

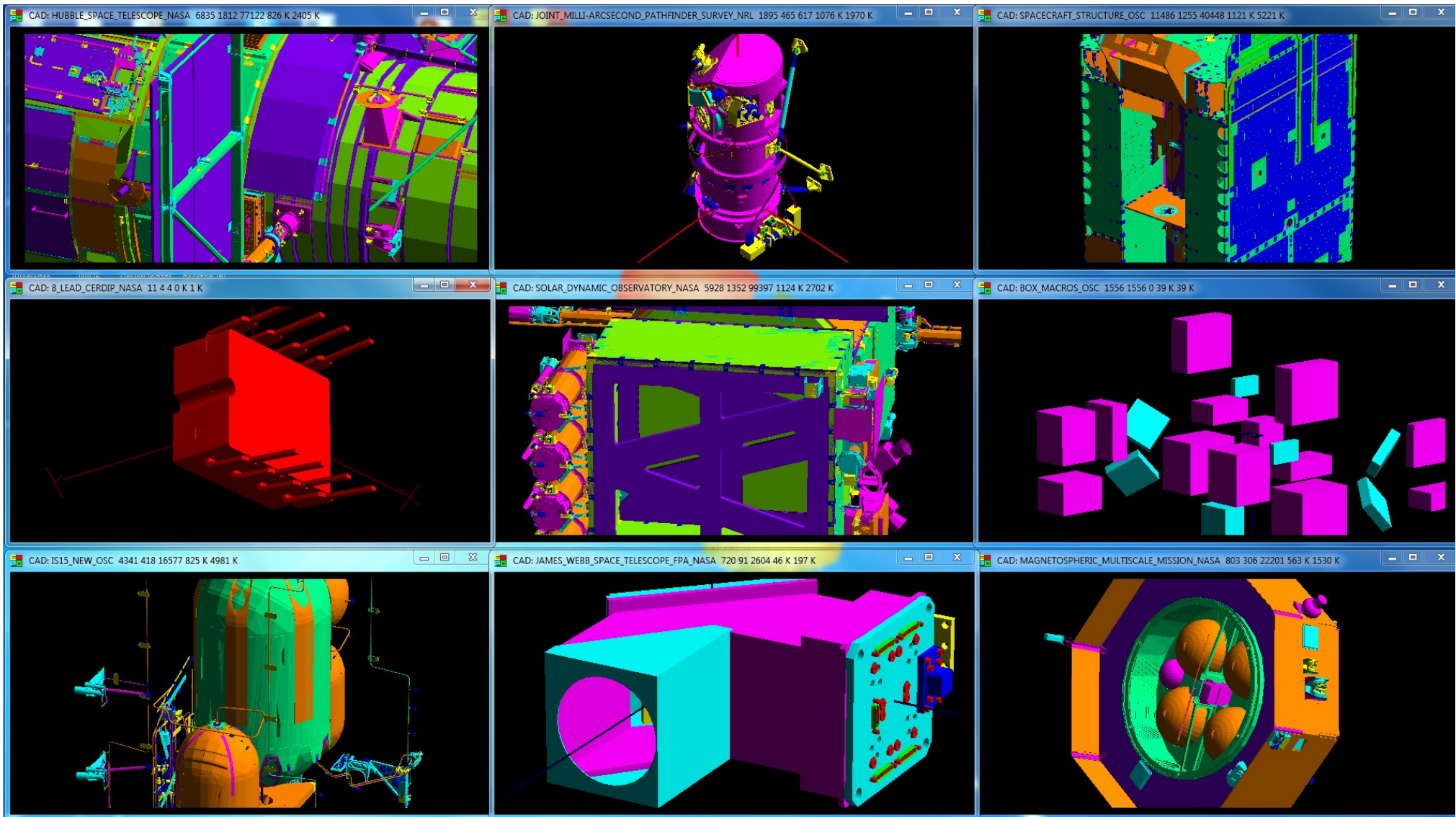
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2014 June 14 email: tj@empc.com

NSREC 2014

Juillet 14-18

Marriott Rive Gauche

Paris, France



NOVICE	Numerical Optimizations, Visualizations, and Integrations on CAD(computer aided design)/CSG(combinatorial solid geometry) Edifices.
DEVELOPMENT	Copyrights, Licensing, Maintenance, and Support (with associates) by: Thomas M. Jordan, Doing Business As: EXPERIMENTAL AND MATHEMATICAL PHYSICS CONSULTANTS
CODE INTERFACES	SCALE, ITS3/ACCEPT, CEPXS/1LD, MCNP, SPENVIS, GEANT4
MATERIAL LIBRARY	Handbook of Chemistry and Physics (63 rd Edition), Atomic Data, Volume 27, #2/3, J.Janni, NIST NBSIR 82-2550-A, M.Berger/S.Seltzer.
CSG INTERFACES	*MAGIC (*ITS/ACCEPT, *MCNP, MORSE), *MEVDP, *SVC, *ESABAS, *SYSTEMA, *DESIGN, *SURFACE/*REGION/CELL.
CAD INTERFACES	CATIA/AlCapone, ProEngineer/CREO, *STEP, *IGES, VRML, STL, SAT, NX, CADLOOK, SOLIDWORKS, AUTOCAD
CAD PROCESSING	TREE Files (Multi-Instance Object Placements) GEOM Files (Unique Object Tessellations) NEW_VIEW openGL Viewing: Zoom, Rotate, Blend, Cuts NEW_REPAIR: CAD data summary and Fixes, volumes, weights, material assignment/change, ray-trace picture command files, point/surface/volume detector files, macro-box/board/detector CSG fix files. LARGE JOBS: >100,000 OBJECTS, >16 CADFILES/JOB
RAY-TRACING	Overlap Recognition and Resolution, by Design, in Combined CAD/CSG Models, Resolution, by Design, of Undefined Space as Void, Second Generation Algorithms with FACTOR-OF-10 Speed Improvement; First Generation Still Available.
SPACE ENVIRONMENT	AE8/AP8(*SOFIP), AE9/AP9, PSYCHIC Solar Particles, CREME 96/MC Galactic Cosmic Rays (*GCR), On-Board Nuclear RTG/RHU, Nuclear Propulsion Reactors, bremsstrahlung and secondary electrons, activation/decay, spallation/fragmentation, Mott-Rutherford electrons and recoil nuclei (*NIEL).
MAJOR PROCESSORS	*ADJOINT: 1D semi-analytic and 3D Adjoint Monte Carlo. *SIGMA: ray-trace solid angle sectoring, minimum path and slant path models, optional physics adjustments. *PULSE: multi-channel pulse height distributions, sensor noise, single particle upsets, latches, burnout, LET (linear energy transfer) spectra. *PICTURE: ray-traced perspective geometry views. *SOCODE: weight minimized box wall shields, STL files for weight minimized 3D printed shields. *HITS: on-orbit sensor noise, with local ephemeris and geomagnetic shielding, trapped electron, trapped protons, solar particles, and galactic cosmic rays. *BETA, *FASTER, *SHIELD, *SELTZER, *SOFIP, *XRAY, ...

*KEYWORD indicates a NOVICE*processor/application

RHU SHIELDING

$$S = 2 \text{ watts} \times 3.1 \frac{\text{fissions/s}}{\text{watt}} \times \frac{2.5 \text{ neutrons}}{\text{fission}}$$

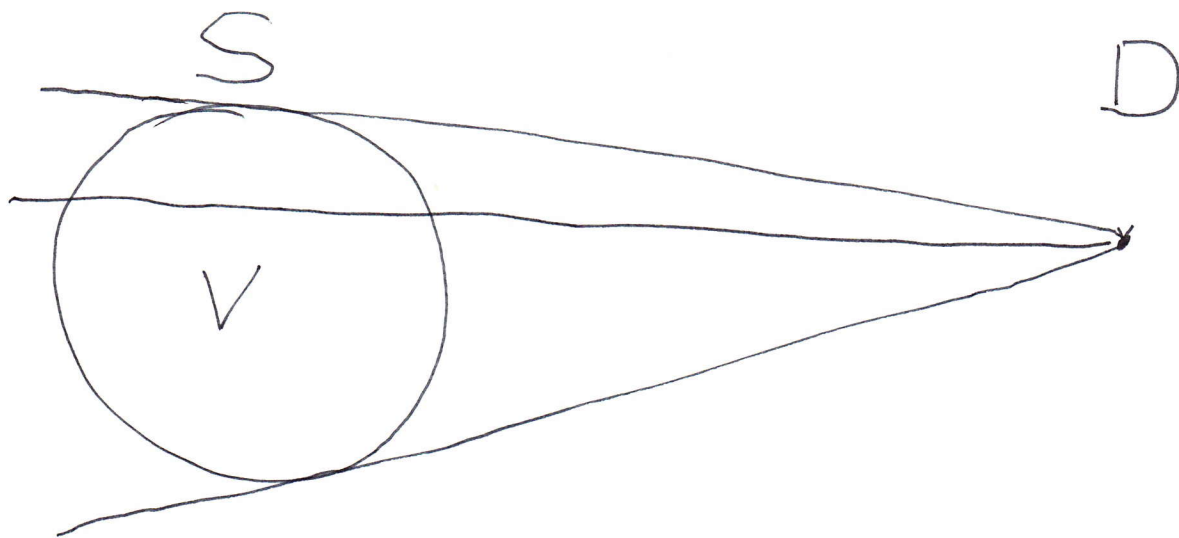
$$D = 3 \cdot 10^5 \frac{\text{eV} \cdot \text{barns}}{\text{Sr atom}} \times \frac{0.6023}{28} \times \frac{10^{24} \text{ atoms}}{\text{g} \cdot \text{atom}} \times 10^{-24} \frac{\text{cm}^2}{\text{barn}} \\ \times 10^{-6} \frac{\text{MeV}}{\text{eV}} \times 1.602 \times 10^{-8} \frac{\text{rad}}{\text{MeV/g}}$$

$$R = S M D$$

$$= S \frac{1}{4\pi r^2} D$$

$$S \quad \quad \quad D \\ x \text{-----} r \text{-----} x$$

VOLUME SHIELDING



$$S_v = S/V$$

$$R = \int_V S_v \frac{e^{-kr}}{4\pi r^2} D dV$$

$$= \int_{\Delta\Omega} \int_0^\infty S_v \frac{e^{-kr}}{4\pi r^2} D r^2 dr d\Omega$$

$$= \frac{\Delta\Omega}{4\pi} \frac{S_v}{k} (1 - e^{-kh}) \simeq \frac{\Delta\Omega}{4\pi} S_A \left(= \frac{S_v}{k} \right)$$

$$= S_A \quad \text{IF INSIDE THE VOLUME} \\ \& D \equiv 1 \text{ (PARTICLE COUNTING)}$$

