readout unit by longitudinal and transversal diffusion. URANOS is freely available and can be used to simulate the response function of boron-lined or epithermal neutron detectors, small-scale laboratory setups and especially transport studies of cosmic-ray induced environmental neutrons.

URANOS is freely available from the websites of the Physikalisches Institut Heidelberg and the UFZ Leipzig

### The User Interface

Geometry definition by layers of grayscale .png pictures which encode predefined materials

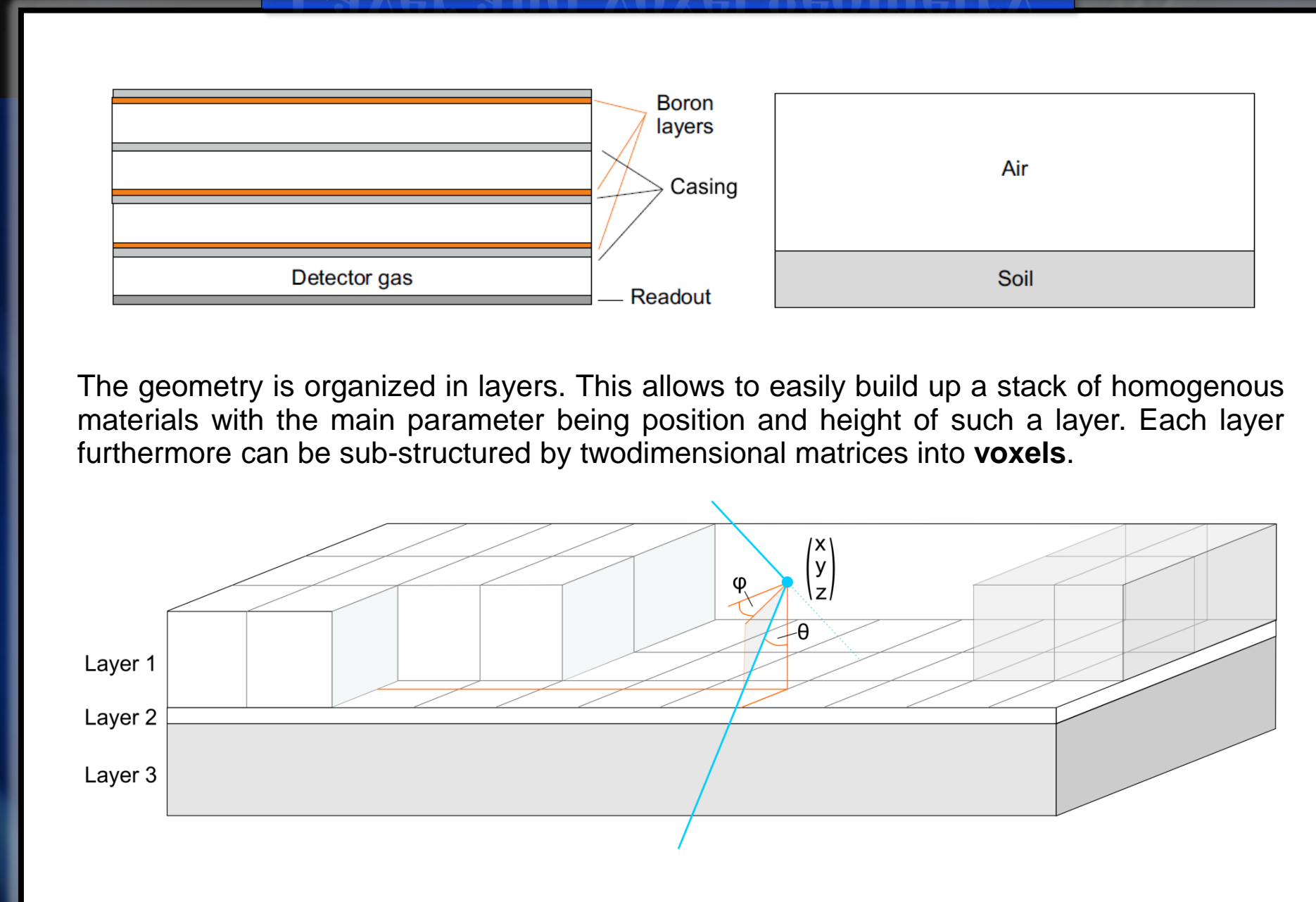
Source definition

Live View Tabs

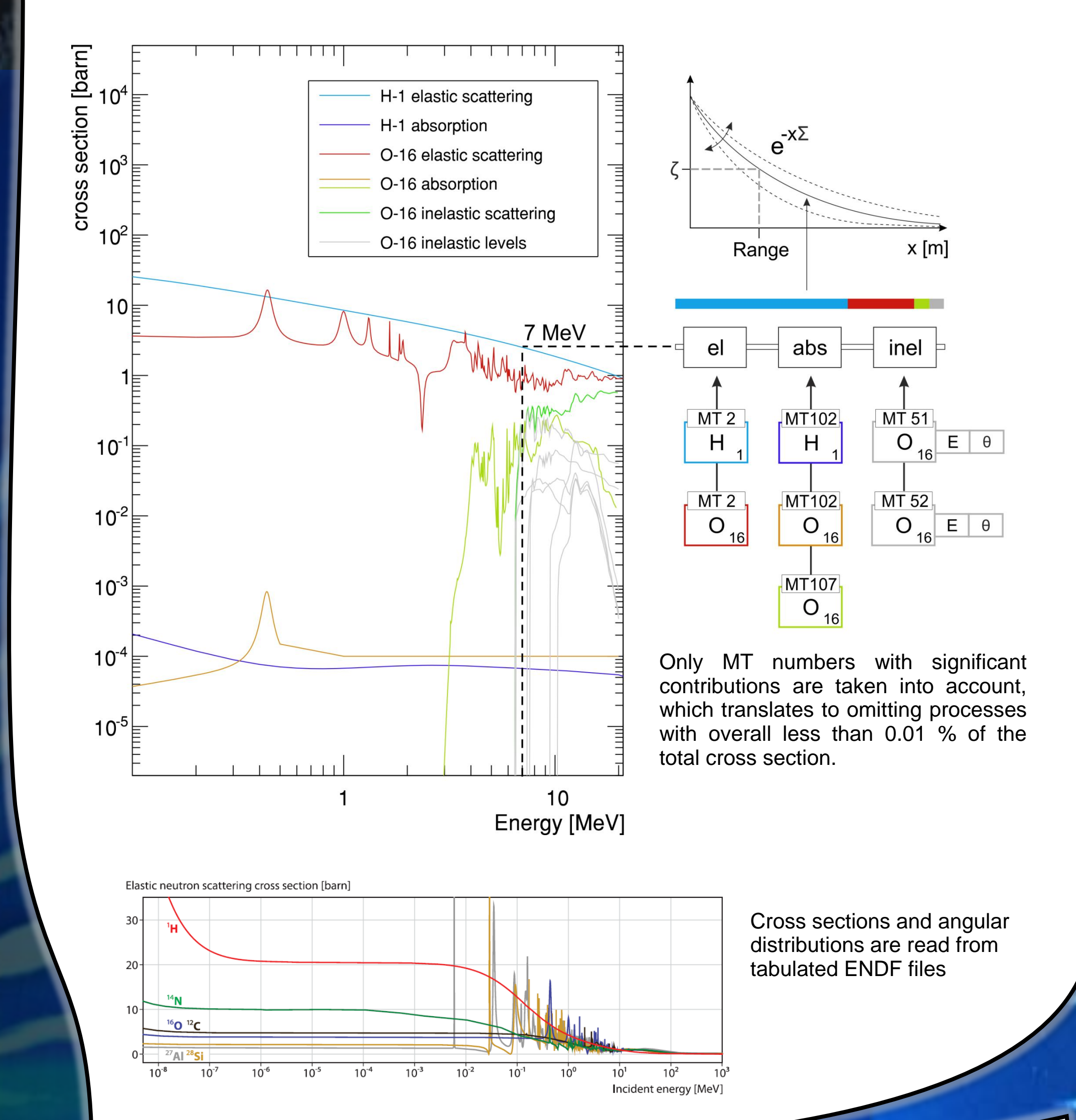
The URANOS GUI has been developed in collaboration with the UFZ Leipzig targeting environmental research. It allows for a direct and simple control over the settings of the computational domain. Therefore no editing of steering files is required.

\* Disclaimer: URANOS also runs with batchfiles and ASCII matrices from the command line.

