

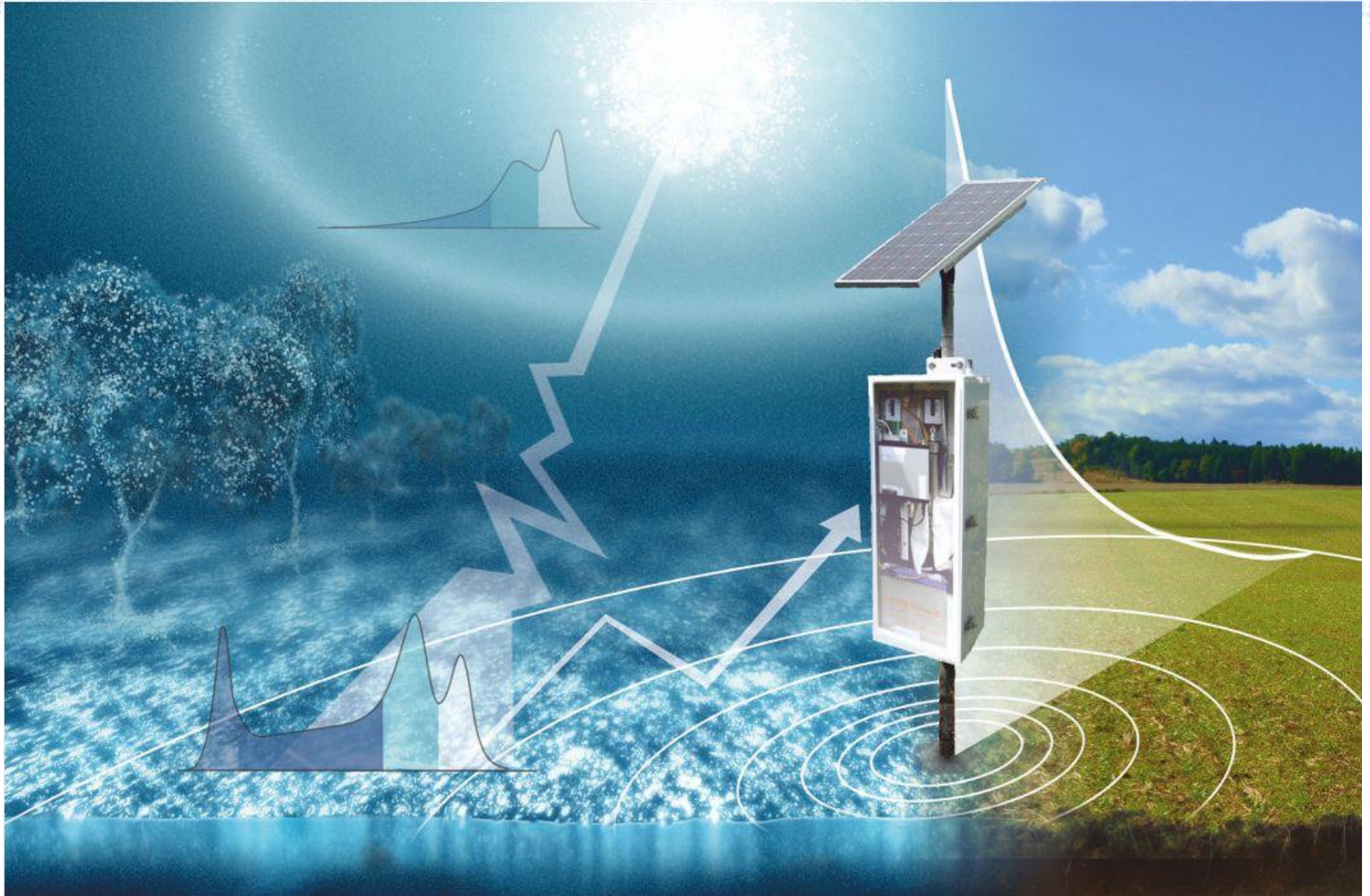
Neutron transport studies

based on the Monte Carlo tool
URANOS

SoMMet Training



CRNS simulations



CRNS simulations

What are possible signal influences?

CRNS simulations

What are possible signal influences?
Where do neutrons come from?

CRNS simulations

What are possible signal influences?
Where do neutrons come from?
Can correction factors be inferred?

➤ CRNS simulations

What are possible signal influences?

Where do neutrons come from?

Can correction factors be inferred?

What else can a sensor tell about hydrogen pool inside the footprint?

Monte Carlo codes for neutrons



Los Alamos, Nuclear Physics

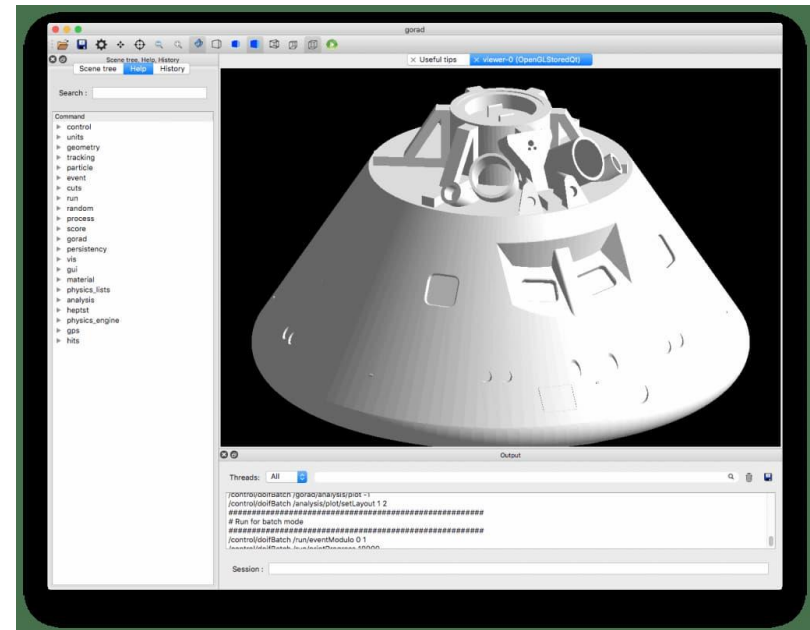


CERN, Particle Physics

```
File Edit Options Buffers Tools Help
--*mcnpngen-- Pd-103 photon source,H20 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         $ A1 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 $ A1 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

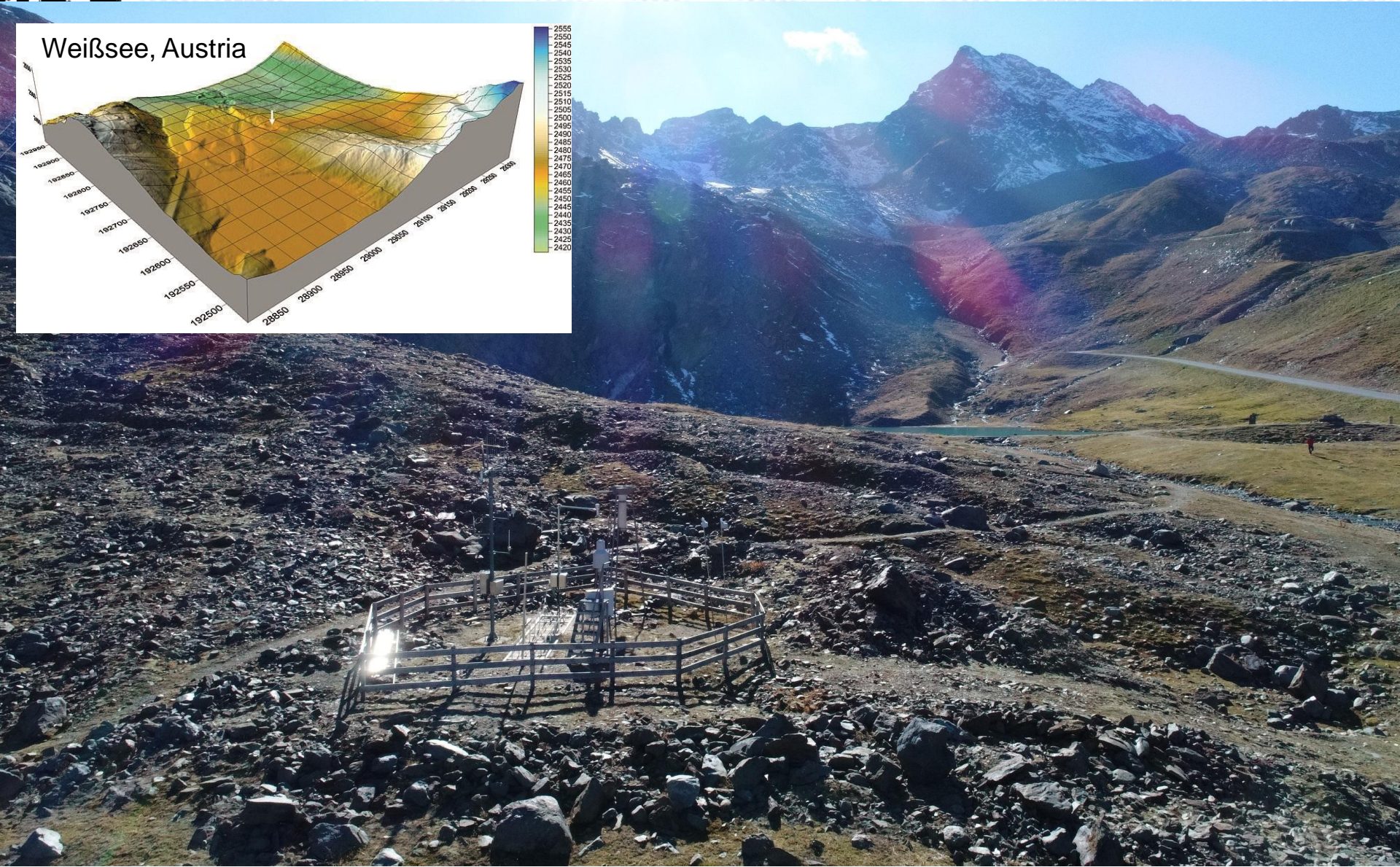
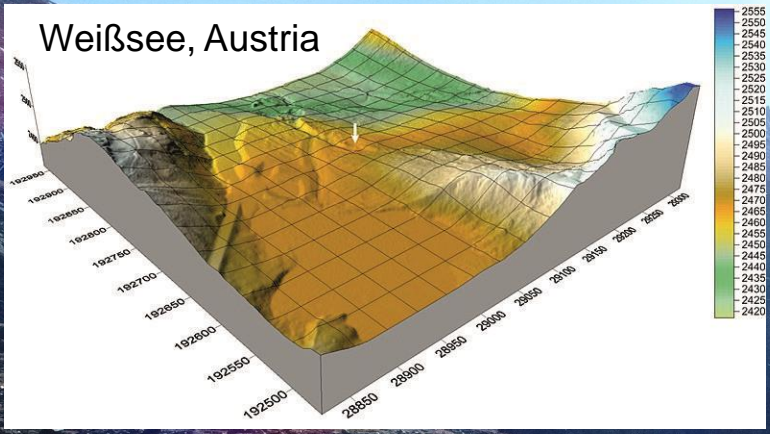
:-- samp1 (Mcnpngen)--L29--C0--Top
```