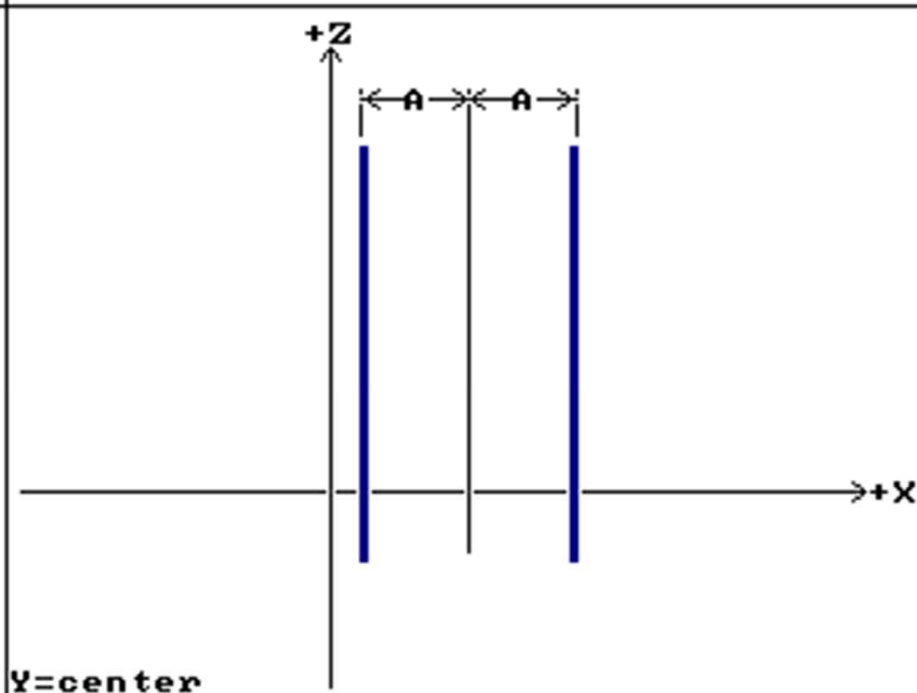
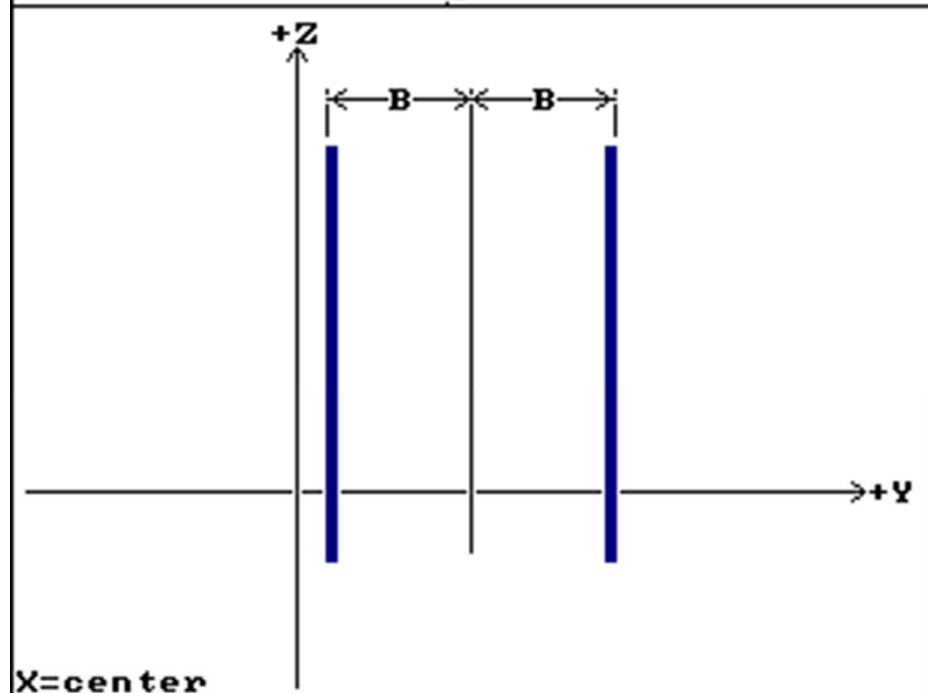
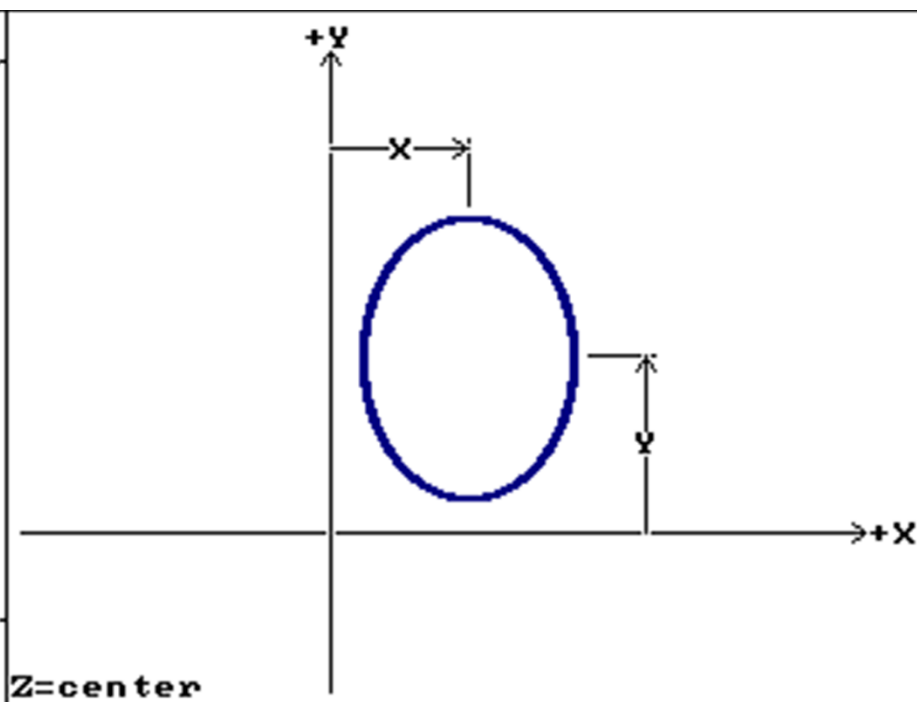
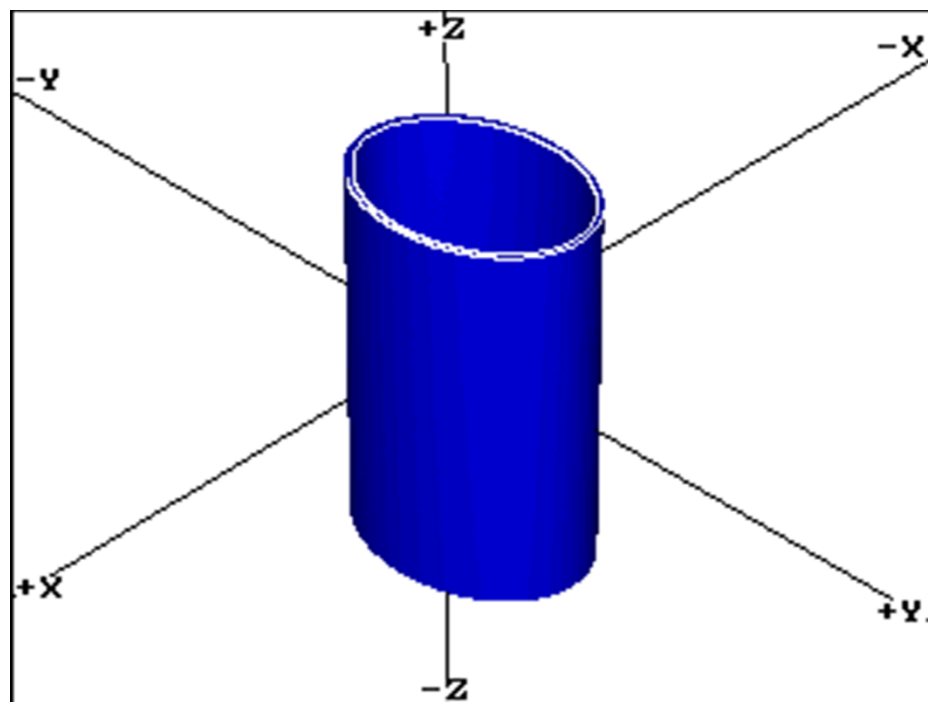
c*****si , ev*barn/atom

rad_si	neutron	tab	scale	1.602e-8/		
, 1.73E+01,	1.42E+01,	1.22E+01,	1.00E+01,	8.61E+00,	7.41E+00	
, 6.07E+00,	4.97E+00,	3.68E+00,	3.01E+00,	2.73E+00,	2.47E+00	
, 2.37E+00,	2.35E+00,	2.23E+00,	1.92E+00,	1.65E+00,	1.35E+00	
, 1.00E+00,	8.21E-01,	7.43E-01,	6.08E-01,	4.98E-01,	3.69E-01	
, 2.97E-01,	1.83E-01,	1.11E-01,	6.74E-02,	4.09E-02,	3.18E-02	
, 2.61E-02,	2.42E-02,	2.19E-02,	1.50E-02,	7.10E-03,	3.35E-03	
, 1.58E-03,	4.54E-04,	2.14E-04,	1.01E-04,	3.73E-05,	1.07E-05	
, 5.04E-06,	1.86E-06,	8.76E-07,	4.14E-07,	1.00E-07,	1.00E-11	
/						
, 3.57E+06,	3.61E+06,	3.36E+06,	2.70E+06,	2.50E+06,	1.30E+06	
, 6.71E+05,	4.55E+05,	4.22E+05,	2.86E+05,	2.95E+05,	2.35E+05	
, 2.50E+05,	2.30E+05,	2.43E+05,	2.30E+05,	2.37E+05,	1.48E+05	
, 1.73E+05,	1.86E+05,	9.92E+04,	1.31E+05,	8.81E+04,	8.00E+04	
, 1.10E+05,	2.07E+04,	8.38E+03,	1.09E+04,	4.15E+03,	3.37E+03	
, 3.00E+03,	2.81E+03,	2.33E+03,	1.40E+03,	6.98E+02,	3.19E+02	
, 1.27E+02,	4.58E+01,	2.28E+01,	1.14E+01,	7.35E+00,	8.17E+00	
, 1.16E+01,	1.73E+01,	2.50E+01,	4.25E+01,	9.77E+01/		

rad_si	gammaray	tab	scale	1.602e-8/		
, 1.40E+01,	1.00E+01,	8.00E+00,	7.00E+00,	6.00E+00,	5.00E+00	
, 4.00E+00,	3.00E+00,	2.00E+00,	1.50E+00,	1.00E+00,	8.00E-01	
, 7.00E-01,	6.00E-01,	4.00E-01,	2.00E-01,	1.00E-01,	6.00E-02	
, 3.00E-02,	2.00E-02,	1.00E-02/				
, 9.59E+00,	7.82E+00,	6.63E+00,	5.60E+00,	4.93E+00,	4.15E+00	
, 3.39E+00,	2.55E+00,	2.01E+00,	1.54E+00,	1.19E+00,	1.02E+00	
, 8.95E-01,	6.85E-01,	3.89E-01,	2.21E-01,	2.64E-01,	5.52E-01	
, 2.37E+00,	6.61E+00/					

Quadric Surface Data

Type	Constant list	
0 EXP	$a_0 a_1 a_2 a_3 a_4 \dots a_j /$	expanded quadric
1 XPlane	$a /$	$x=a$ plane
2 YPlane	$a /$	$y=a$ plane
3 ZPlane	$a /$	$z=a$ plane
4 YZPlane	$y_0 z_0 y_1 z_1 /$	plane parallel x axis
5 ZXPlane	$z_0 x_0 z_1 x_1 /$	plane parallel y axis
6 XYPlane	$x_0 y_0 x_1 y_1 /$	plane parallel z axis
7 XCone	$y_0 z_0 r_1 x_1 r_2 x_2 /$	X cone
8 YCone	$z_0 x_0 r_1 y_1 r_2 y_2 /$	Y cone
9 ZCone	$x_0 y_0 r_1 z_1 r_2 z_2 /$	Z cone
10 XCYlinder	$y_0 a z_0 b /$	X cylinder
11 YCYlinder	$z_0 a x_0 b /$	Y cylinder
12 ZCYlinder	$x_0 a y_0 b /$	Z cylinder
13 SPH	$x_0 a y_0 b z_0 c /$	ellipsoid
19 XXP	$a b /$	$x-a= \pm b$
20 YYP	$a b /$	$y-a= \pm b$
21 ZZP	$a b /$	$z-a= \pm b$
22 XYZ	$x_1 y_1 z_1 x_2 y_2 z_2 x_3 y_3 z_3$	3 point plane