### Layer and voxel geometry

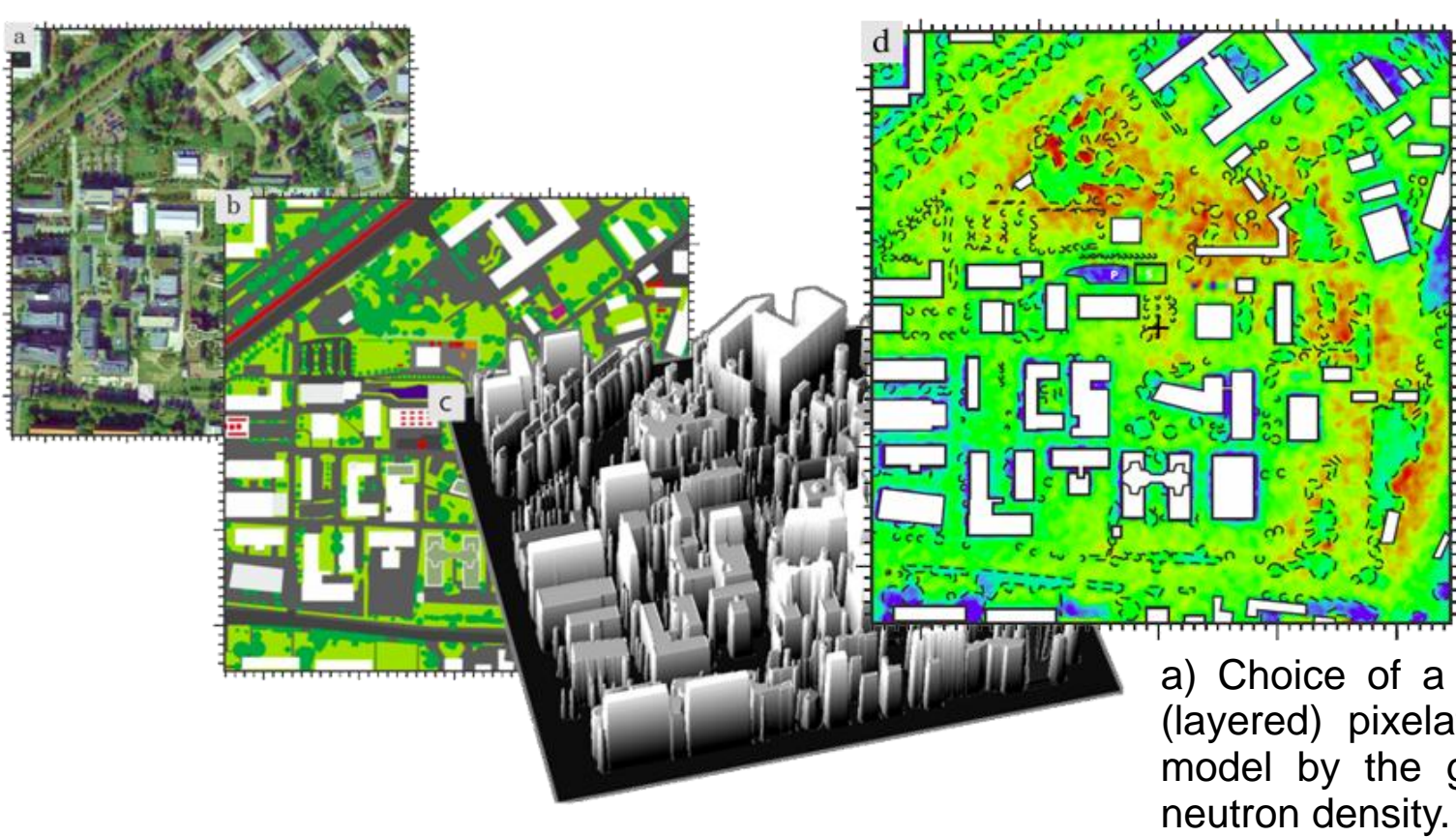


### Cross Sections

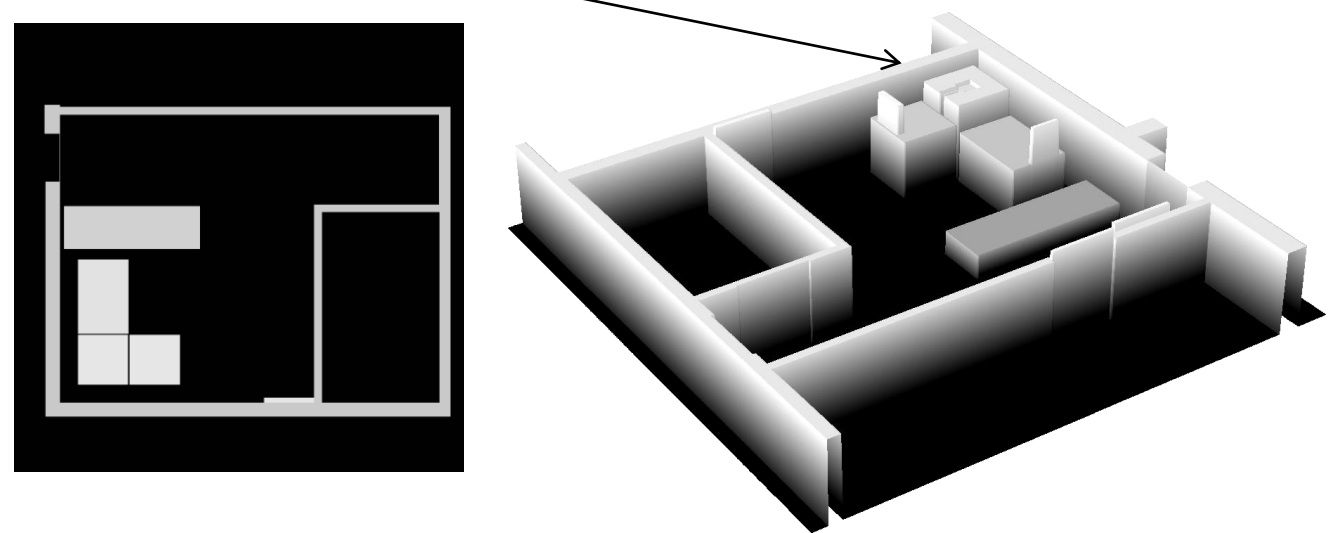


### Neat Examples

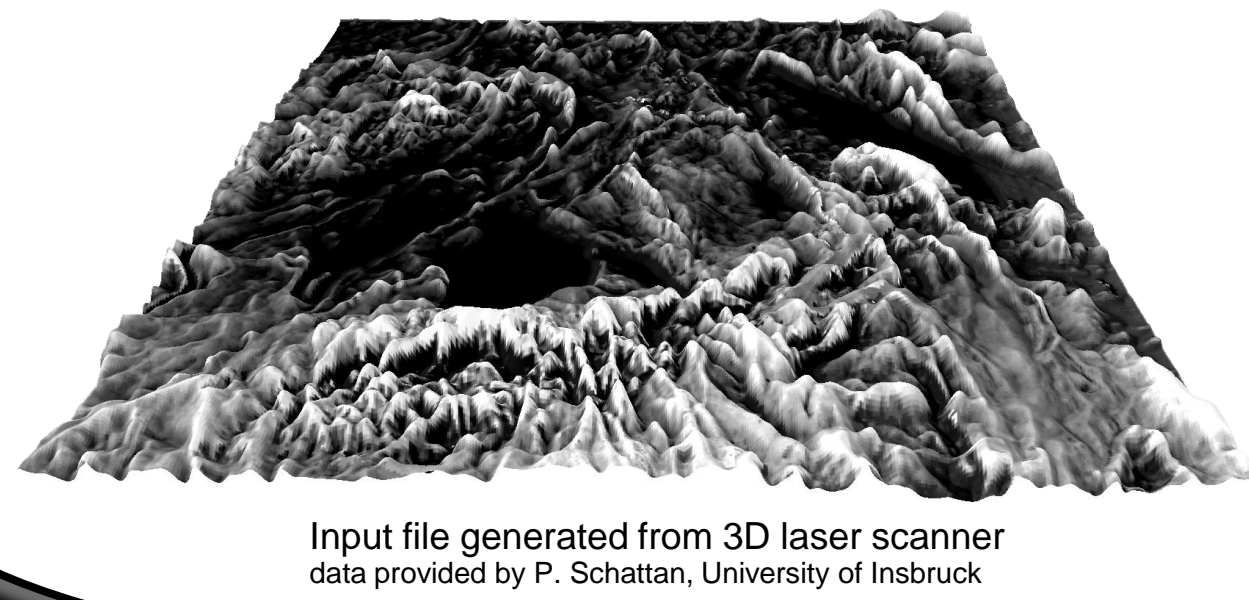