CRNS topography example



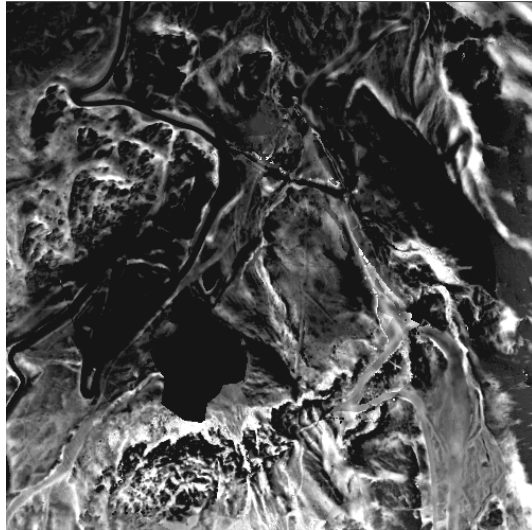
Topography example



P. Schattan et al., to be published

URANOS voxel engine

3D Laser Scanner



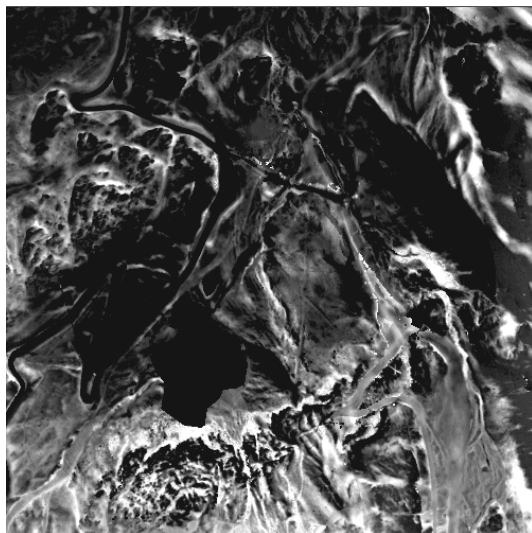
P. Schattan
– Kaunertal
Glacier at
N46° 52.2
E10 °42.6