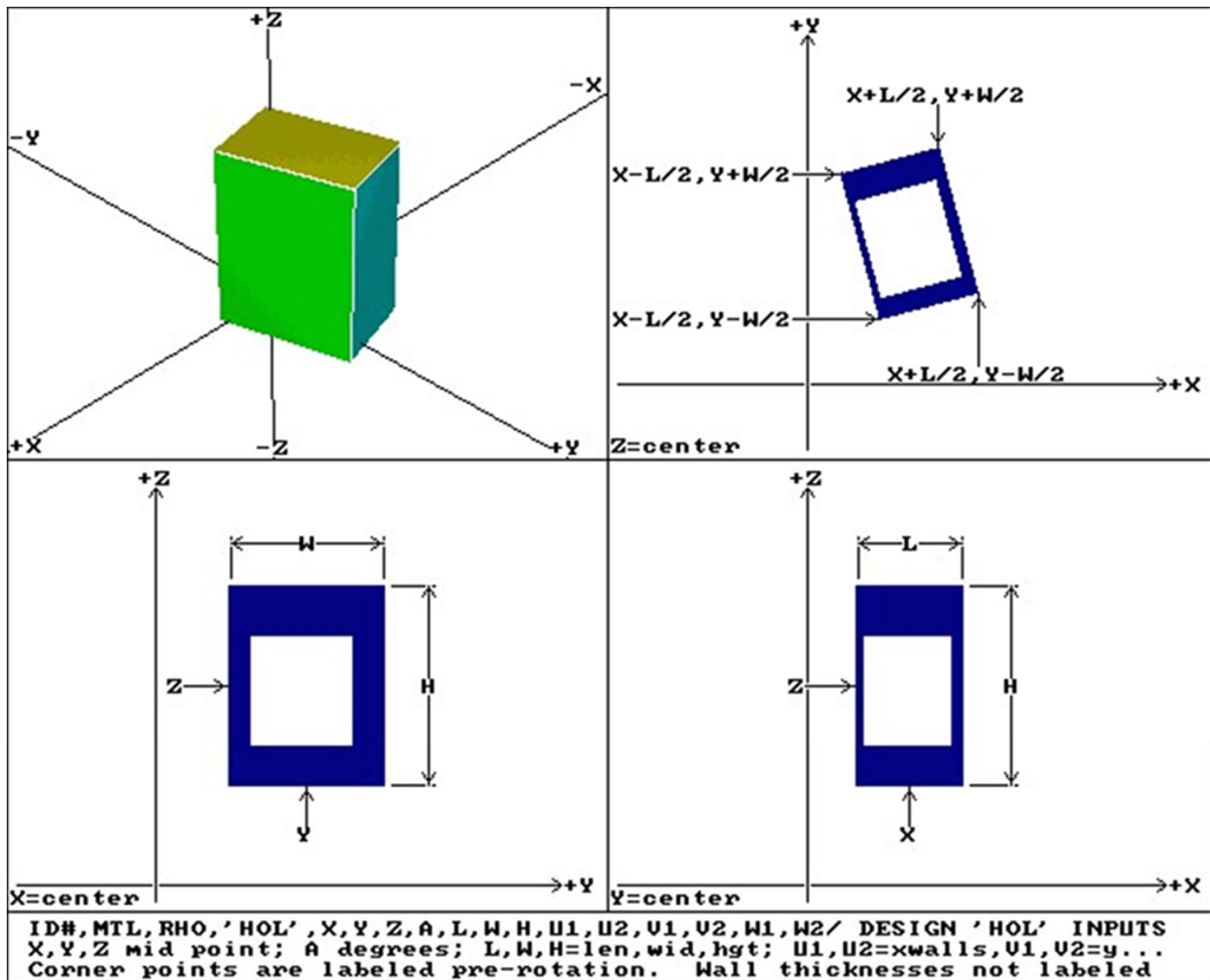


*SURFACE Z-CYLINDER INPUT
*PIC,q=3,Z=3,G=97,T=1,J,L='SURZCY'

ID#,'ZCY',X,A,Y,B/ (X,Y)=center; A=x-radius; B=y-radius

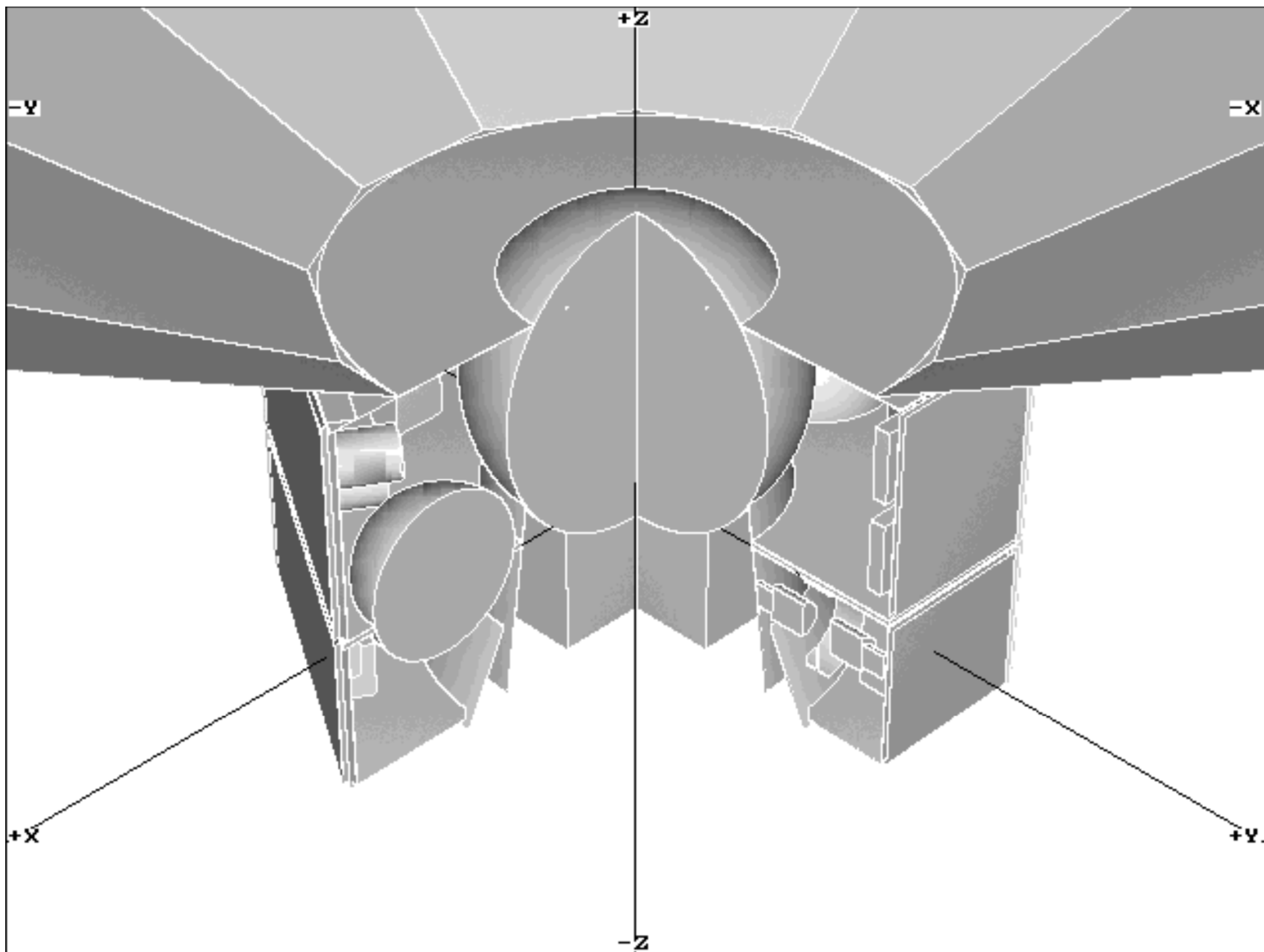
Design Shapes and Dimensions

#	Name	Dimension Data	(...)==> optional data
0	BOX	X1 X2 Y1 Y2 Z1 Z2 /	
	or	Xmid Xdel Ymid Ydel Zmid Zdel /	if E option
1	XCylinder	Y0 Ry Z0 Rz X1 X2 (Y1 Y2 Z1 Z2) /	
2	YCylinder	Z0 Rz X0 Rx Y1 Y2 (Z1 Z2 X1 X2) /	
3	ZCylinder	X0 Rx Y0 Ry Z1 Z2 (X1 X2 Y1 Y2) /	
4	SPHere		
4	ELLipsoid	X0 Rx Y0 Ry Z0 Rz (X1 X2 Y1 Y2 Z1 Z2) /	
7	XANulus	Y0 R1 Z0 R2 X1 X2 (Y1 Y2 Z1 Z2) /	
8	YANulus	Z0 R1 X0 R2 Y1 Y2 (Z1 Z2 X1 X2) /	
9	ZANulus	X0 R1 Y0 R2 Z1 Z2 (X1 X2 Y1 Y2) /	
10	XCone	Y0 Z0 R1 X1 R2 X2 (Y1 Y2 Z1 Z2) /	
11	YCone	Z0 X0 R1 Y1 R2 Y2 (Z1 Z2 X1 X2) /	
12	ZCone	X0 Y0 R1 Z1 R2 Z2 (X1 X2 Y1 Y2) /	
13	THetabox	X Y Z A L W H/	A in degrees
14	PIE	R S A B H Z/	A and B in degrees
15	MIDpointbox	X Y Z L W H/	
16	ROTatedbox	Z A R L W H/	A in degrees
17	CAKe	R1 R2 Z1 Z2 A B/	A and B in degrees
18	HOLlowbox	X Y Z A L W H T1 (T2 T3 ... T6) /	
	T1 is thickness of all walls unless U option. A in degrees		
19	XBOX	X1 X2 Y1 Y2 Z1 Z2 TX1 TX2 ... TZ2 W NB MTL RHO/ If W is 0, void interior. If W > 0, wall weight is subtracted. Then if NB=0, smeared interior.	
20	YBOX		
21	ZBOX		
	If NB > 0, weight put on NB boards perpendicular to X,Y, or Z axis. Interior mtl/den=MTL/RHO if input, else wall values.		
22	NSidebox	#SIDES X_ Y_ Z_CENTER X_ Y_ Z_SIDE X_ Y_ Z_TOP/	
23,24,25	XYBoard,YZB,ZXB ==> (XI,XJ,XK)=(X,Y,Z),(Y,Z,X),(Z,X,Y) mtl,rho,name,Xlmin,Xlmax,XJmin,XJmax,XKmin,XKmax ,Xidel,#XI,XJdel,#XJ,XKdel,#XK(or BACK,FRONT,BOTH) (,mtl,rho,GROund,Xlin,Xlout,XJin,XJout,XKin,XKout) (,mtl,rho,PACKage,Wlin,Wlout,WJin,WJout,HKin,HKout)/		

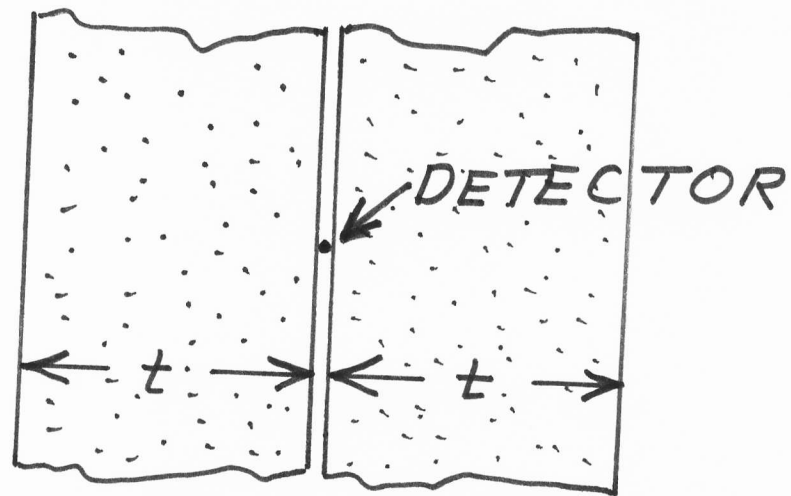


TYPICAL *DESIGN HOLLOW BOX INPUT
 *PIC, Q=3, Z=3, G=97, T=3, J, L='DESHOL'

Magic Body Names and Data		
ELL	<u>U</u> <u>V</u> L	ellipsoid ellipsoid
SPH	<u>V</u> , R	sphere
RPP	X ₁ X ₂ Y ₁ Y ₂ Z ₁ Z ₂	right parallelepiped
RCC	<u>V</u> <u>H</u> R	right circular cylinder
TRC	<u>V</u> <u>H</u> R ₁ R ₂	truncated right cone
BOX	<u>V</u> <u>L</u> <u>W</u> <u>H</u>	box
RAW	or	
WED	<u>V</u> <u>L</u> <u>W</u> <u>H</u>	wedge
REC	<u>V</u> <u>H</u> <u>A</u> <u>B</u>	right elliptic cylinder
ARB	<u>X</u> ₁ <u>X</u> ₂ <u>X</u> ₃ <u>X</u> ₄ <u>X</u> ₈ F ₁ F ₂F ₆	arbitrary polyhedron
END	end of body inputs	
<p>All coordinates/dimensions are in centimeters. The variable F_i for the ARB body is a 4 digit number where the digits are the point indices comprising the <u>i</u>th face listed clockwise or counter clockwise.</p>		