URANOS modeling process, exemplarily for a neutron density in an urban environment:



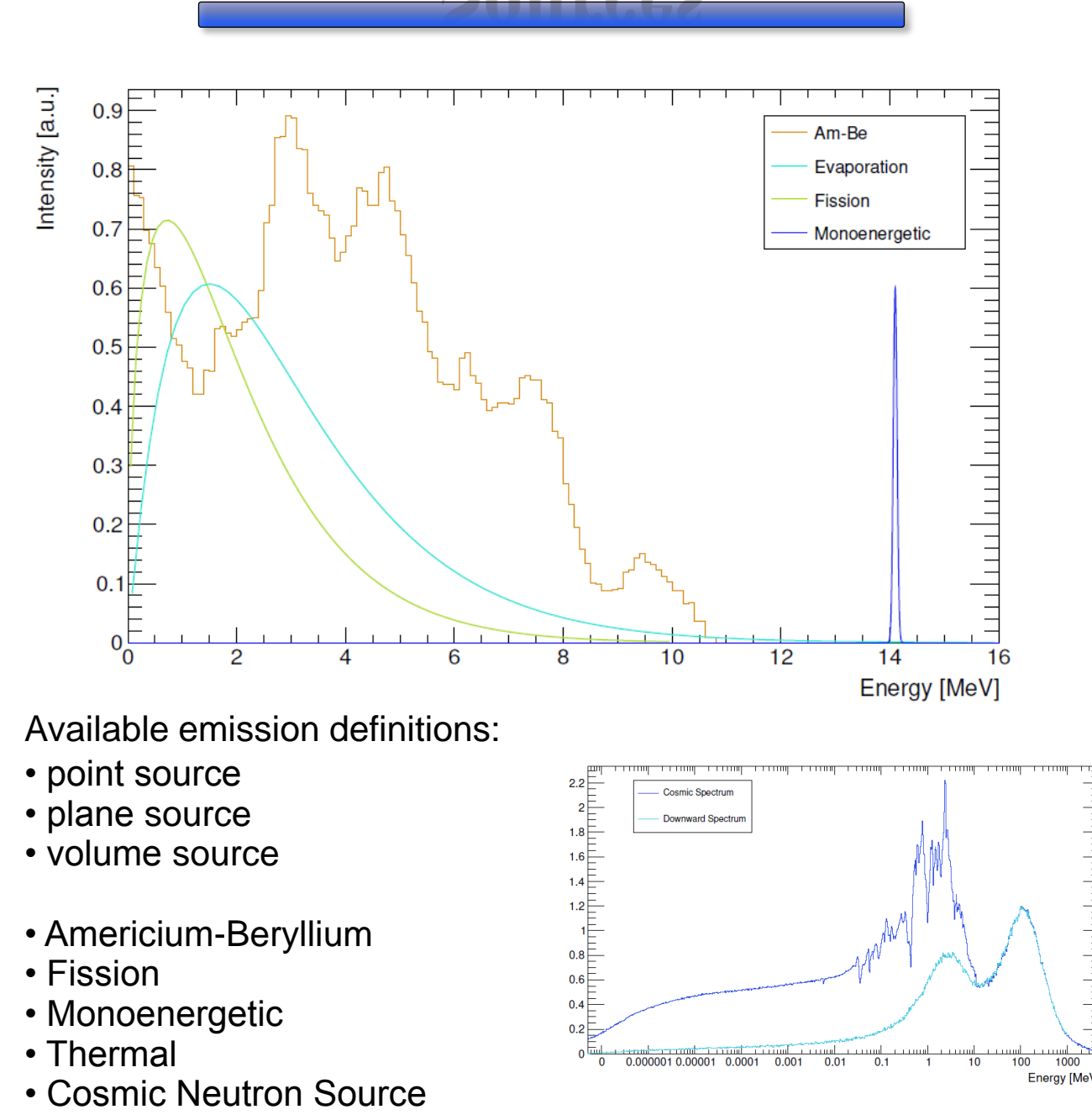
Simulation of the <sup>252</sup>Cf source in Heidelberg:



