# Probabilistic Approaches to Neutron Transport Problems

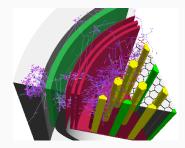
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Growth & Division in Mathematics & Medicine, 4-6 November, UCL

- Some probability tools for spatial branching processes.
- Applications to neutron transport problems.

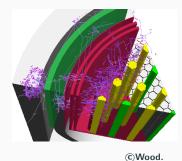
Based on joint work with Alexander M.G. Cox, Simon C. Harris, Emma Horton and Andreas E. Kyprianou.

# Neutron flux

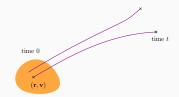


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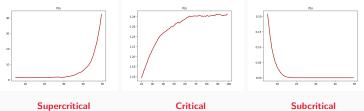
### Neutron flux



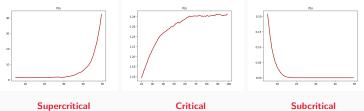
 $\psi_t(\mathbf{r}, \mathbf{v})$ : **neutron flux** inside the nuclear reactor core at time *t* emitted from the configuration  $(\mathbf{r}, \mathbf{v})$ .





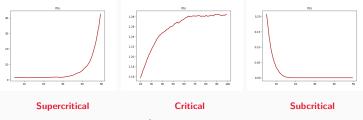






Put another way,  $\psi_t(\mathbf{r}, \mathbf{v}) \simeq e^{\lambda_0 t}$ , where  $\lambda_0 = \text{lead eigenvalue}$ . Criticality of the reactor is determined by  $\text{sgn}(\lambda_0)$ .

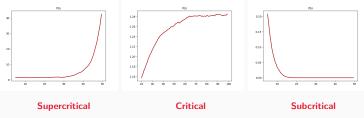




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• How to evaluate  $\lambda_0$  for a given reactor design?





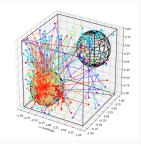
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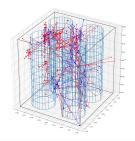
• How to evaluate  $\lambda_0$  for a given reactor design?

 $\rightsquigarrow$  Monte-Carlo methods

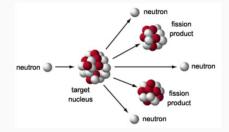
### Monte-Carlo methods

- A variety of Monte-Carlo methods:
  - Neutron branching process (basic)
  - Neutron random walk (many-to-one)
  - *h*-neutron random walk (*h*-transform)
- Modelling of the neutron process as a spatial branching process.

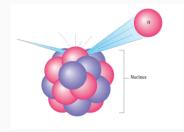




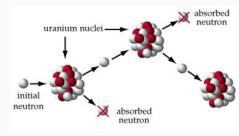
- Fission
- Scattering
- Absorption



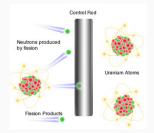
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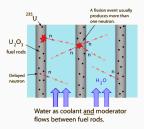
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- **branching**  $\rightsquigarrow$  fission & absorption
- spatial motion  $\rightsquigarrow$  transport, scattering & absorption

Remark. No neutron-neutron interactions.

nhomogeneous branching and scattering rates.

#### This is a spatial branching process!

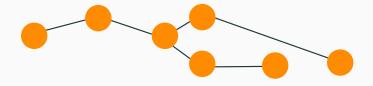


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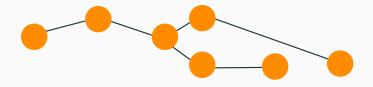


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- branching ~>> fission & absorption
- spatial motion ~> transport, scattering & absorption

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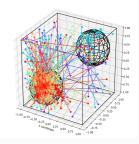
Remark. Inhomogeneous branching and scattering rates.

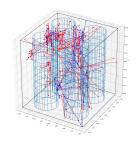
### 1<sup>st</sup> MC method: Neutron branching process

- Run a simulation of the neutron branching process starting from the configuration (r, v).
- Repeat for k times.
  - $N_t^i$  = number of the surviving neutrons at time t from the *i*-th simulation.

• 
$$\psi_t(\mathbf{r}, \mathbf{v}) = \mathbb{E}[N_t^i] \approx \frac{1}{k} \sum_{i=1}^k N_t^i$$
. Then

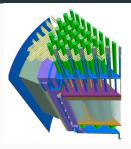
$$\lambda_0 pprox rac{1}{t} \log \psi_t(\mathbf{r}, \mathbf{v}) pprox rac{1}{t} \log \Big( rac{1}{k} \sum_{i=1}^k N_t^i \Big).$$





#### Neutron Branching Process: Analysis

- Relatively easy to implement and geometry insensitive.
- Slow convergence and costly to run.