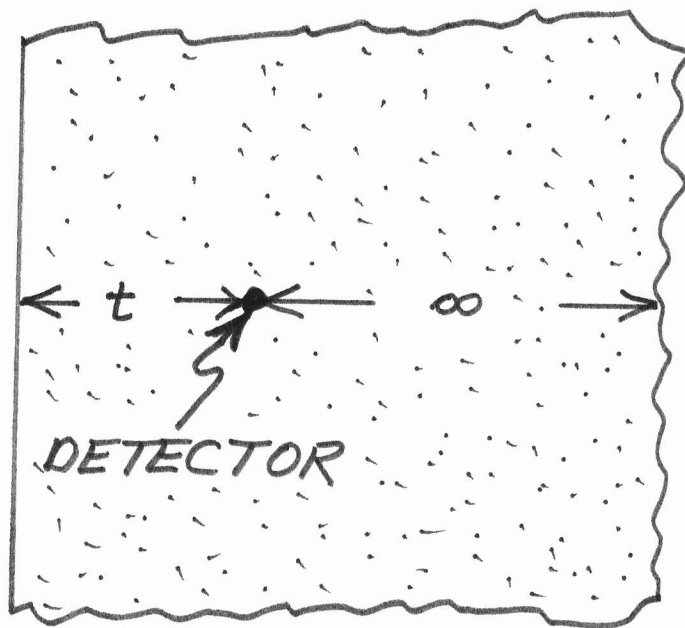


DOUBLE SLAB SHIELD



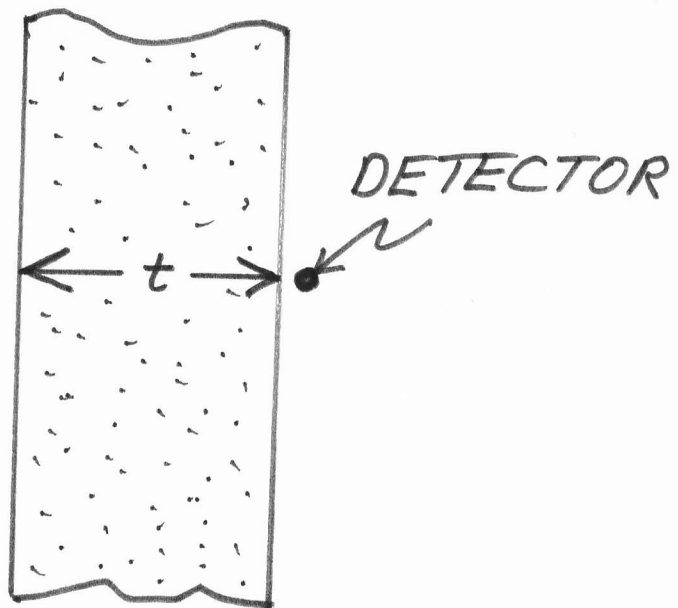
- PARTICLES INCIDENT BOTH SIDES
- $R_{=}(t) = \text{INTEGRAL RESPONSE}$

INFINITE BACKING SLAB



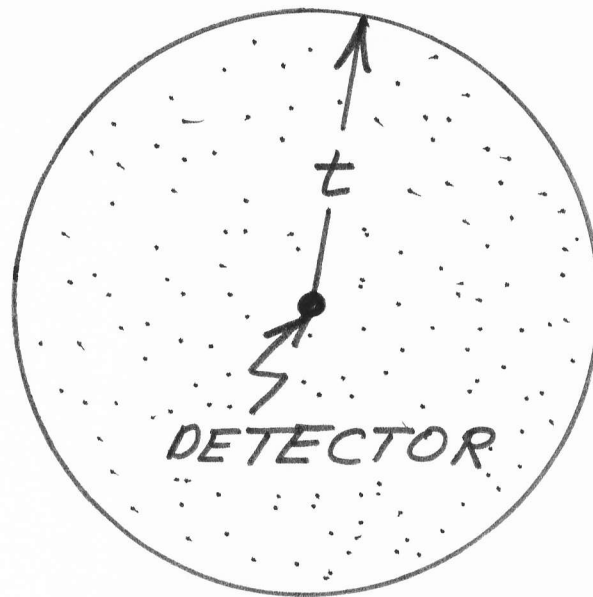
- PARTICLES INCIDENT FROM ONE SIDE
- $R_{\infty}(t) = 2 \times \text{INTEGRAL RESPONSE}$

SINGLE SLAB



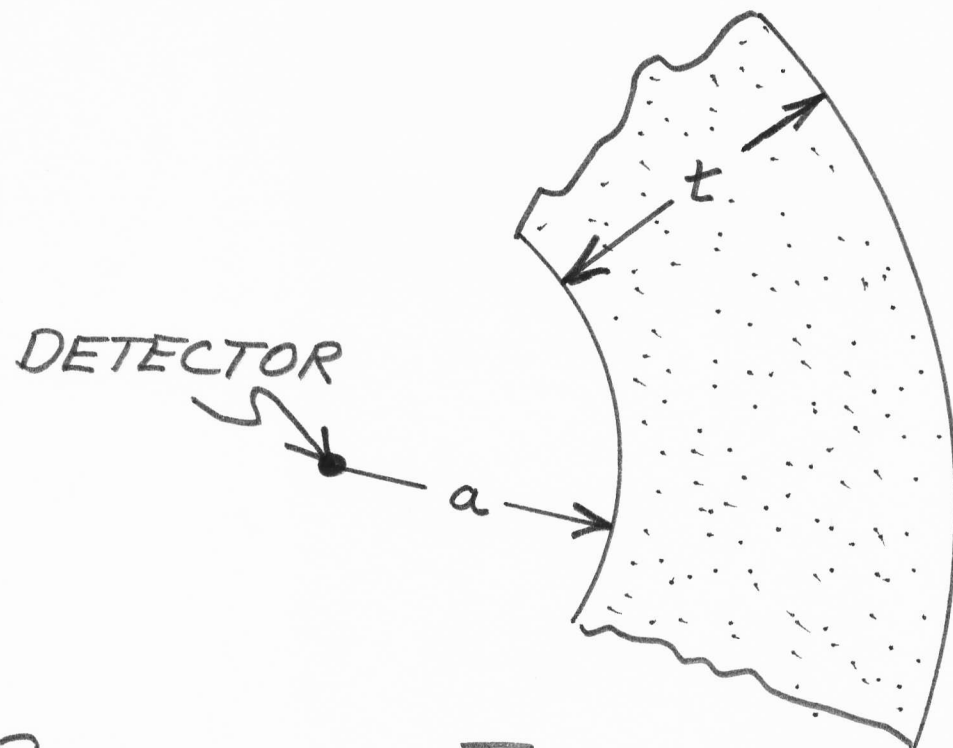
- PARTICLES INCIDENT FROM ONE SIDE
- $R_-(t) = 2 * \text{INTEGRAL RESPONSE}$

SOLID SPHERE SHIELD



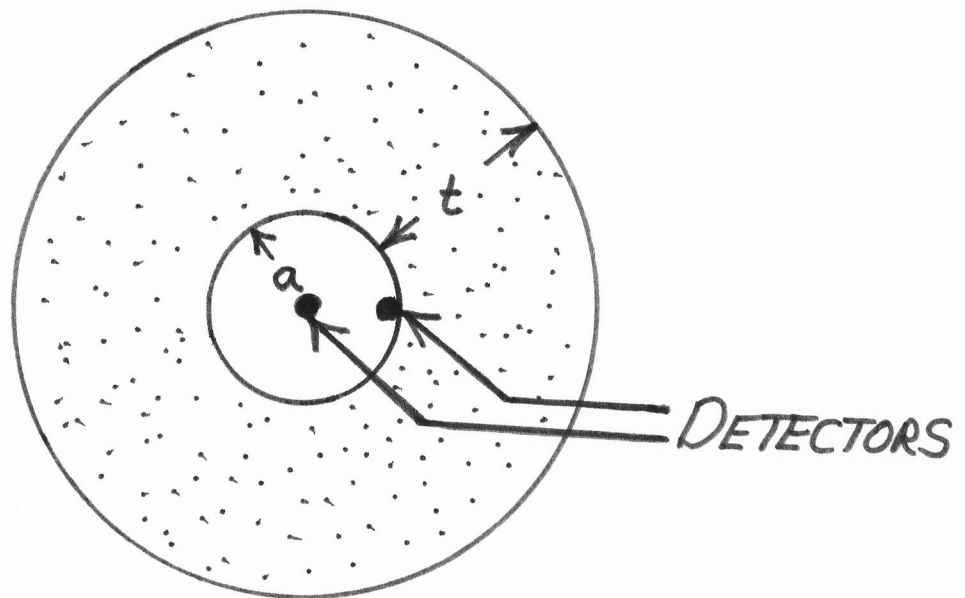
- RADIATION INCIDENT OVER ENTIRE SURFACE
- $R(t) = \text{INTEGRAL RESPONSE}$

SHELL SPHERE CENTER



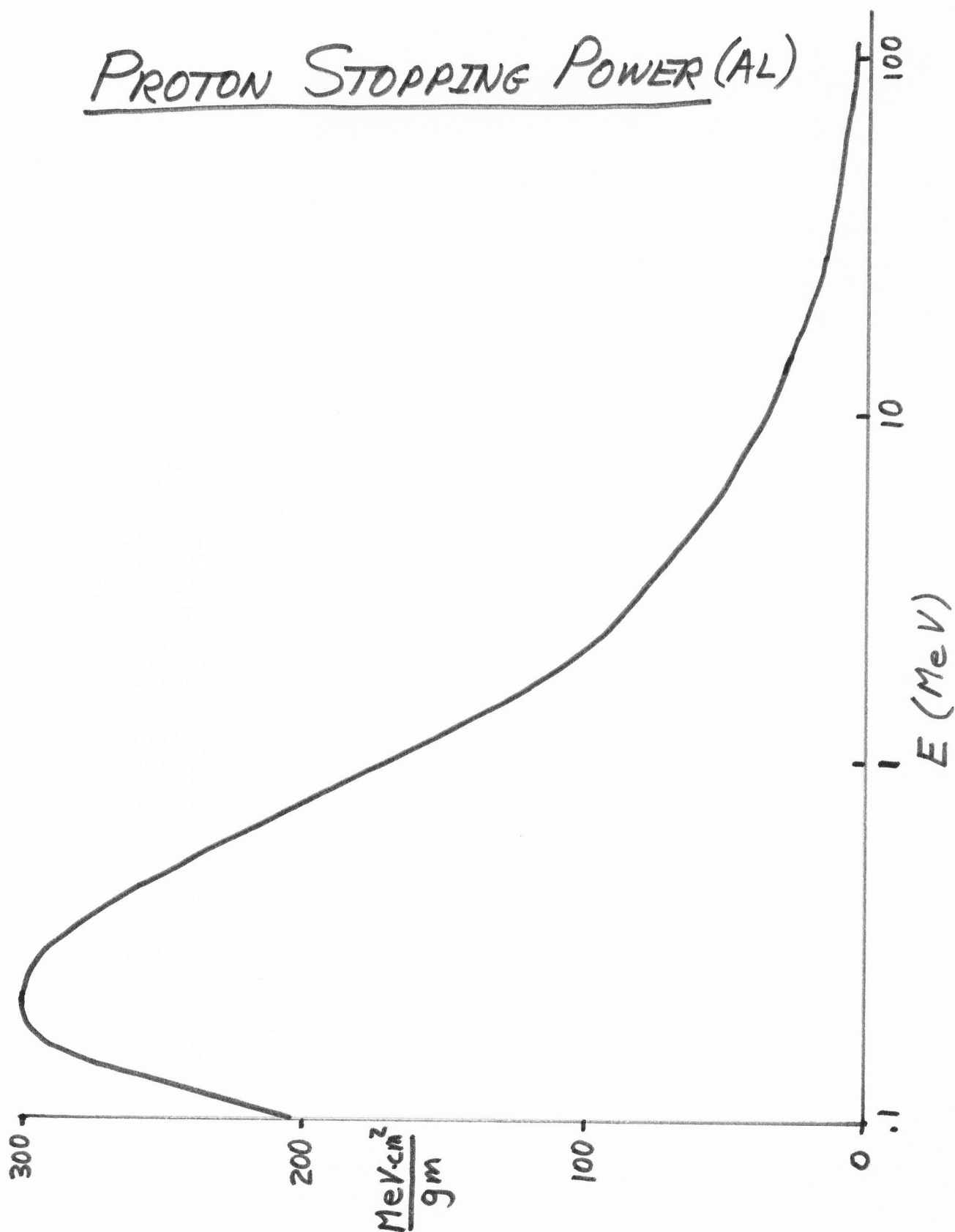
- PARTICLES INCIDENT OVER ENTIRE SURFACE
- RADIUS $a \gg t$
- $R_0(t) = \text{INTEGRAL RESPONSE}$