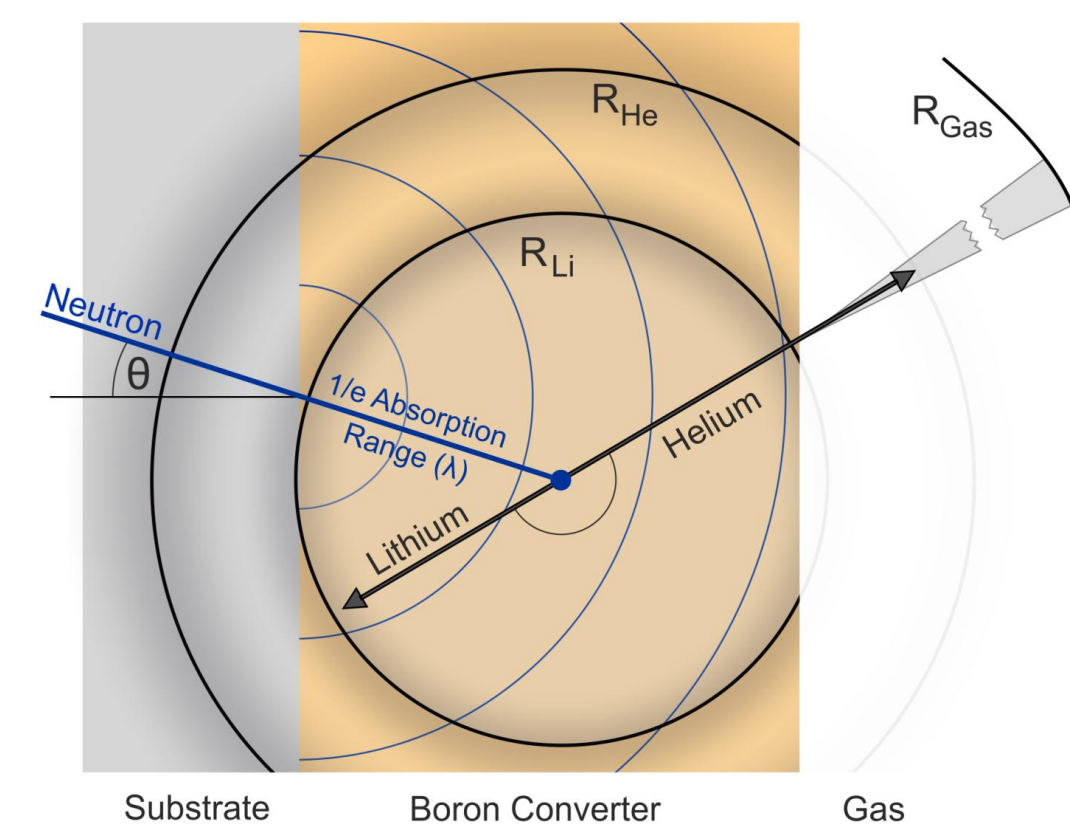
Snow cover at the Kaunertal glacier (Alps):