* P. Schattan

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

URANOS voxel engine

3D Laser Scanner



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

ASCII matrix

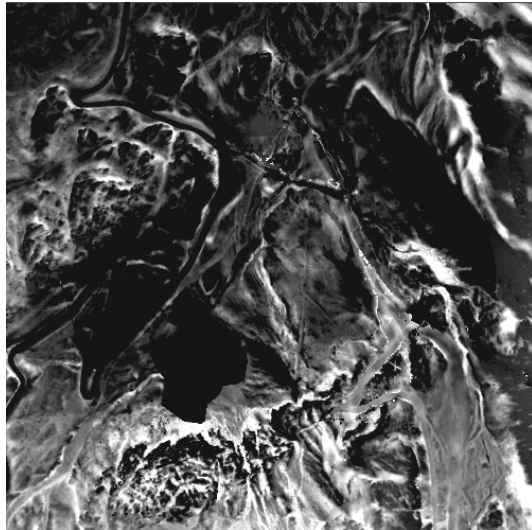
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120 120 120 120 120 120 120 :  
104 104 104 104 104 104 104 :  
104 166 166 166 90 90 90 :  
82 82 82 82 82 82 82 :  
104 104 104 104 104 104 104 :  
166 166 166 166 166 166 166 :  
166 166 166 166 166 166 166 :  
90 90 90 90 90 90 90 :
```

* P. Schattan

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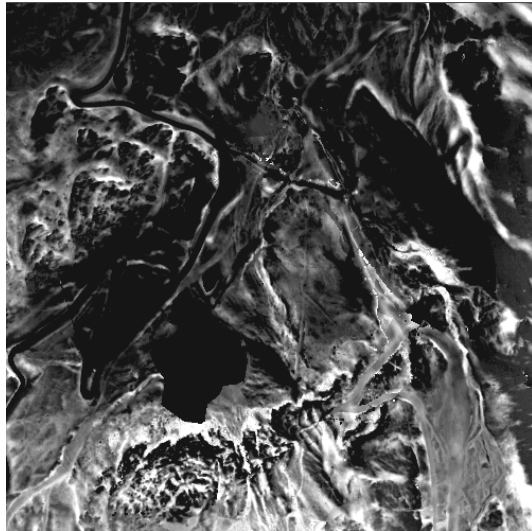