SHELL SPHERE GENERAL

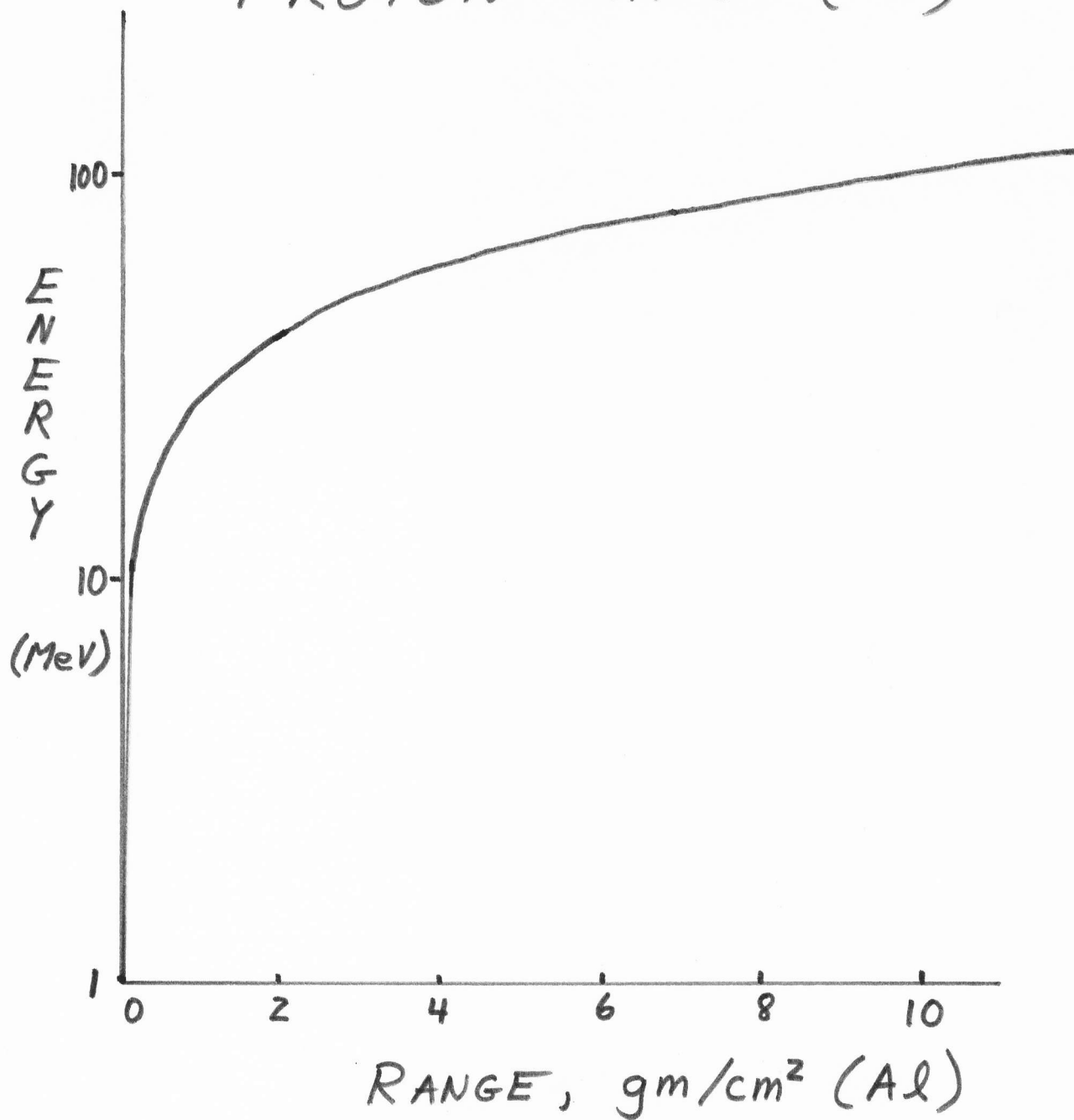


- PARTICLES INCIDENT OVER ENTIRE SURFACE
- $R_0(r, a, t) = \text{INTEGRAL RESPONSE}$
- $0 \leq r \leq a$

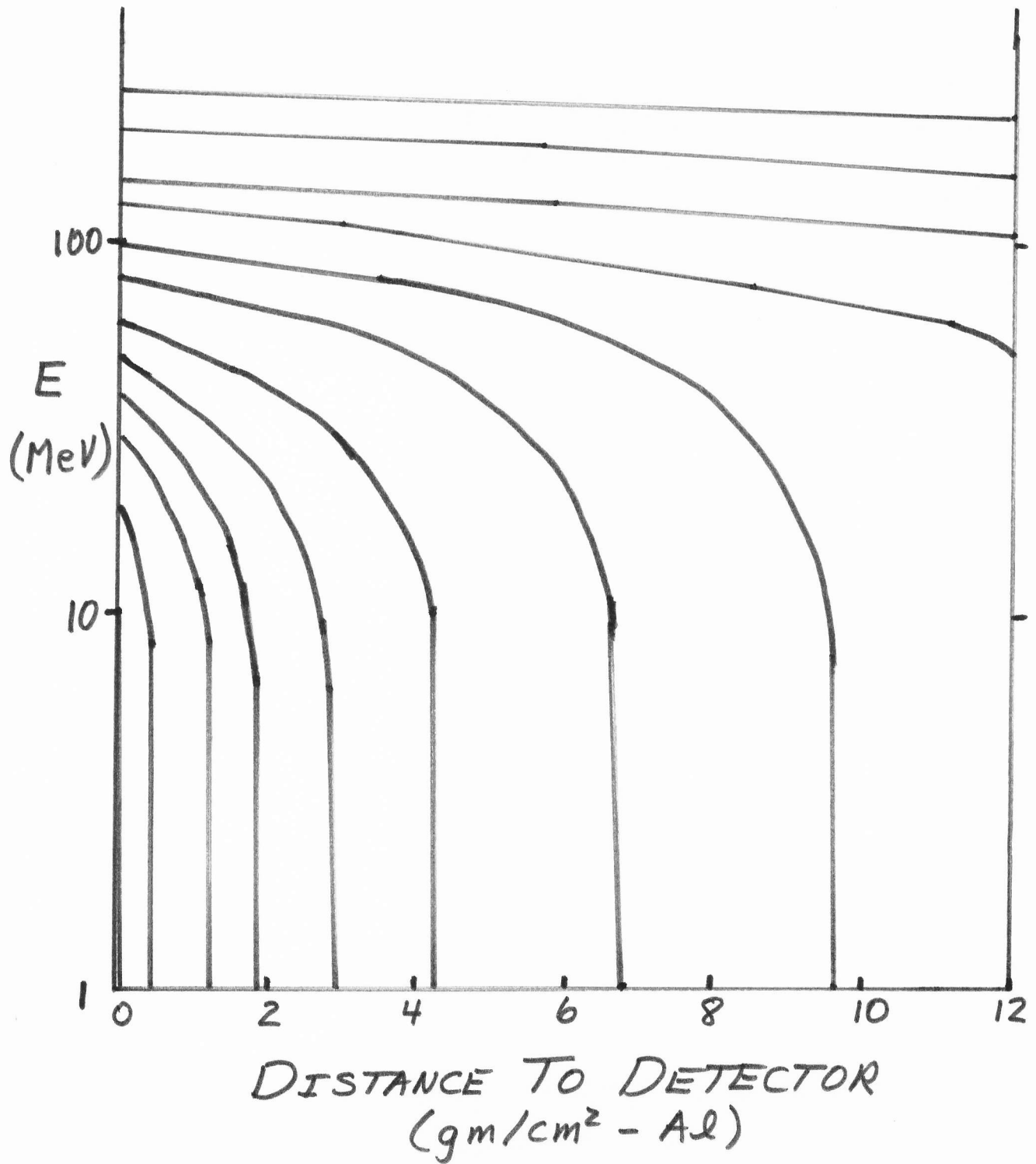
PROTON STOPPING POWER (AL)



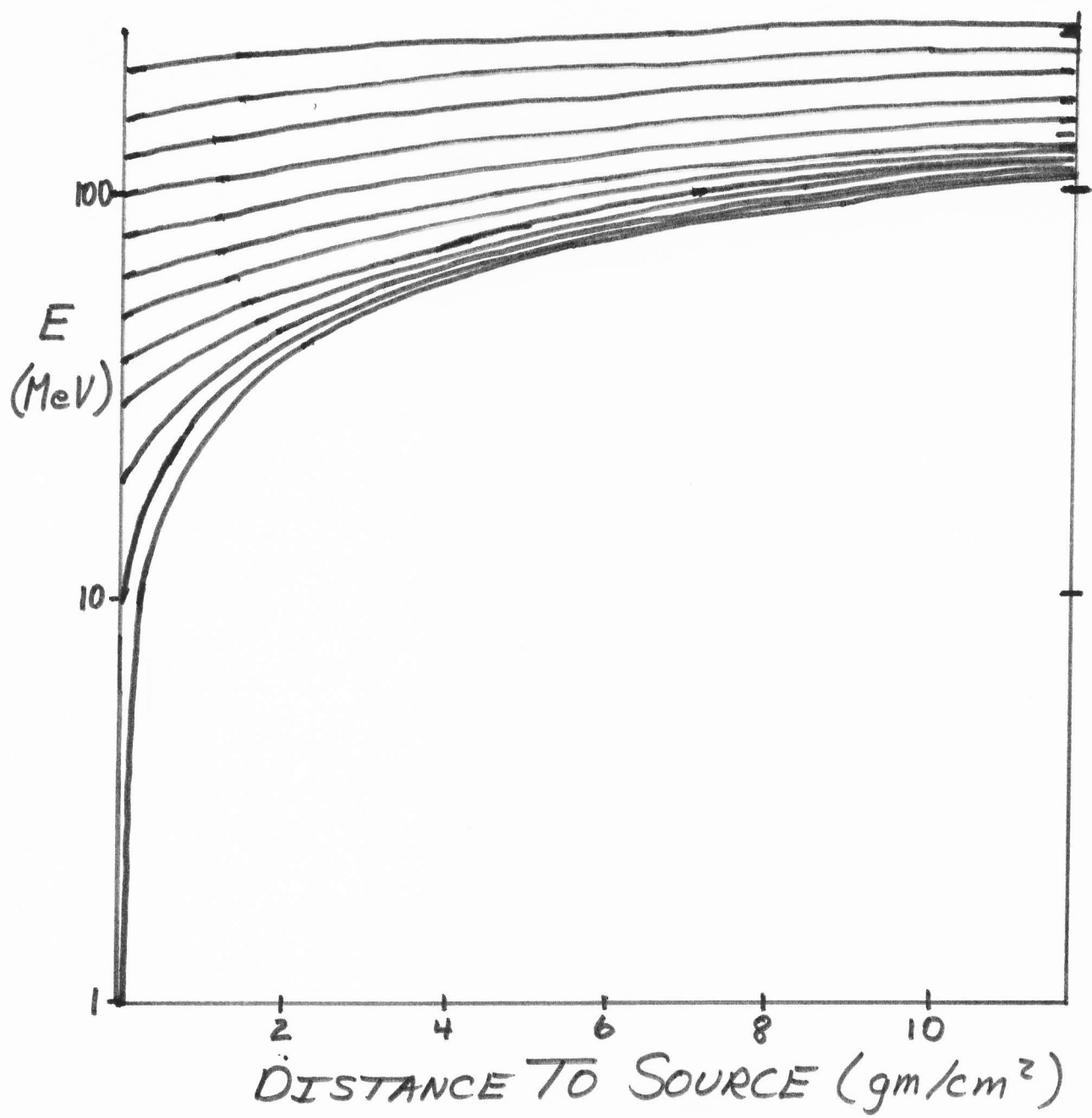
PROTON RANGE (Al)