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• We only employ the first moment:

 $\psi_t(\mathbf{r},\mathbf{v})=\mathbb{E}[N_t^i].$ 

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$$\psi_t(\mathbf{r},\mathbf{v})=\mathbb{E}[N_t^i].$$

• Can we find another random variable  $\tilde{N}_t$  also satisfying

$$\psi_t(\mathbf{r}, \mathbf{v}) = \mathbb{E}[\tilde{N}_t]$$

but at the same time

- either easier to simulate
- or having a smaller variance

We can suppress branching by

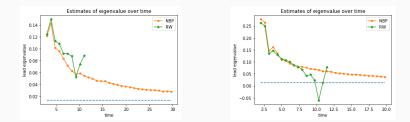
- simulating a single neutron path  $(\mathbf{r}_s, \mathbf{v}_s)$
- then applying the many-to-one formula:

$$\psi_t(\mathbf{r},\mathbf{v}) = \mathbb{E}\Big[e^{\int_0^t eta(\mathbf{r}_s,\mathbf{v}_s)ds} \, \mathbf{1}_{\{ ext{survival at }t\}}\Big]$$

where  $\beta$  depends only on the branching parameters.



- Quick/cheap to run.
- The exponential weight  $e^{\int_0^t \beta(\mathbf{r}_s,\mathbf{v}_s)ds}$  could increase variance.



#### h-transform & h-neutron random walk

• Applying an h-transform to the law of the neutron path yields

$$\psi_t(\mathbf{r}, \mathbf{v}) = \mathbb{E}\bigg[\exp\bigg(\int_0^t \frac{\mathrm{L}h(\tilde{\mathbf{r}}_s, \tilde{\mathbf{v}}_s)}{h(\tilde{\mathbf{r}}_s, \tilde{\mathbf{v}}_s)} + \beta(\tilde{\mathbf{r}}_s, \tilde{\mathbf{v}}_s)ds\bigg) \frac{h(\mathbf{r}, \mathbf{v})}{h(\tilde{\mathbf{r}}_t, \tilde{\mathbf{v}}_t)} \mathbf{1}_{\{\text{survival at }t\}}\bigg]$$

where  $(\tilde{\mathbf{r}}_s, \tilde{\mathbf{v}}_s)$  is a neutron path which scatters at rate  $\propto \frac{1}{h}$  and where L is some differential-integral operator.



• Optimal choice of h:

 $(L+\beta)h=\lambda_0h$ 

• Optimal choice of h:

$$(L+\beta)h = \lambda_0 h$$

In general, such a solution is not known explicitly.

- Instead, we substitute with a guess.
  - Since the *h*-transform formula is valid for a general *h*, there is no loss in accuracy.
  - As soon as *h* = 0 at boundary, the scattering will force the neutron to stay inside.

- What would be a practically good choice of h?
  - It seems more efficient to have h = 0 at boundary.
    On the other hand, this causes a divergence in the scattering rate.
    Will this be a hurdle?
  - How to update our knowledge on the eigenfunction and use it to improve the convergence?

• Other Monte-Carlo methods?

Consider the following method:

- Start with k particles.
- Let the system evolve for some time  $T_0$ . Denote by  $K_0$  the number of neutrons in the system. If  $K_0 > k$ , discard  $K_0 k$  particles. If  $K_0 < k$ , sample new particles from the distribution given by the current states.
- Iterate.

Long-time behaviour? Genealogy of the particles?

## Some questions (Cont')

• Ergodicity of the neutron branching process?

Denote by  $(\mathbf{r}_s^i, \mathbf{v}_s^i), 1 \leq i \leq N_s$ , the configurations of the neutrons at time s. Let  $X_s = \frac{1}{N_s} \sum_i \delta_{(\mathbf{r}_s^i, \mathbf{v}_s^i)}$ .

- In the supercritical regime, Harris, Horton & Kyprianou recently showed that X<sub>s</sub> converges to some deterministic measure. What is the speed of this convergence?
- What about critical/subcritical regimes (conditioned upon survival)?
- Other applications for the many-to-one or *h*-transform methods? Note that there is an analogous theory for discrete-time/generation-based branching processes (ask Emma Horton!)