P. Schattan
– Kaunertal
Glacier at
N46° 52.2
E10 °42.6

* P. Schattan

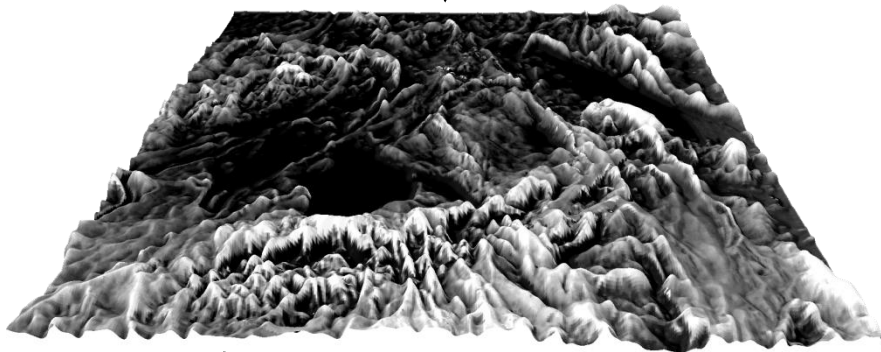
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P. Schattan
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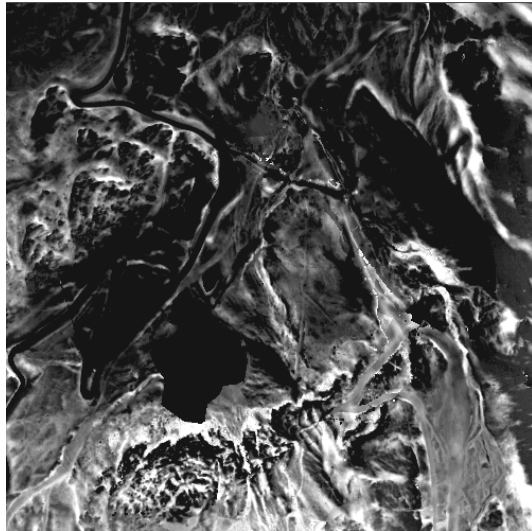


* P. Schattan

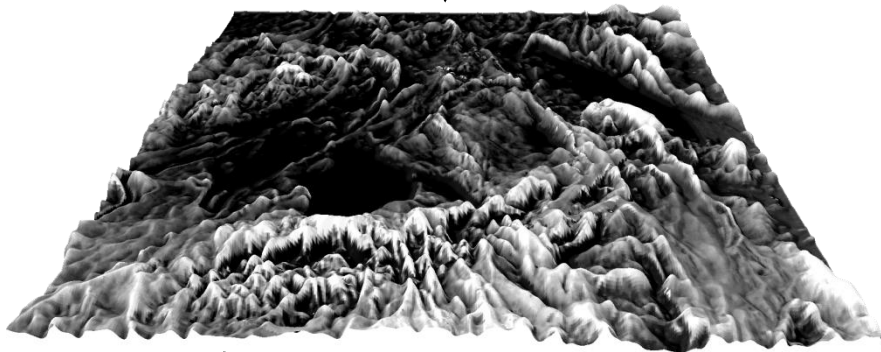
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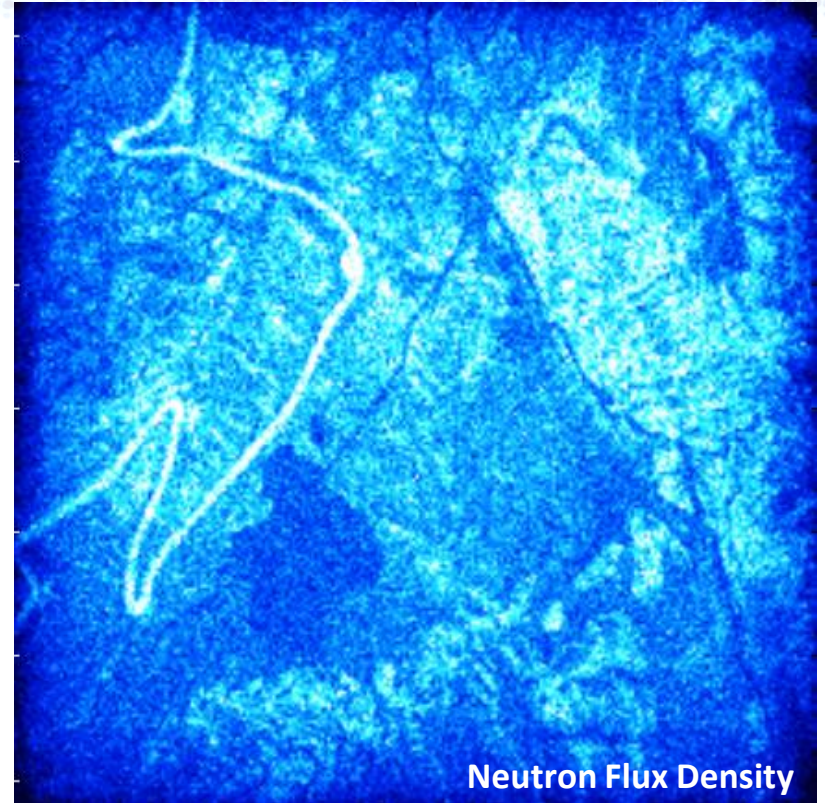


P. Schattan
– Kaunertal
Glacier at
N46° 52.2
E10 °42.6

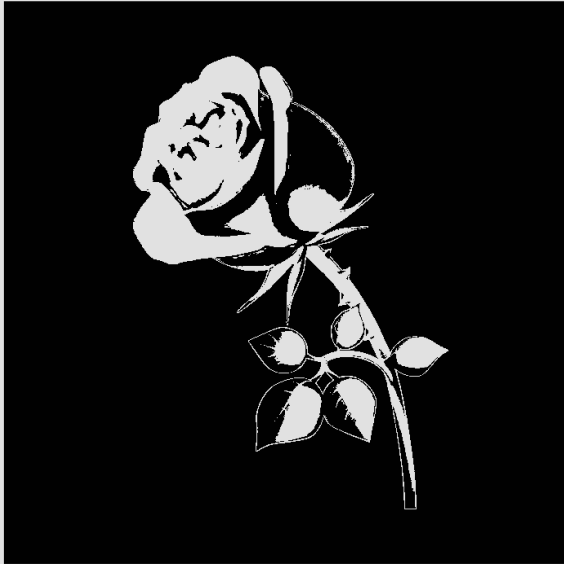


* P. Schattan

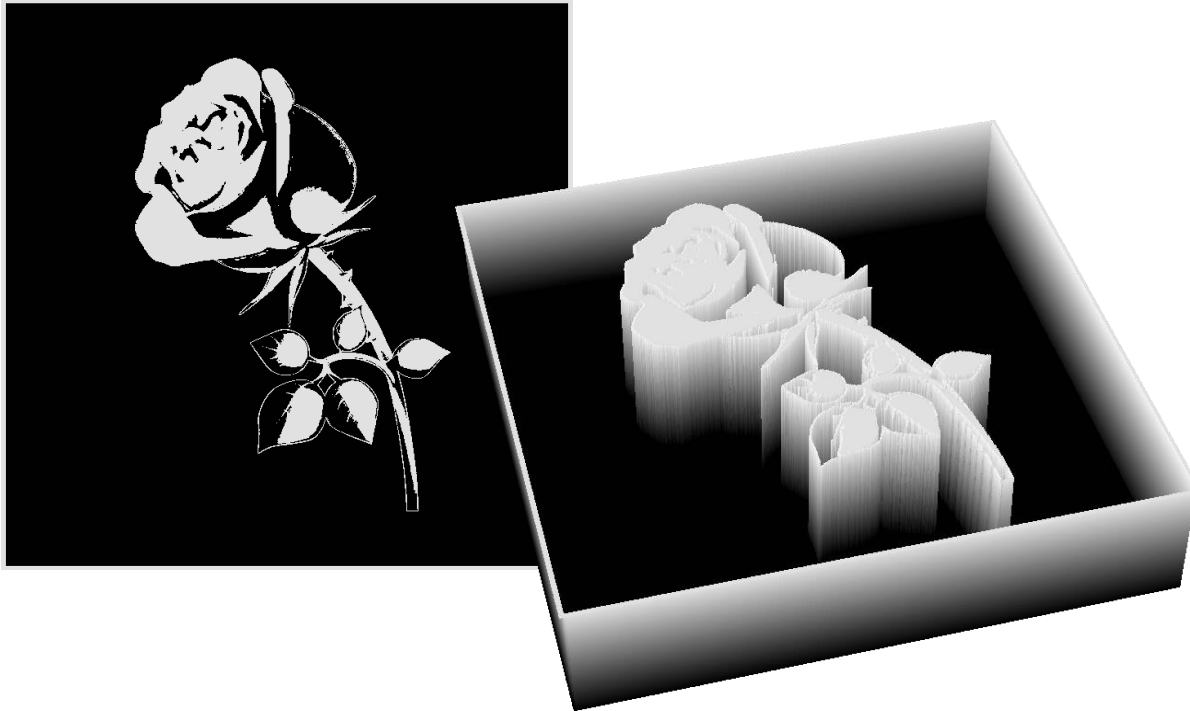
Cosmic-ray neutron sensing of snow water equivalent in heterogeneous alpine terrain