FORWARD GROUP BROADENING



ADJOINT GROUP CONTRACTION



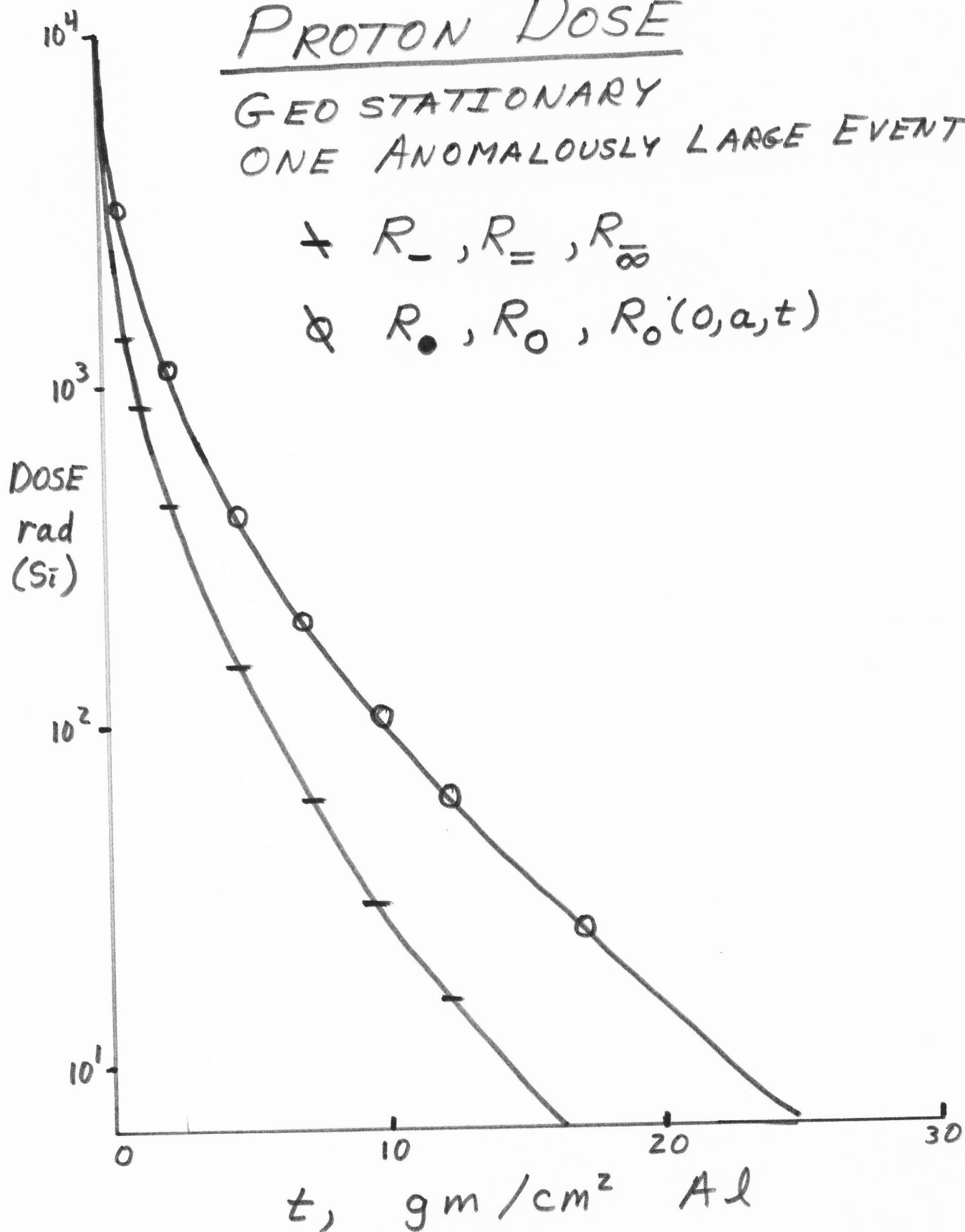
PROTON DOSE

GEO STATIONARY

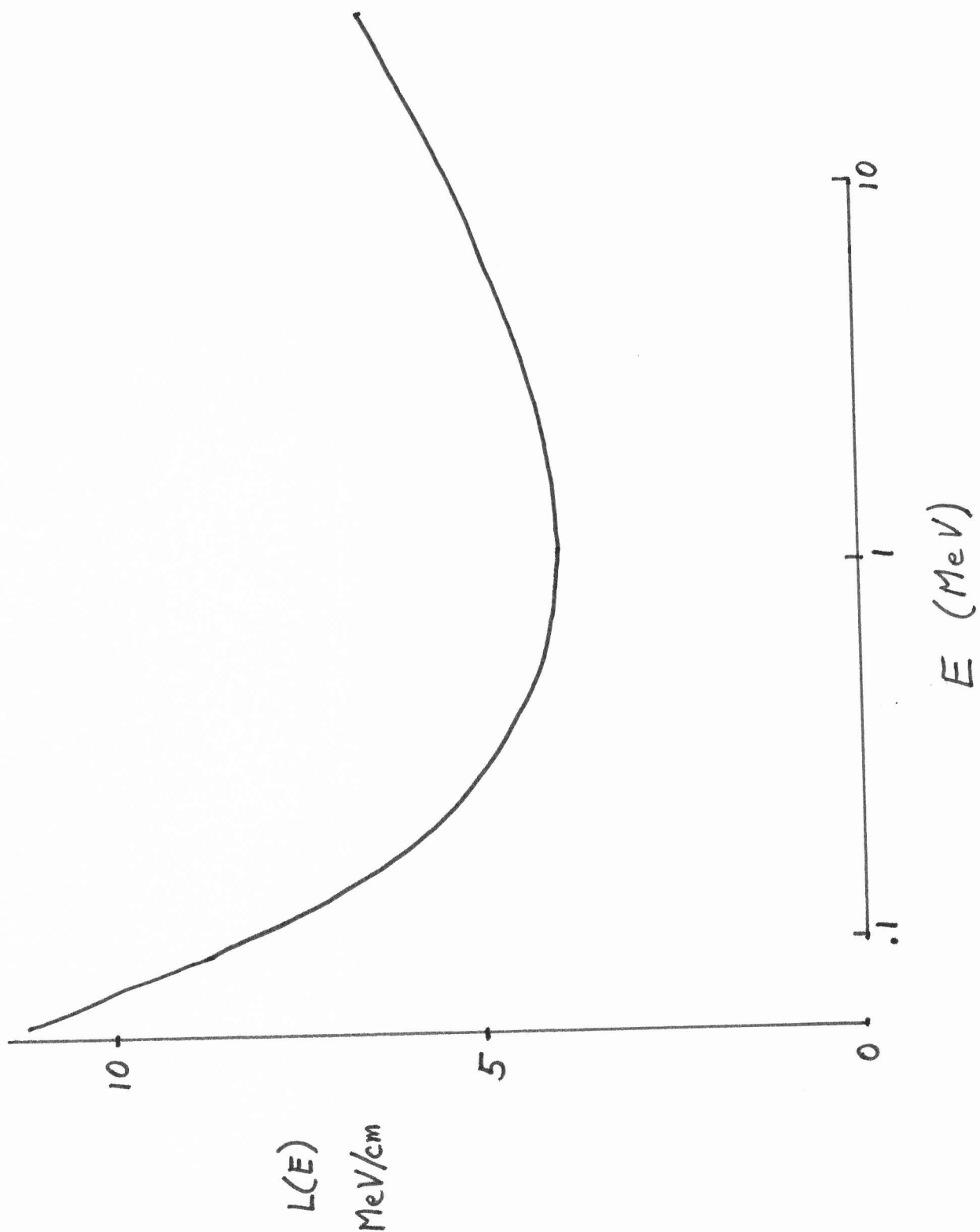
ONE ANOMALOUSLY LARGE EVENT

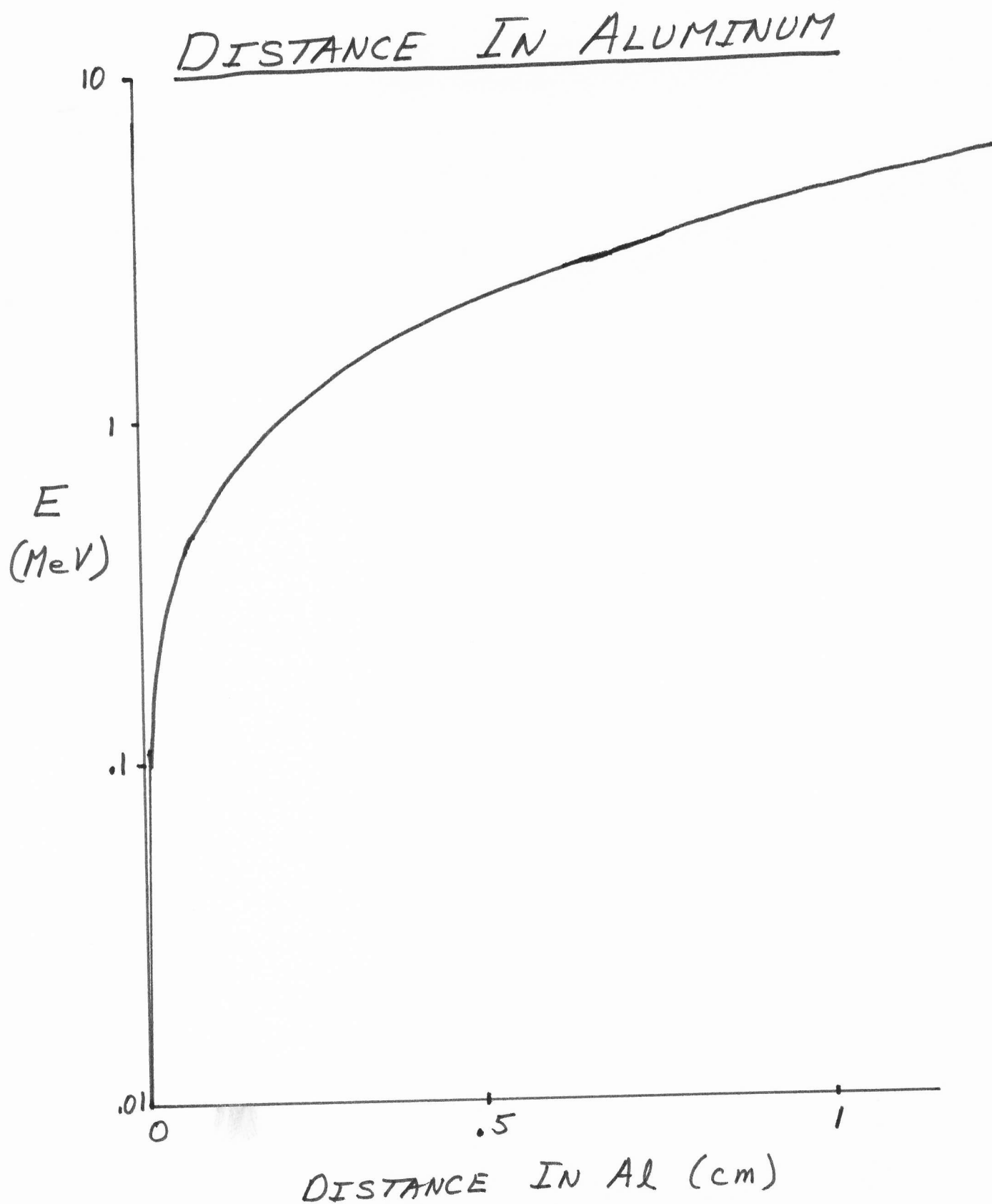
$$\times R_-, R_+, R_\infty$$

$$\circ R_\bullet, R_0, R_0(0, a, t)$$