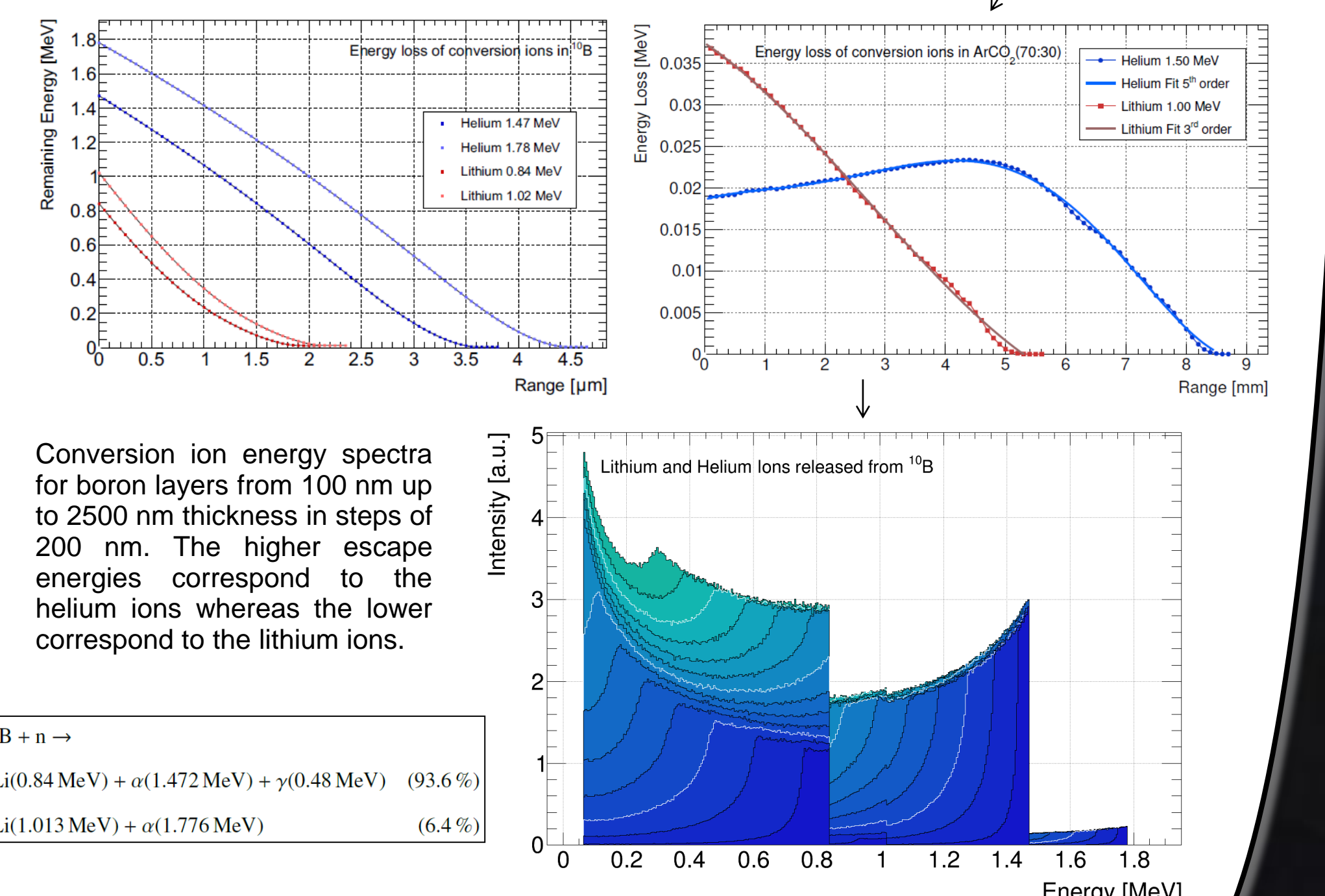
### Sources



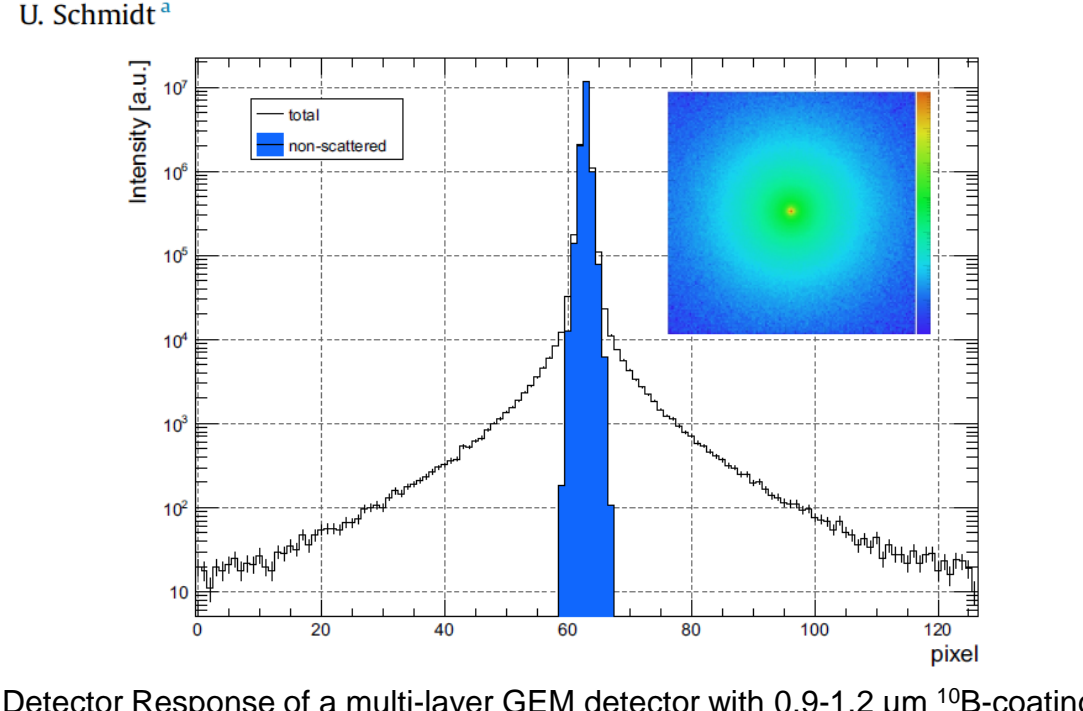
### Conversion treatment



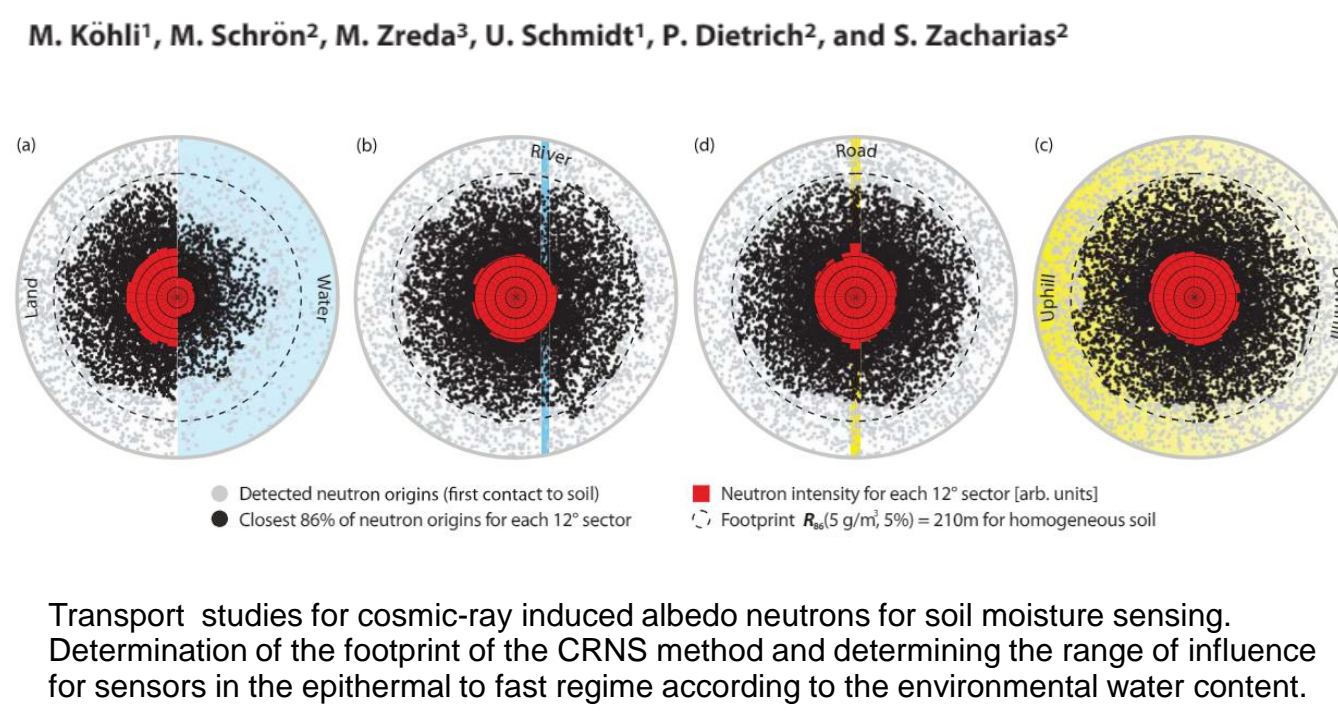
A neutron impinges with an angle normal to the surface of a converter (here: boron). By the conversion process lithium (Li) and helium (He) ions with fixed energies are created. In the medium itself they lose energy by collisions