▶ URANOS voxel engine

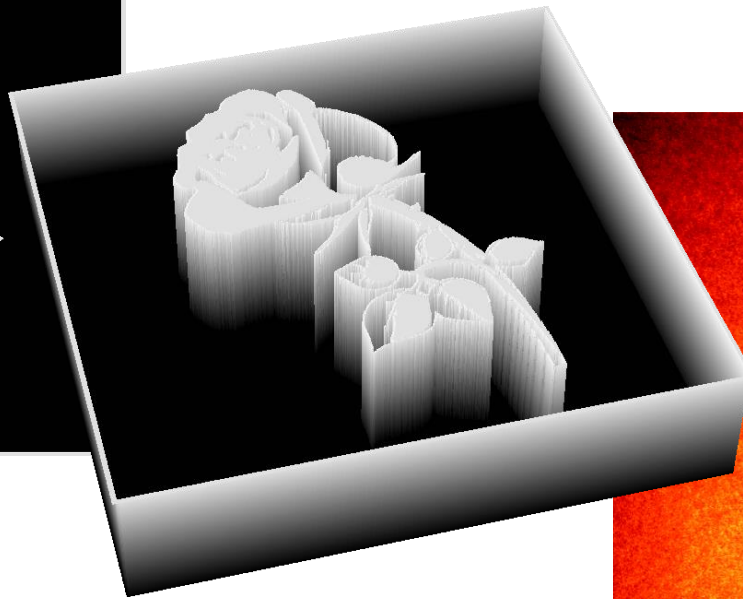


▶ URANOS voxel engine



polyethylene rose in a box

URANOS voxel engine



polyethylene rose in a box



USER Interface

URANOS - The Cosmic Neutron Soil Moisture Simulator



Simulate Pause Stop Clear

#neutrons: 27010
maximum: 100000



(150/s)
-00:08:06

Refresh every 146 neutrons

Save CFG Export

Physical Parameters Computational Parameters Detector Showcase Folders Export Display

Soil Water Content [Vol%] 10 %

Soil Porosity [Vol%] 50 %

Air Humidity 1 g/m³

Air Humidity Exponential Length Inf

Atmospheric depth 1013 g/cm²