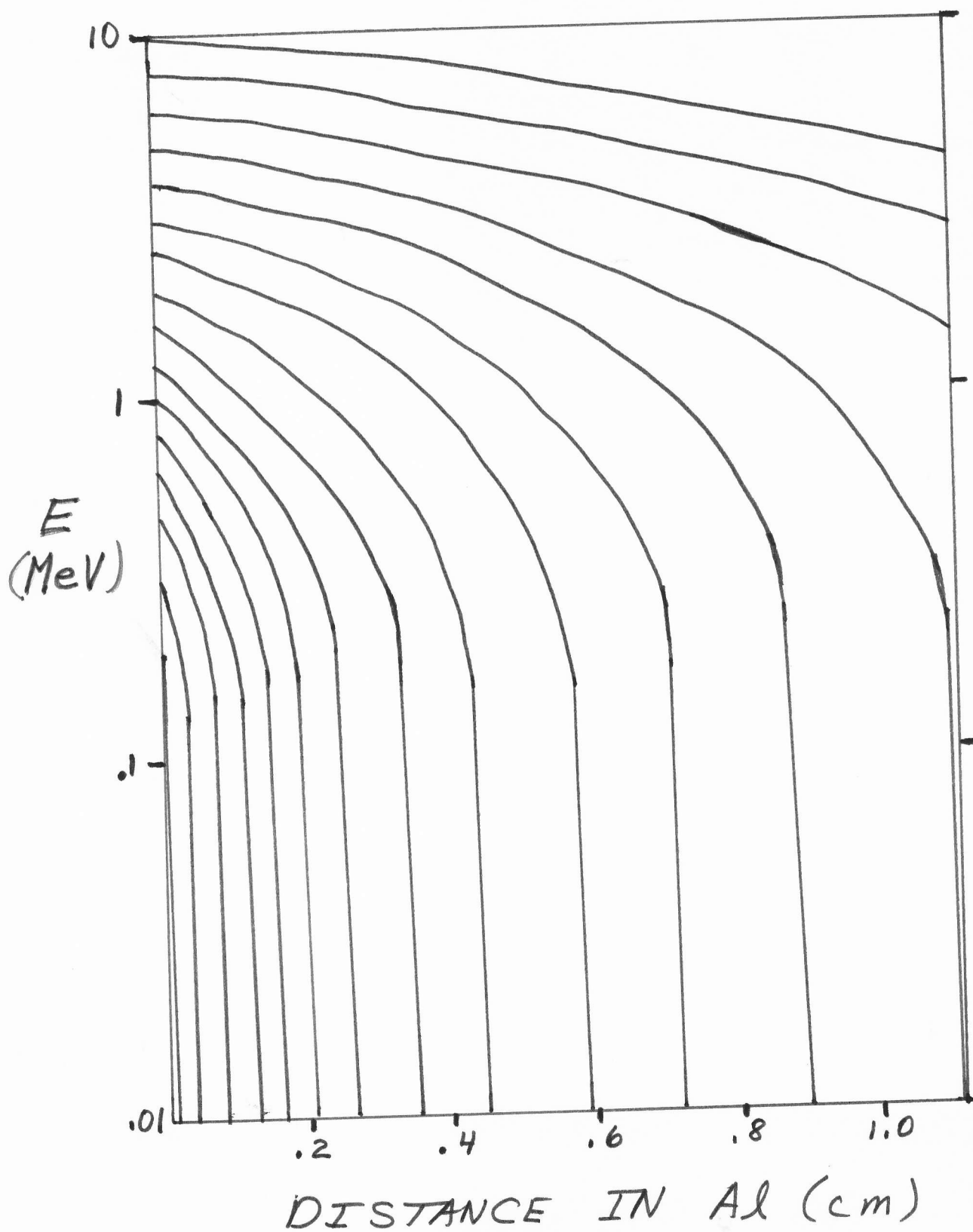


ELECTRON STOPPING, Al

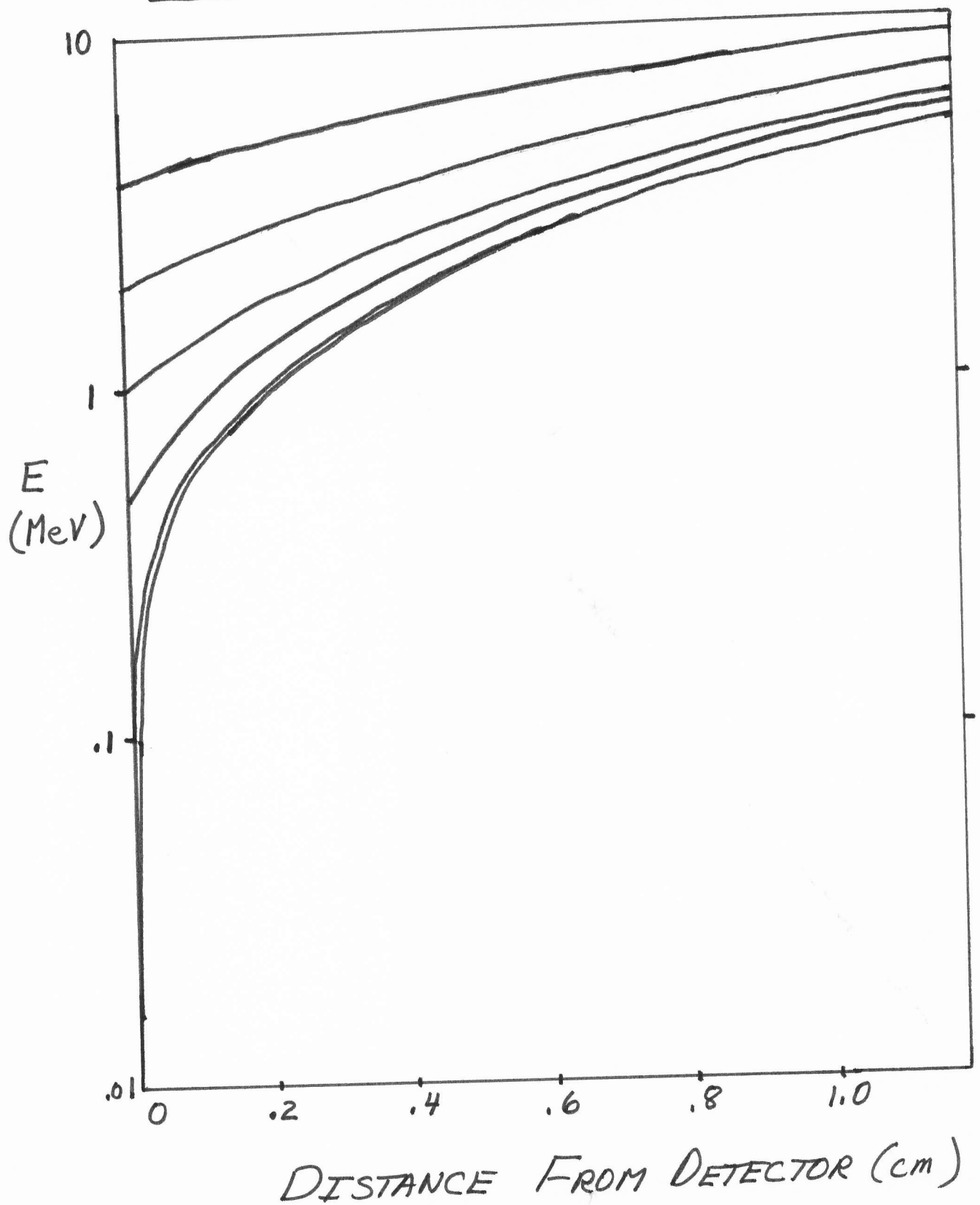




ELECTRON ENERGY DEGRADATION



ELECTRON ENERGY INCREASE



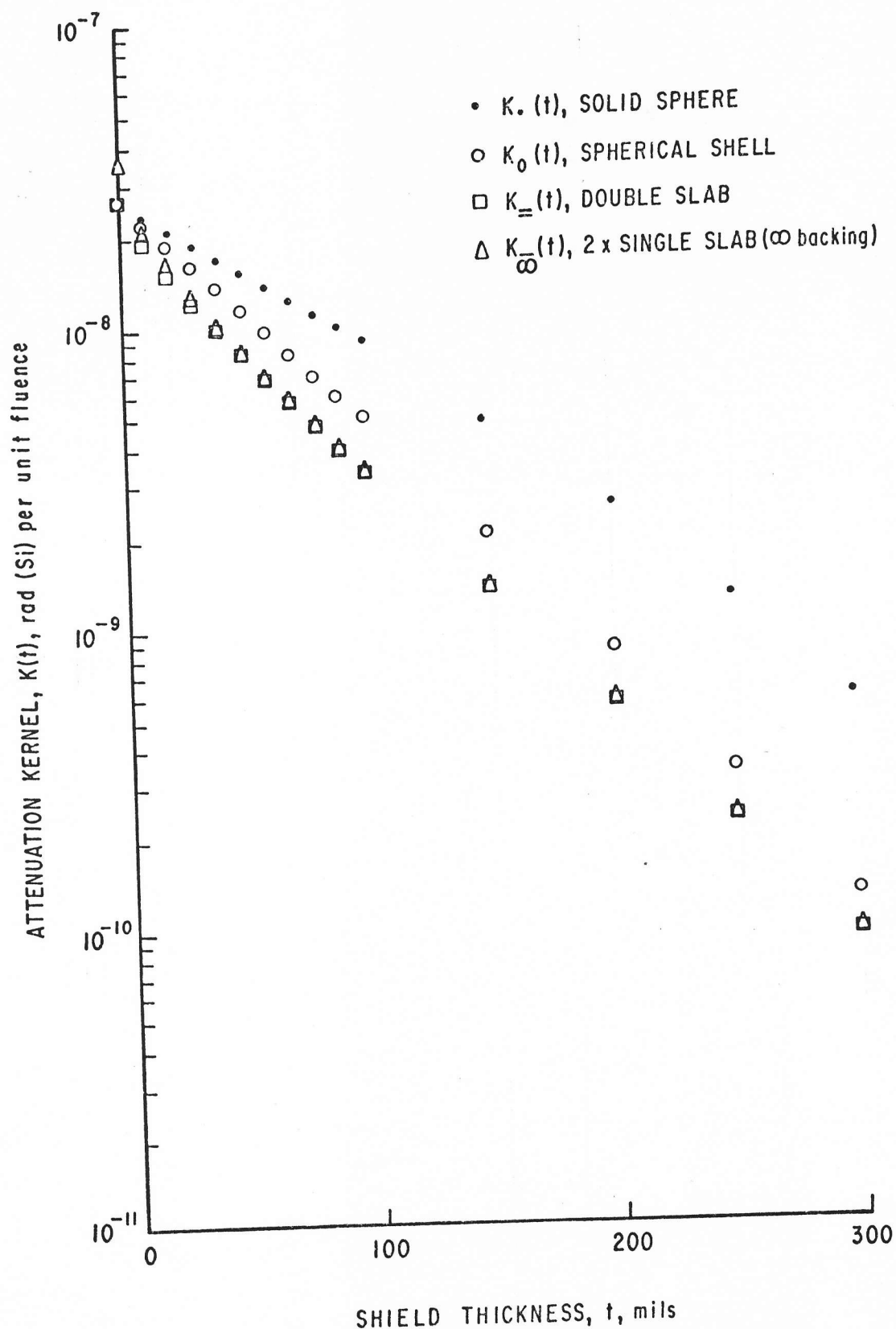


Figure 2. ALUMINUM DOSE ATTENUATION - GEOMETRY EFFECTS
 Fission Electrons, Unit Free Space Fluence