leading to a Bragg distributed range R, different for both agents. After reaching the gas an ionization track is produced with the remaining energy at the boundary. The material-specific energy loss (dE/dx) is analytically implemented by functions derived from SRIM simulations.



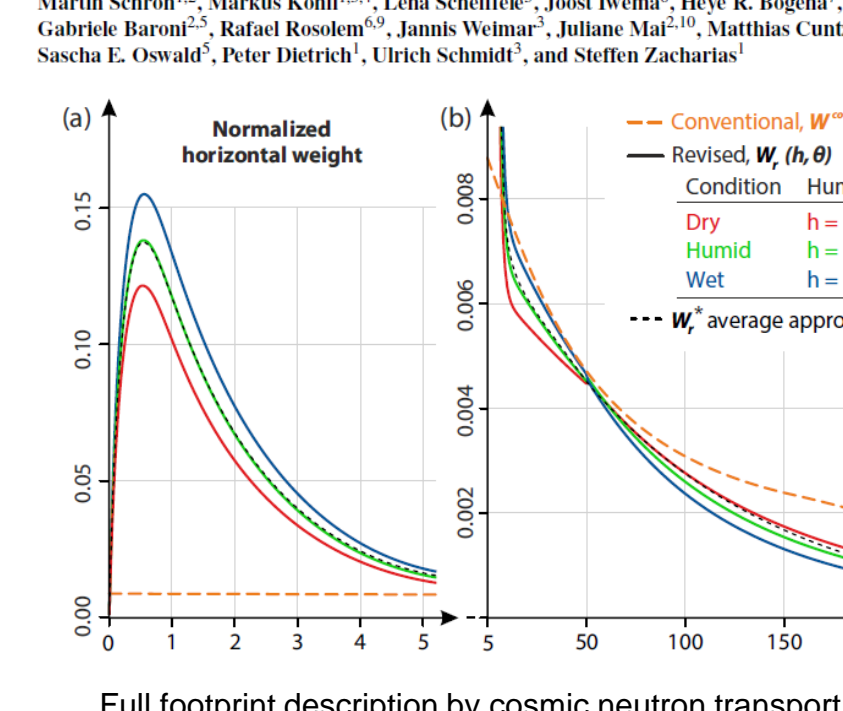
Efficiency and spatial resolution of the CASCADE thermal neutron detector