Cut-off rigidity [GV] 10

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	47.5	11	
4	-2.5	0.5	11	
5	-2	2	11	
6	0	1.6	20	

Layer Control

- Minimum Configuration
+ Generate

Source Layer
Detector Layer
Ground Layer

Material Codes

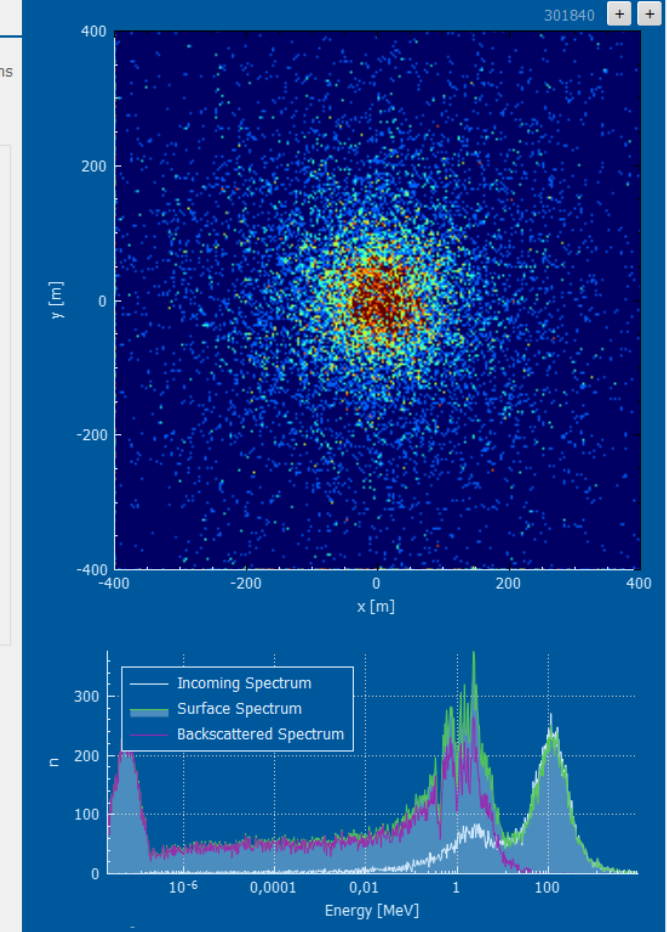
Use layer maps

View layer maps

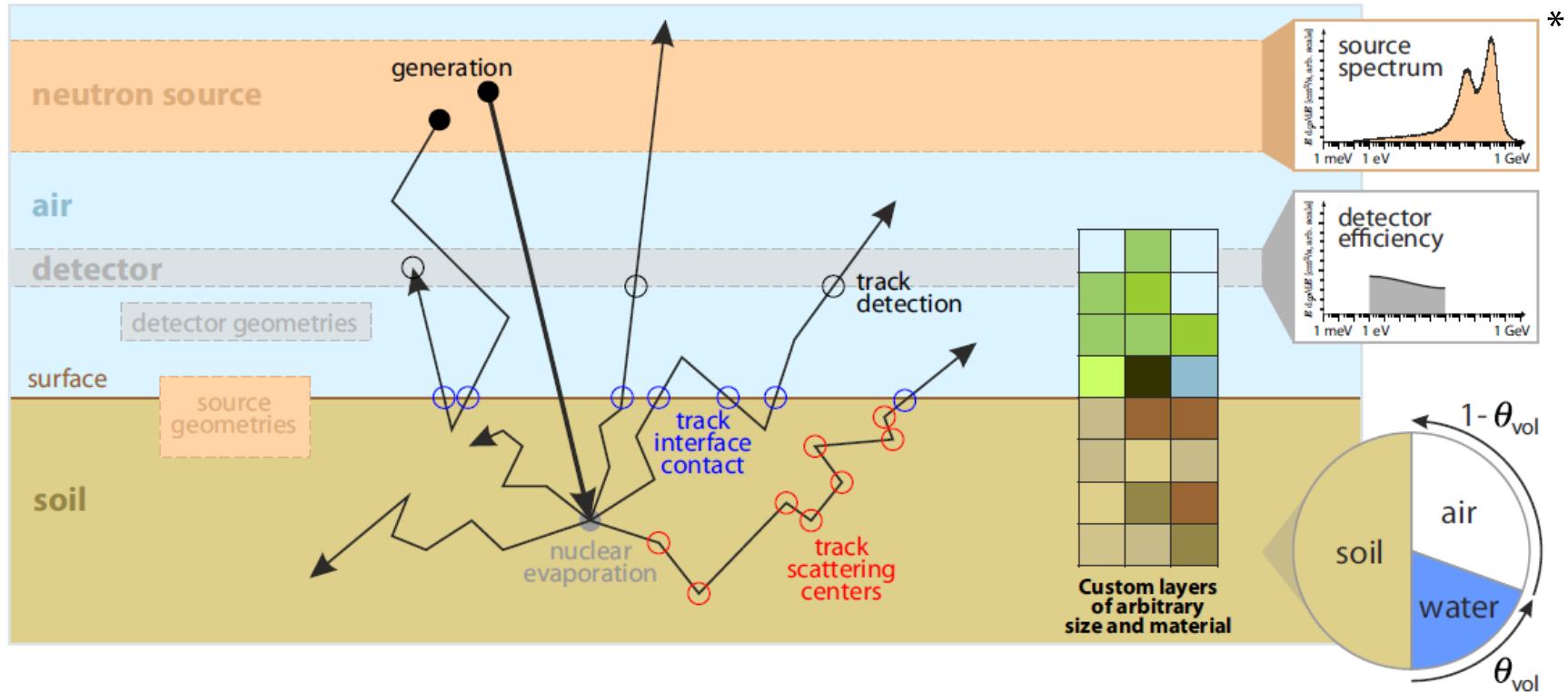
Layer Configuration

Load Save

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

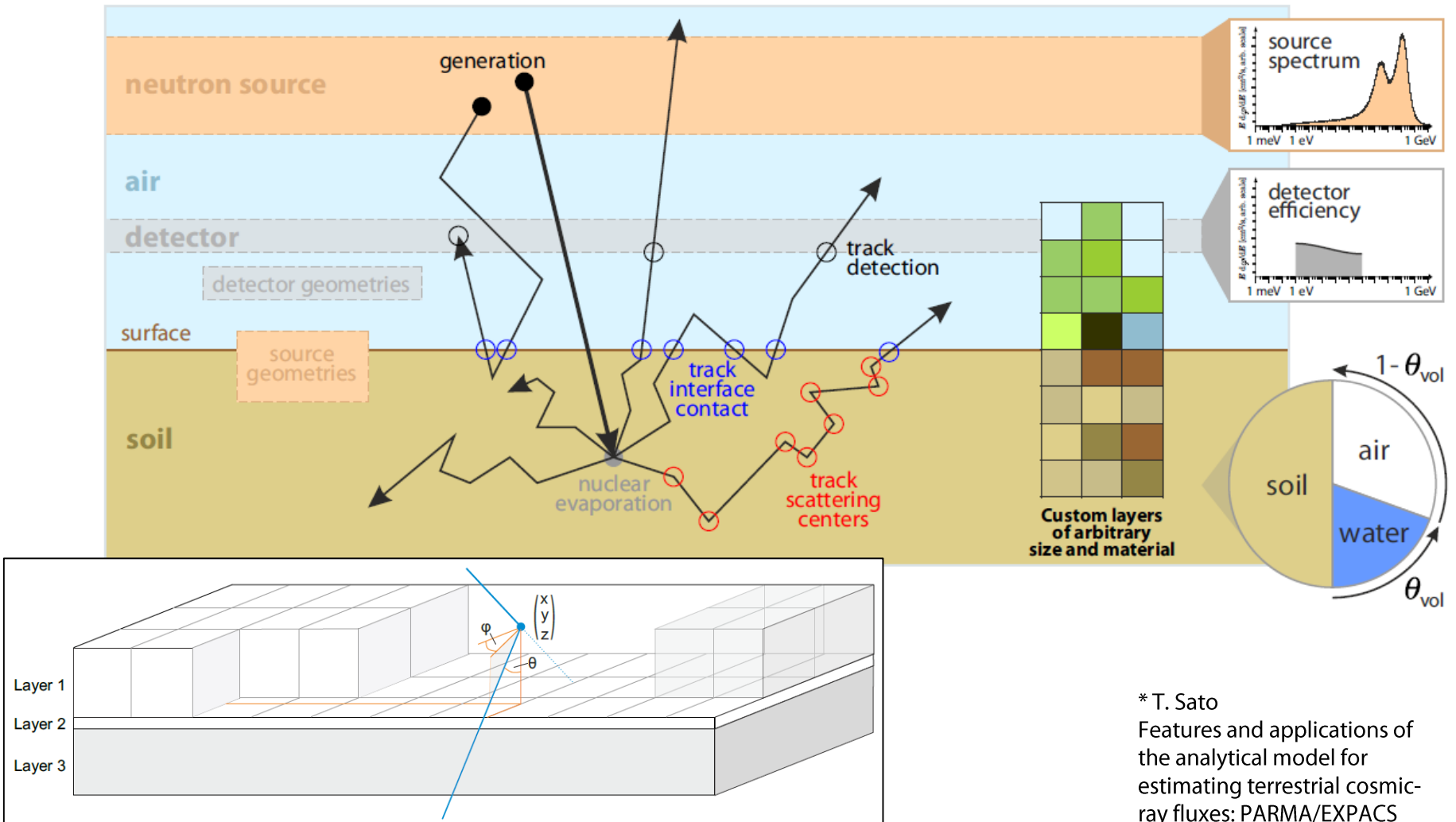


URANOS Buildup



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

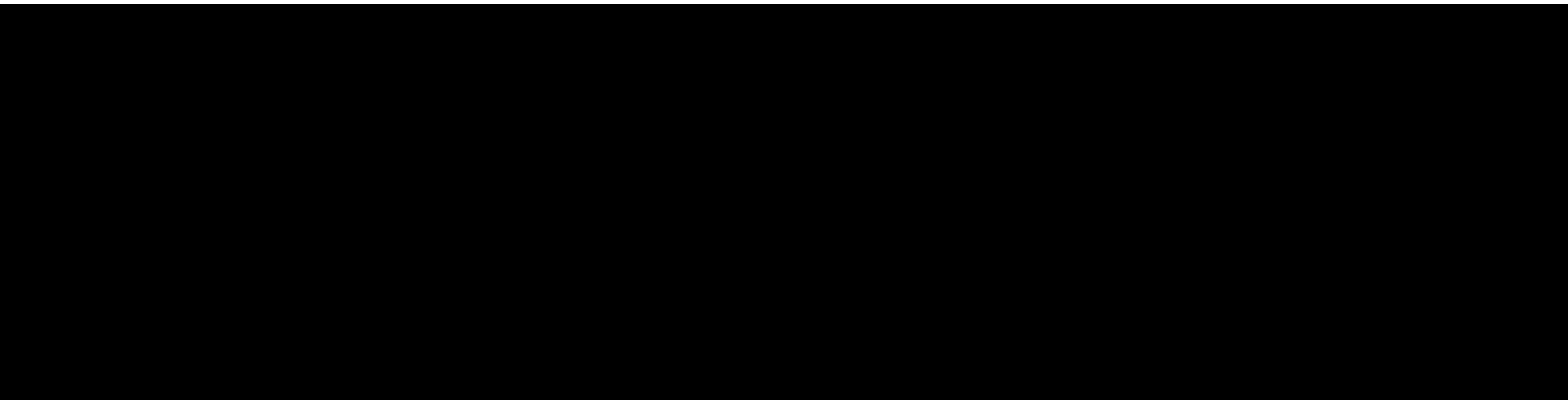
URANOS Buildup