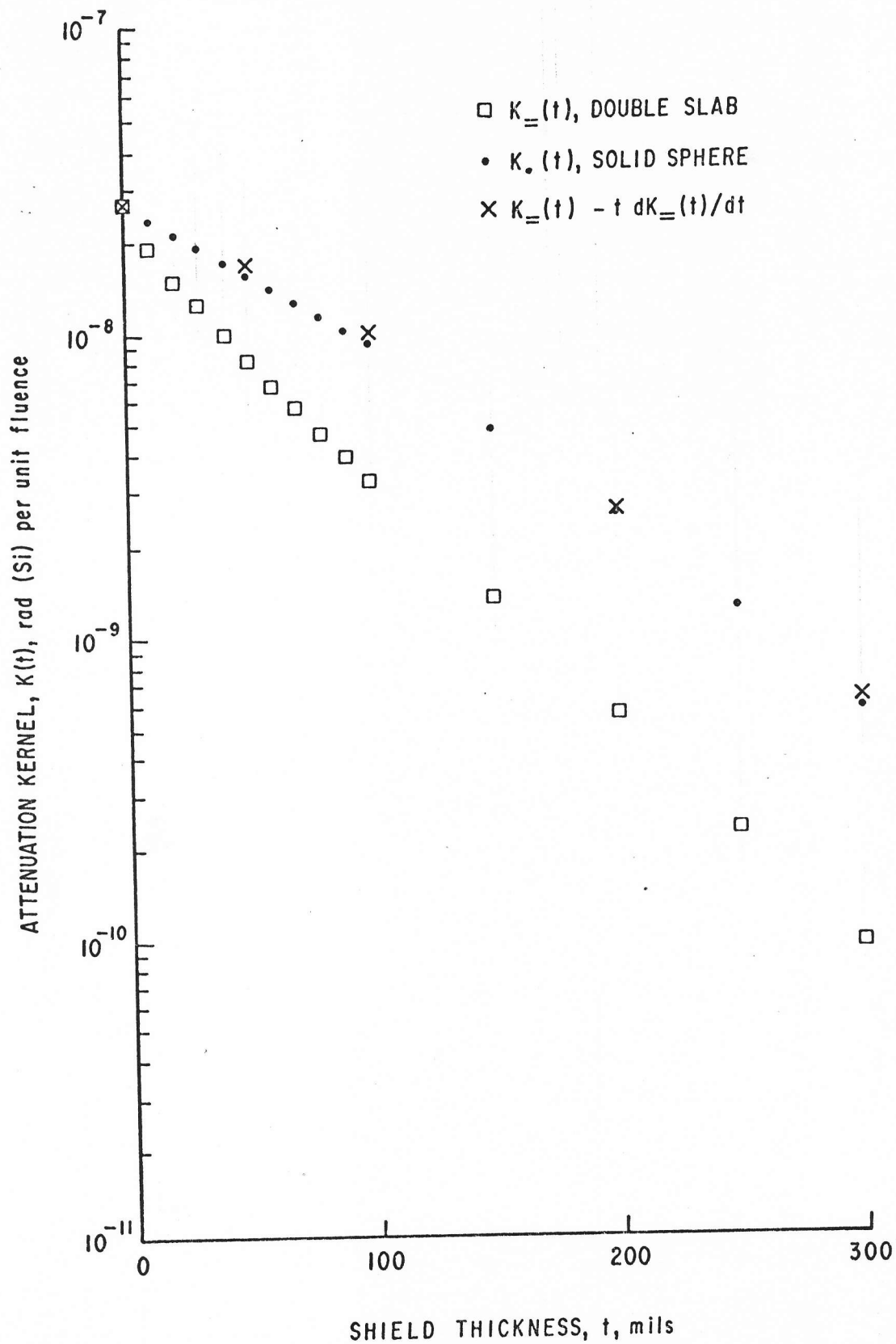
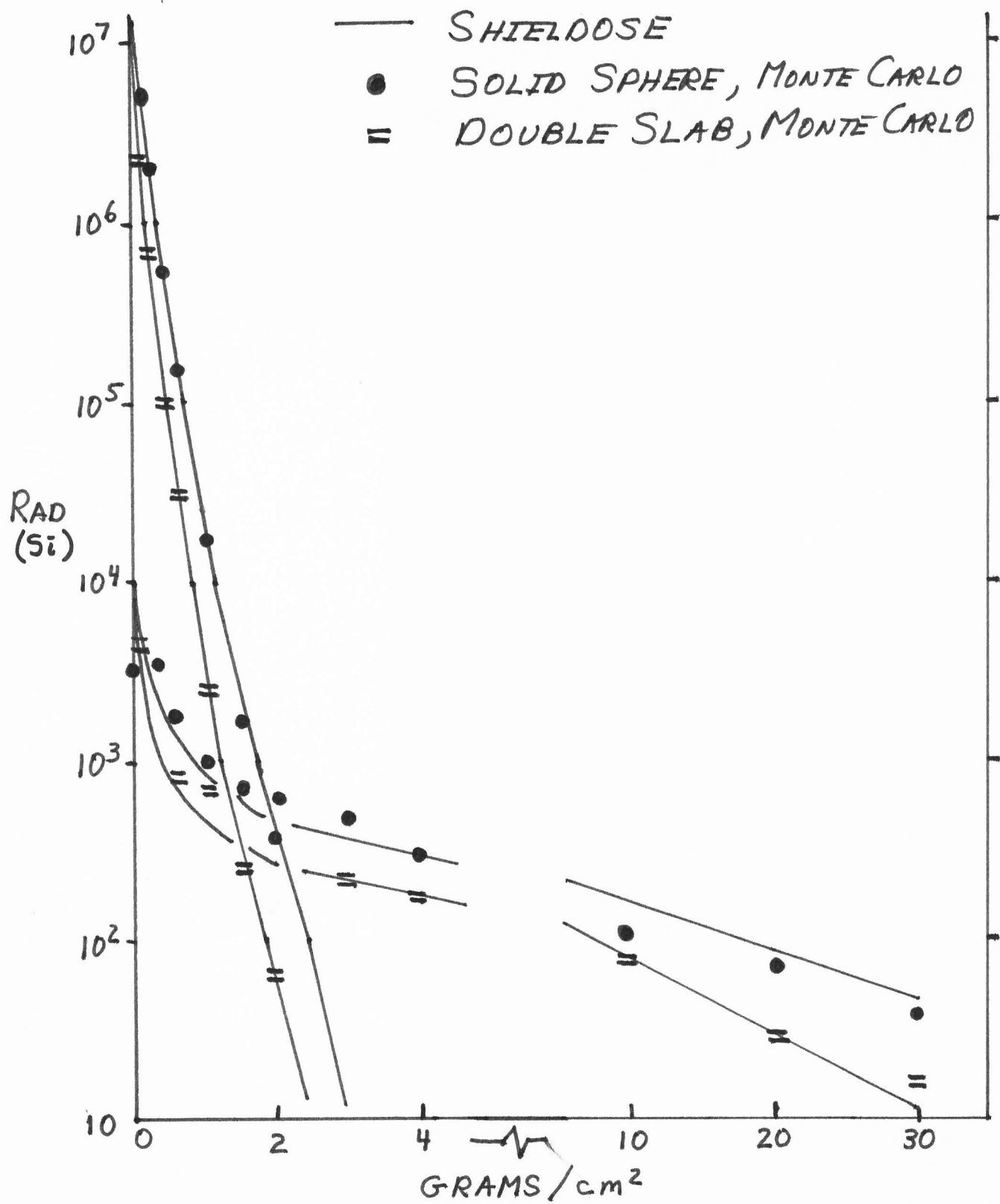


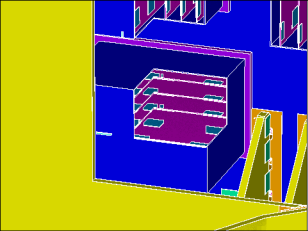
Figure 5. SOLID SPHERE KERNELS - FISSION ELECTRONS

ELECTRON/BREMSSTRAHLUNG DOSE



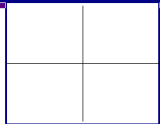
V= 85.36

NOVICE-PICTURE
date: 2014 Jun 11
time: 8:44:30 am
file: bbe_bbox.pcx



X= -93.86

X= -41.93



X=55.26

V= 46.30

Z= 74.78

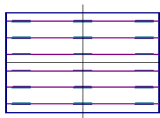
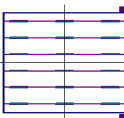
Z= 74.78

V= 39.86

V= 91.80

X= -93.86

X= -41.93



X=-67.8

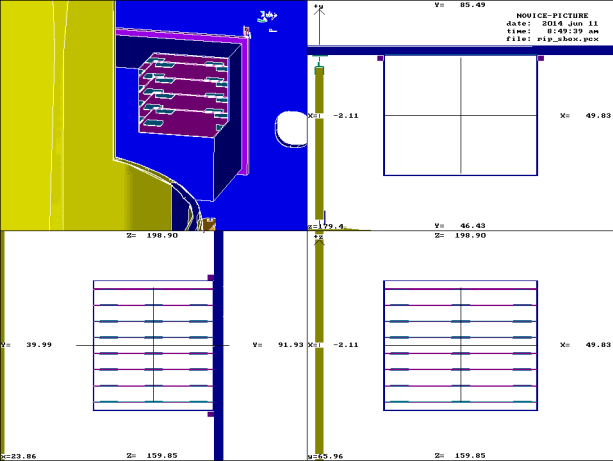
Z= 35.73

X=65.83

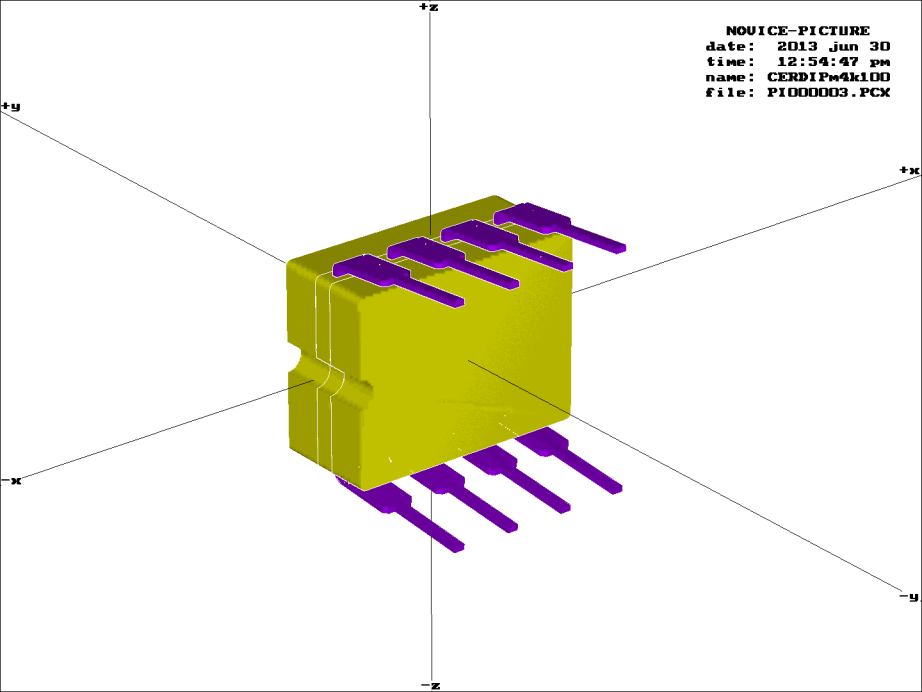
Z= 35.73

$$Y = 85.49$$

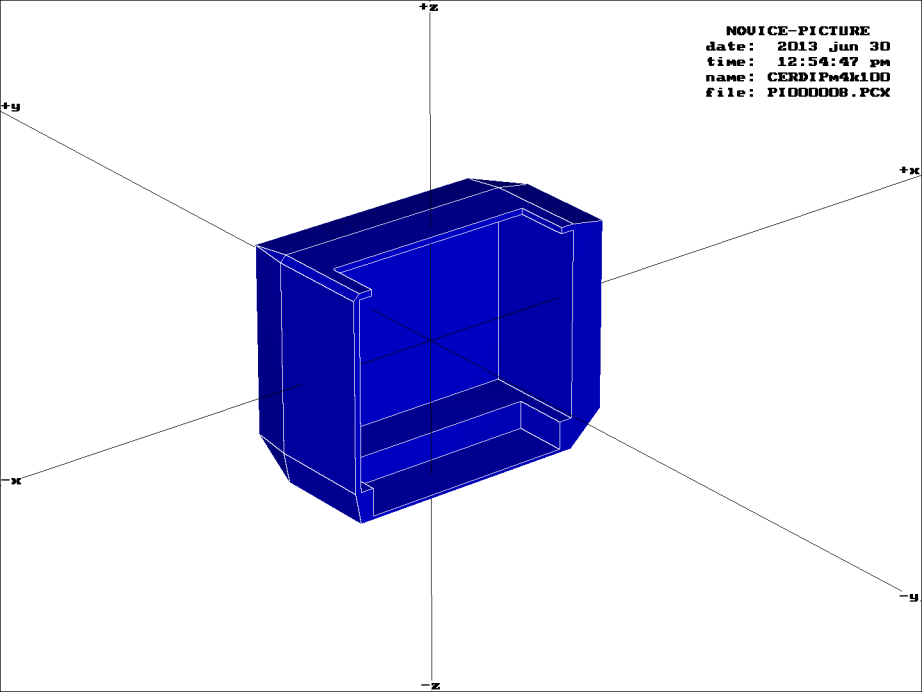
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NOVICE-PICTURE
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time: 8:49:39 am
file: rip_sbox.pcx
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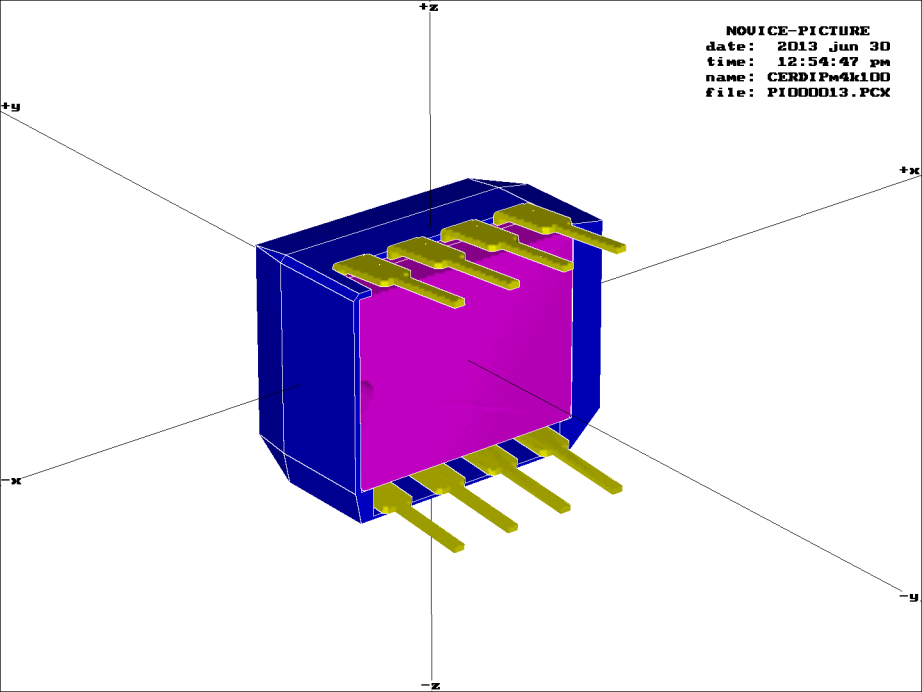
NOVICE-PICTURE
date: 2013 Jun 30
time: 12:54:47 pm
name: CERDIPm4k100
file: PI000003.PCX



NOVICE-PICTURE
date: 2013 Jun 30
time: 12:54:47 pm
name: CERDIPm4k100
file: PI000008.PCX



NOVICE-PICTURE
date: 2013 Jun 30
time: 12:54:47 pm
name: CERDIPm4k100
file: PI000013.PCX



NOVICE-PICTURE
date: 2013 Jun 30
time: 12:54:47 pm
name: CERDIPm4k100
file: PI000011.PCX