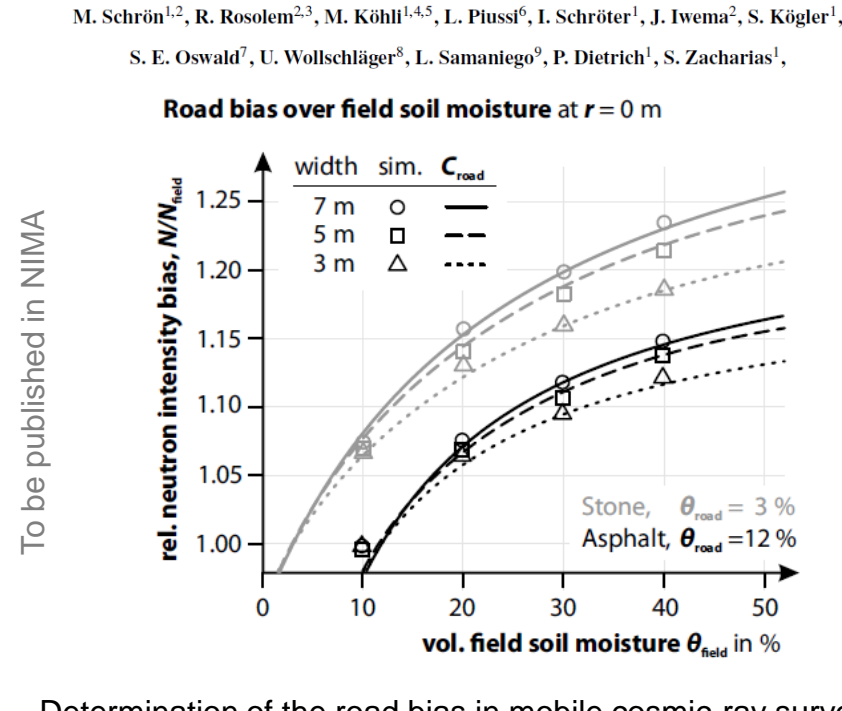
Footprint characteristics revised for field-scale soil moisture monitoring with cosmic-ray neutrons



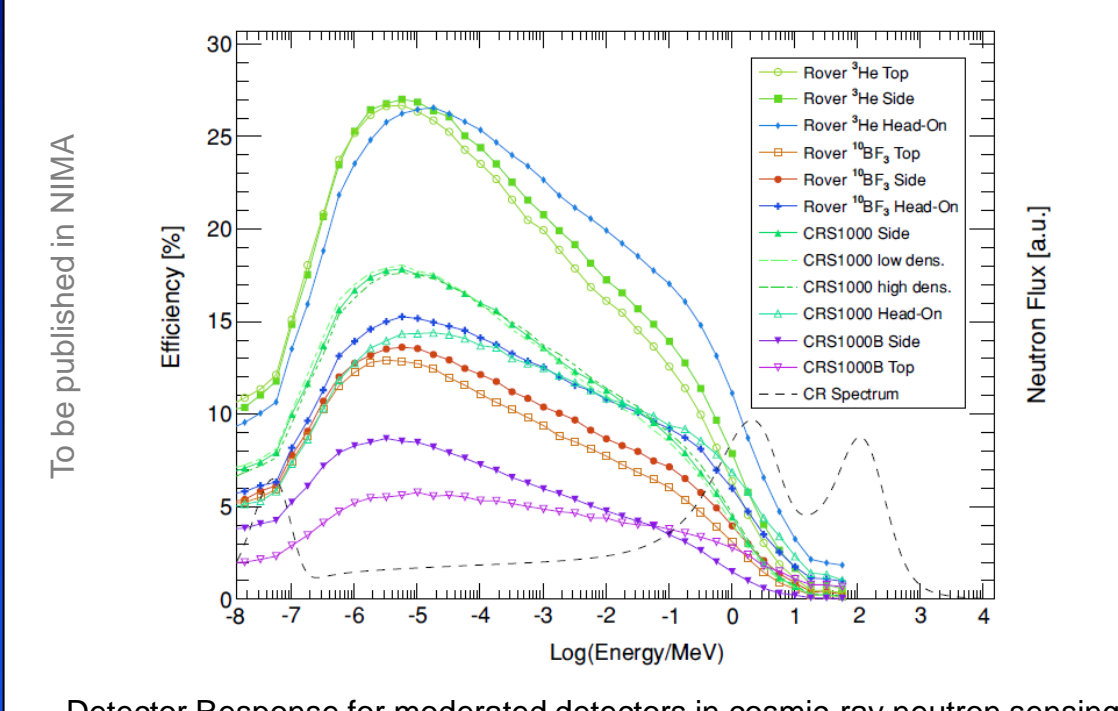
Improving calibration and validation of cosmic-ray neutron sensors in the light of spatial sensitivity



Cosmic-Ray Neutron Rover Surveys of Field Soil Moisture and the Influence of Roads



Response Functions for Detectors in Cosmic Ray Neutron Sensing



### Publication Showcase



Markus Köhli (koehli@physik.uni-bonn.de)  
Physikalisches Institut, Universität Bonn  
Nussallee 12, 53115 Bonn, Germany

Ulrich Schmidt (ulrich.schmidt@physi.uni-heidelberg.de)  
Physikalisches Institut, Universität Heidelberg  
Im Neuenheimer Feld 226, 69120 Heidelberg, Germany



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