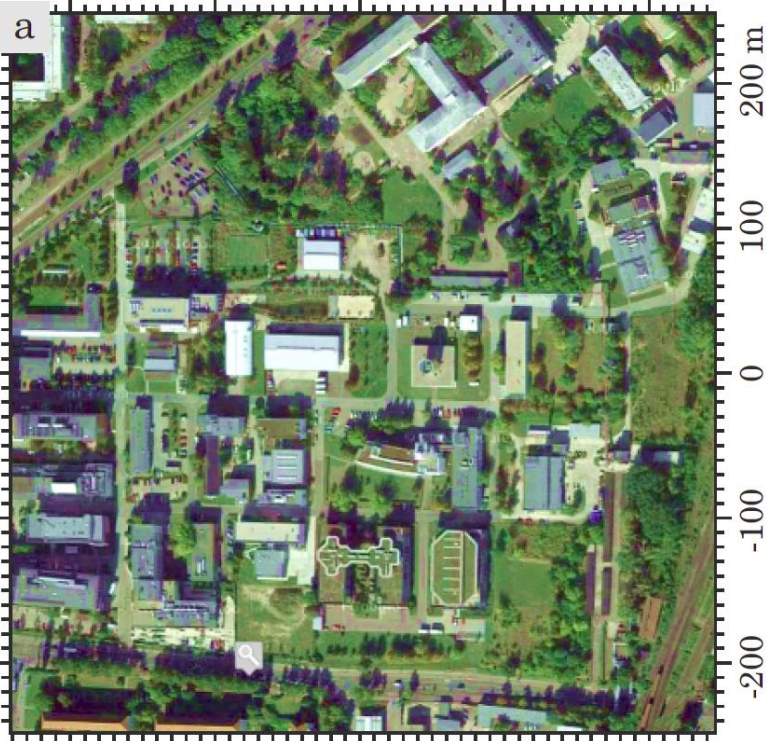
* T. Sato
 Features and applications of
 the analytical model for
 estimating terrestrial cosmic-
 ray fluxes: PARMA/EXPACS



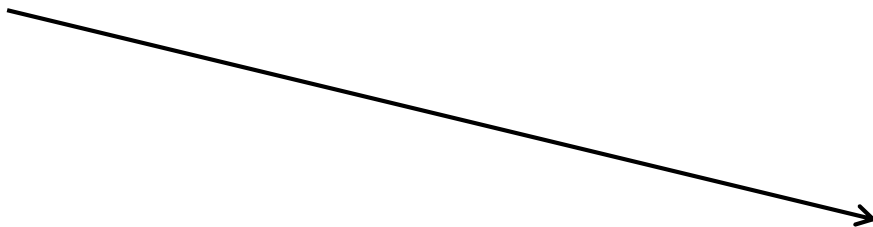
USER Interface



Modeling steps



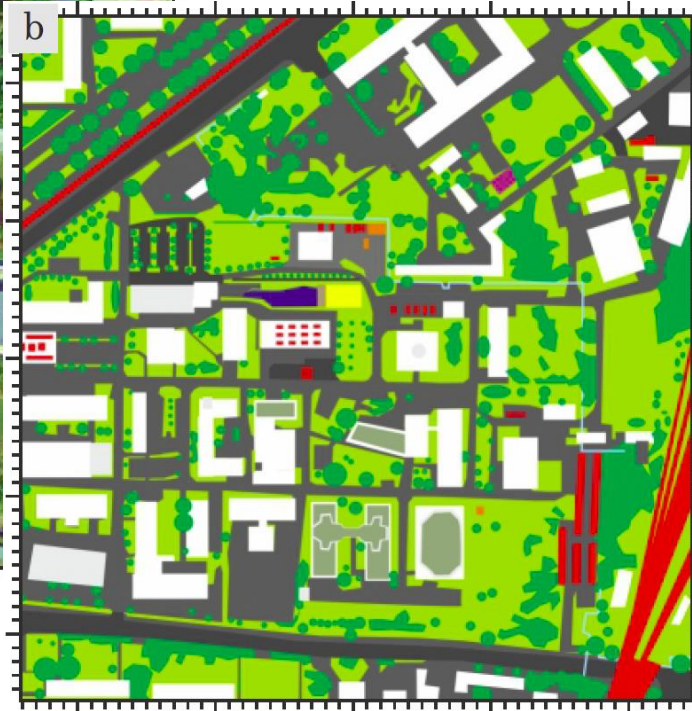
topography



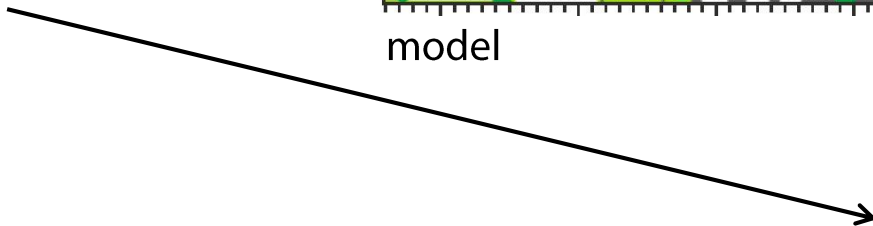
Modeling steps



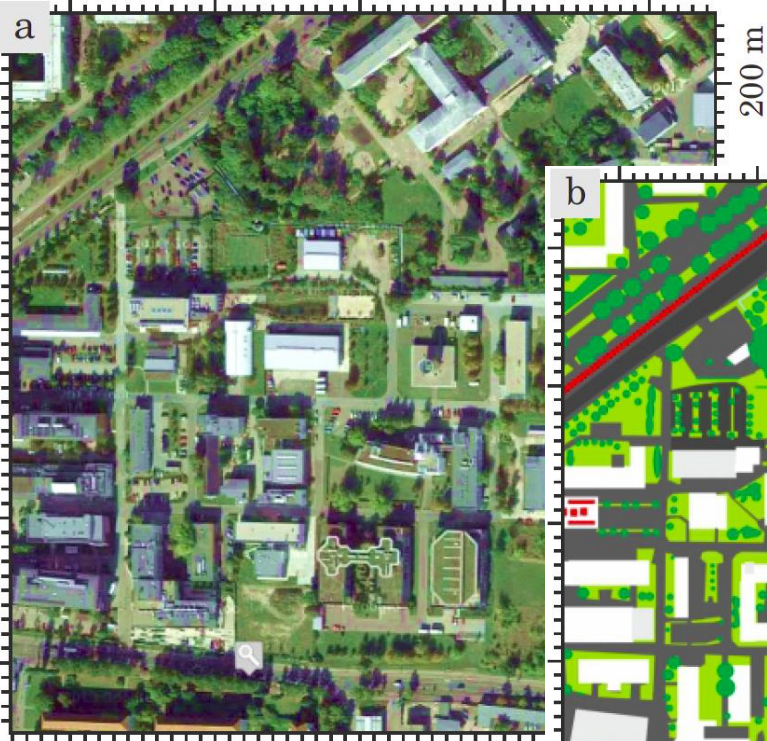
topography



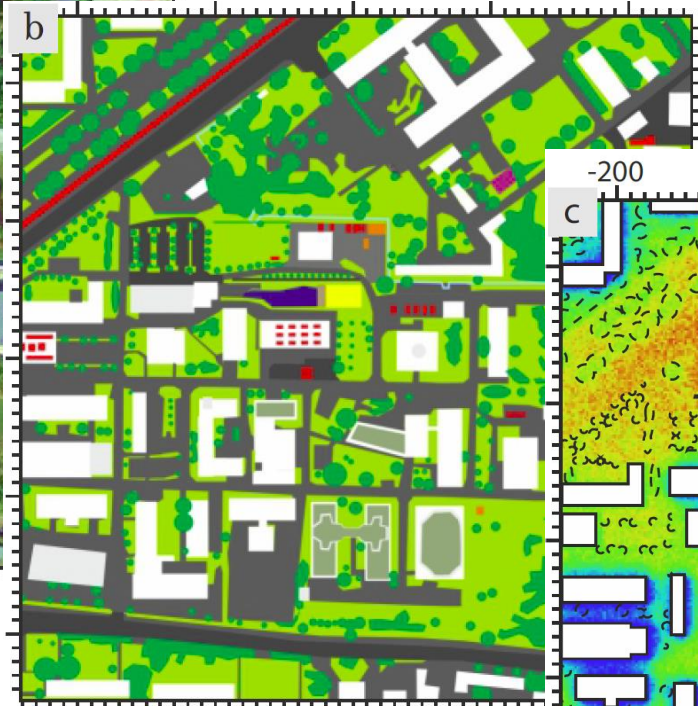
model



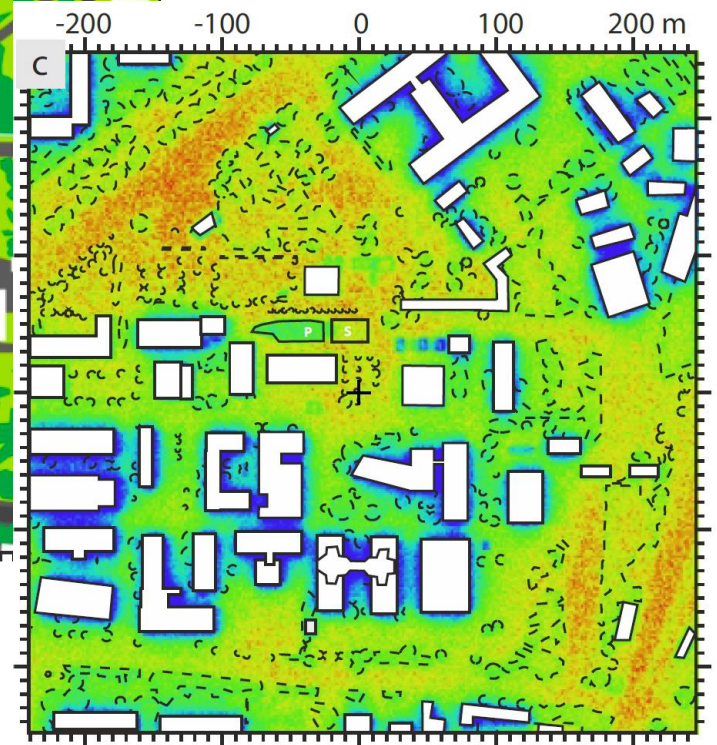
Modeling steps



topography

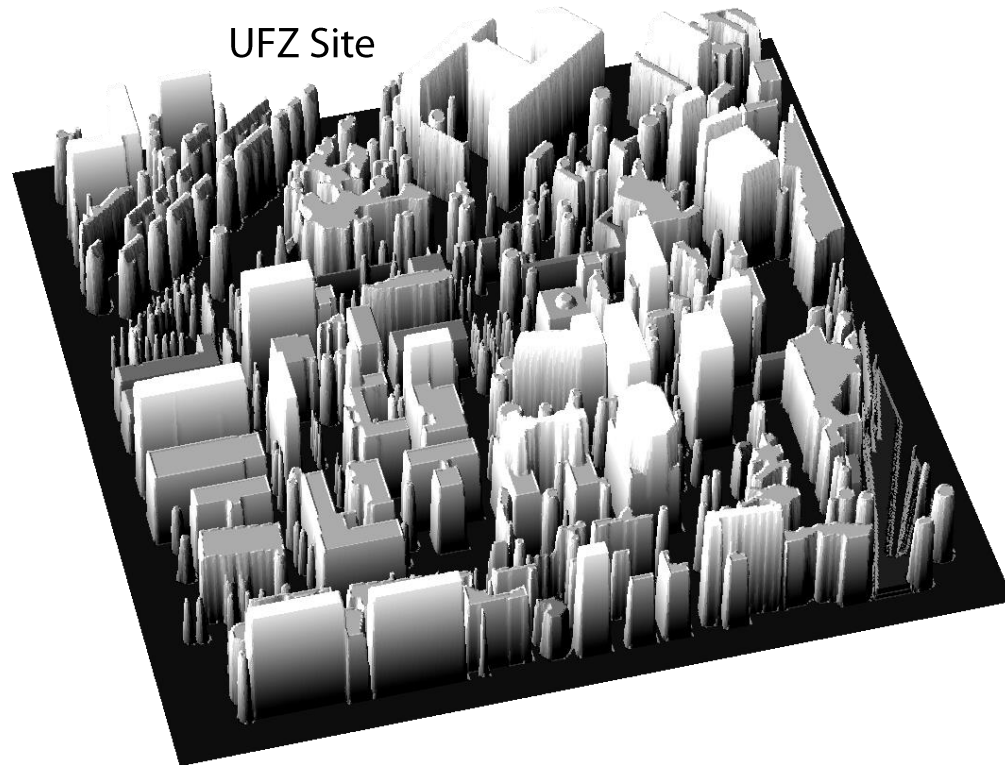


model

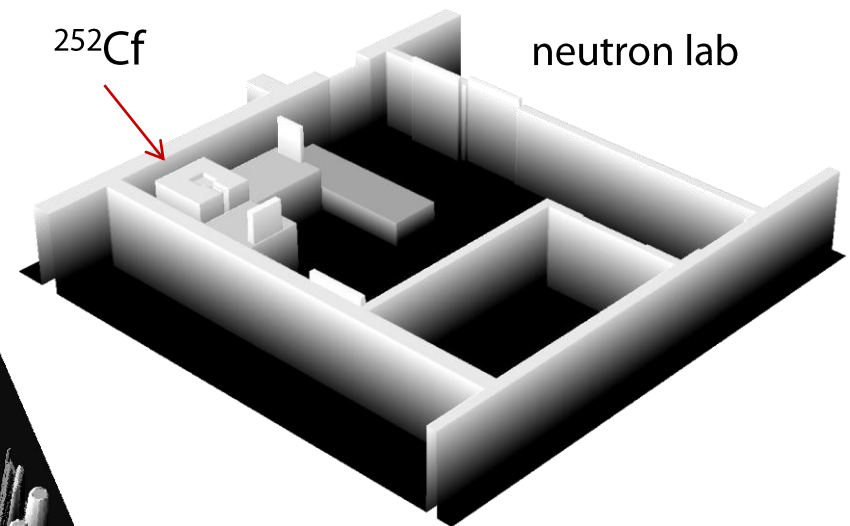
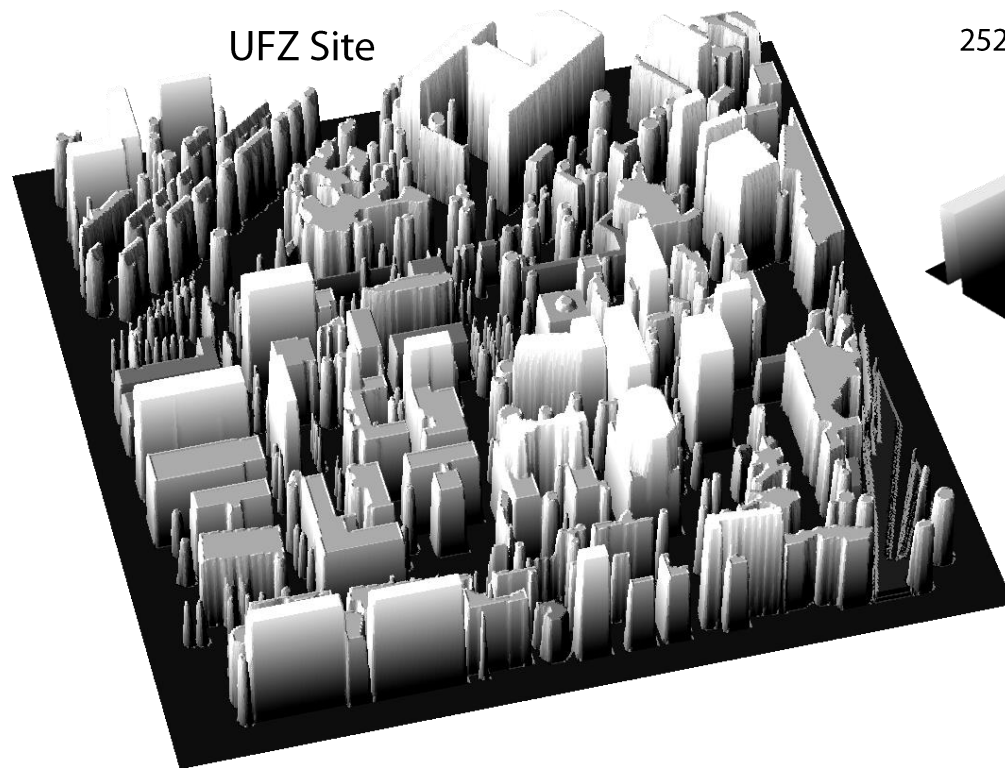


simulation

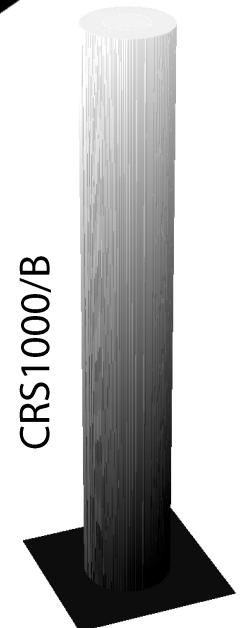
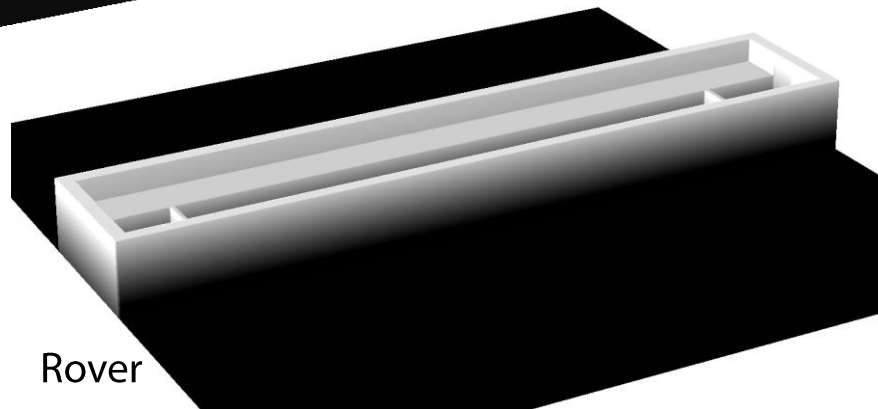
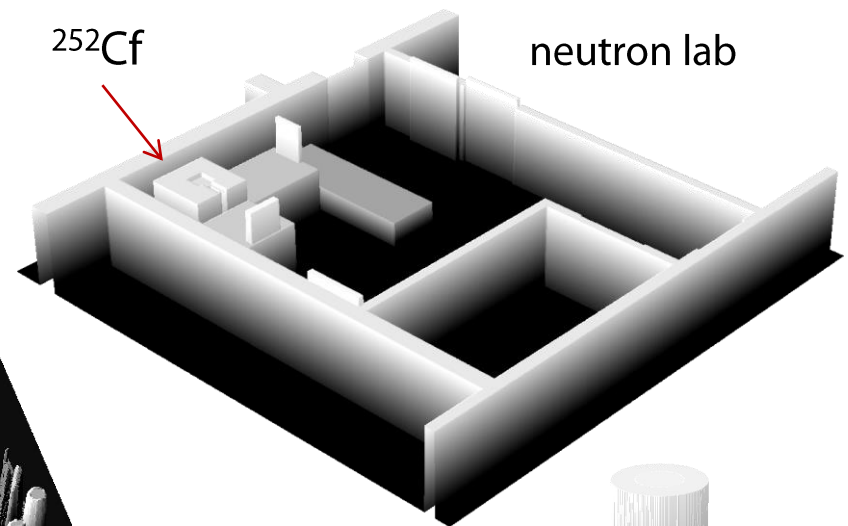
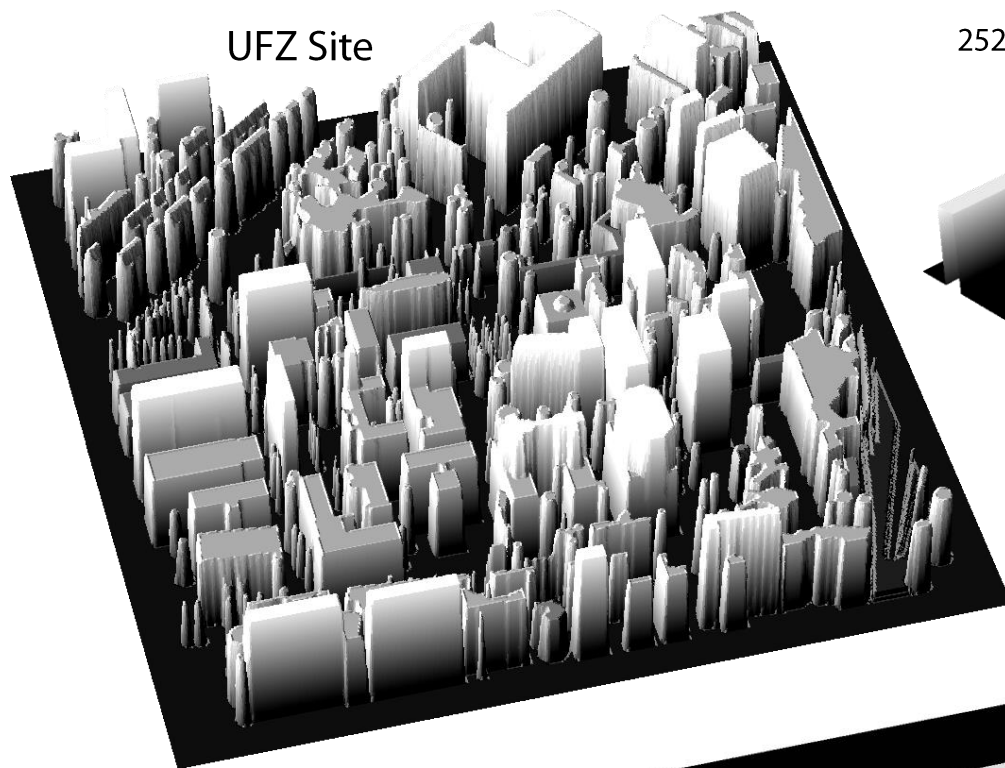
URANOS voxel engine



URANOS voxel engine

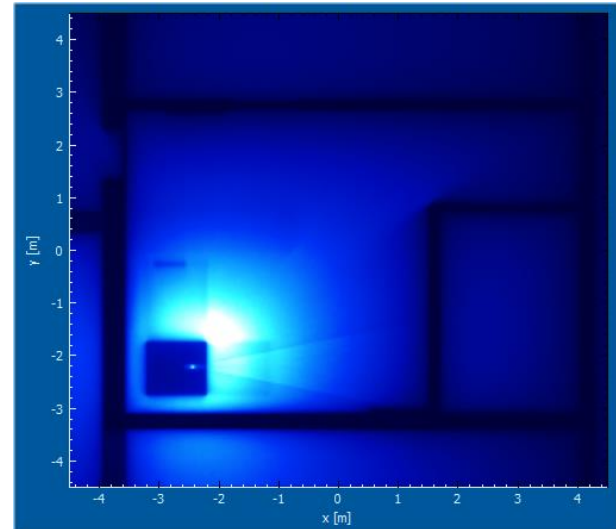
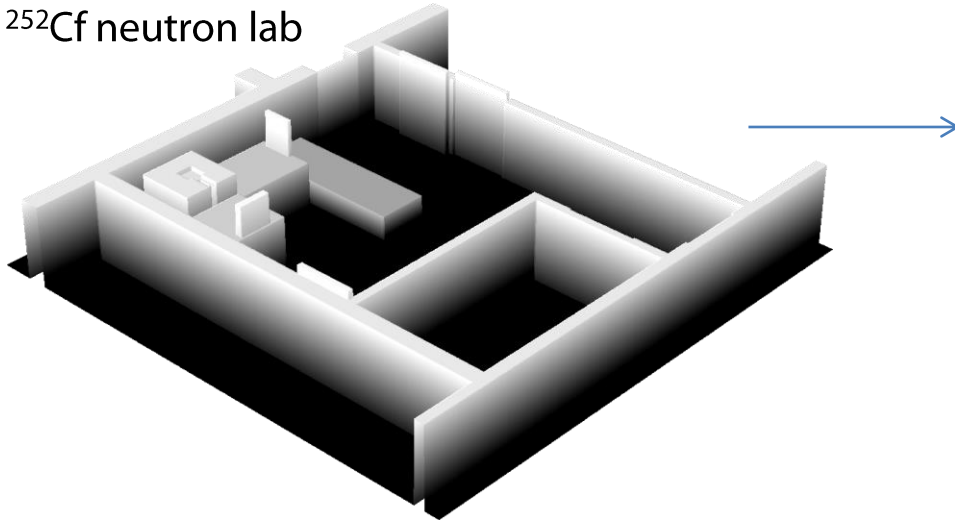


URANOS voxel engine



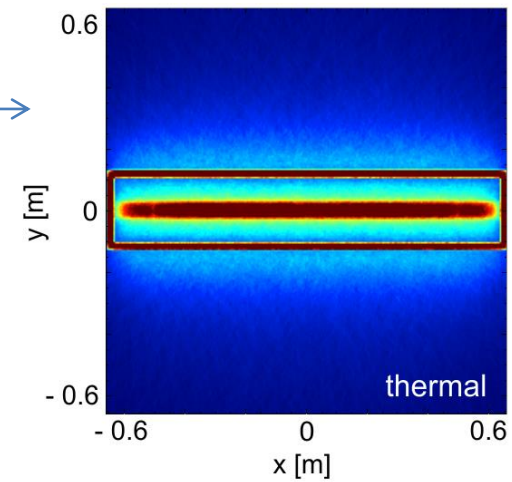
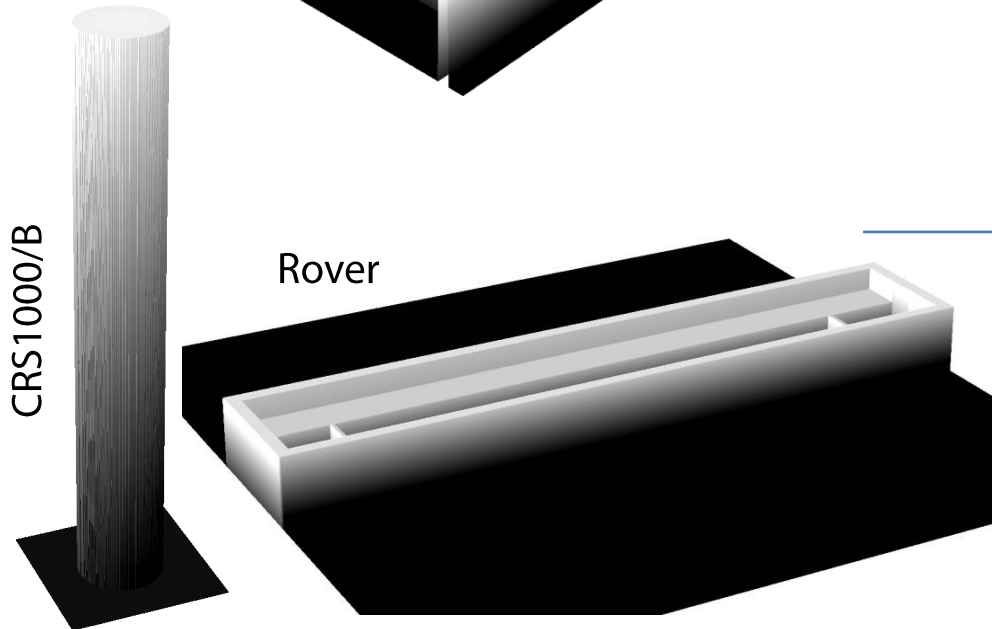
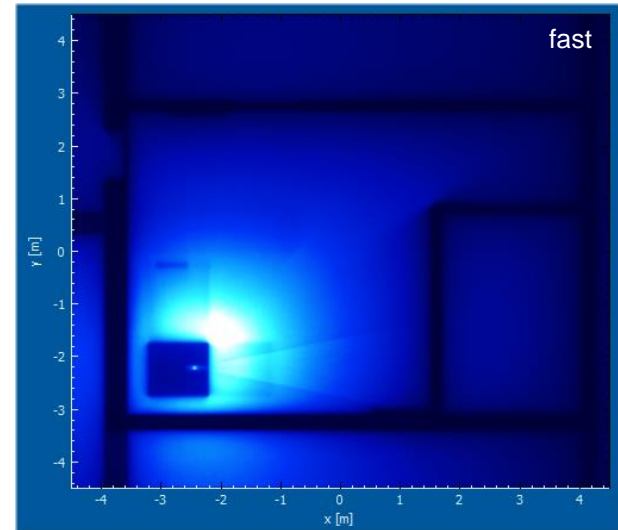
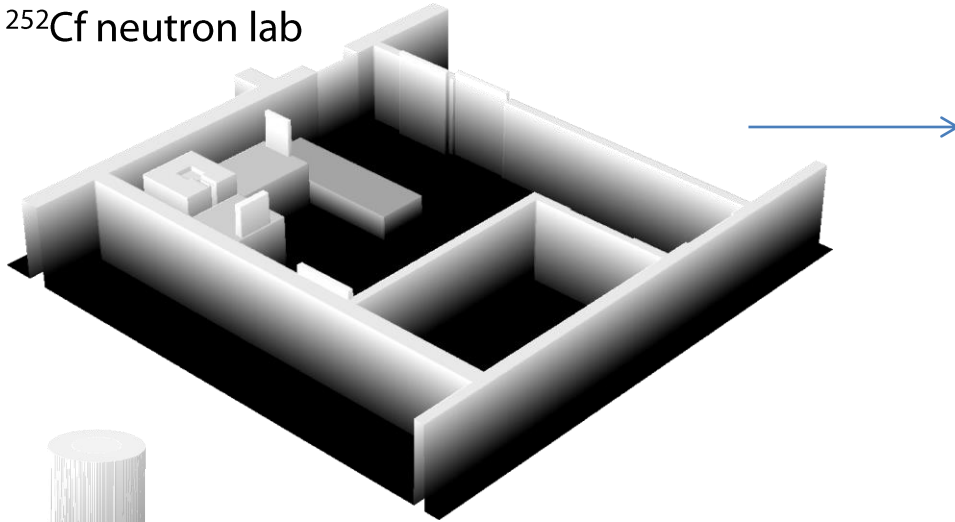
URANOS voxel engine

^{252}Cf neutron lab

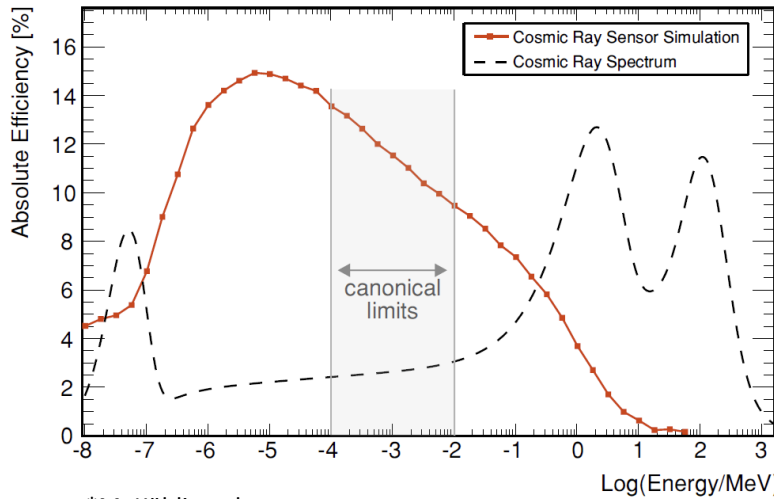


URANOS voxel engine

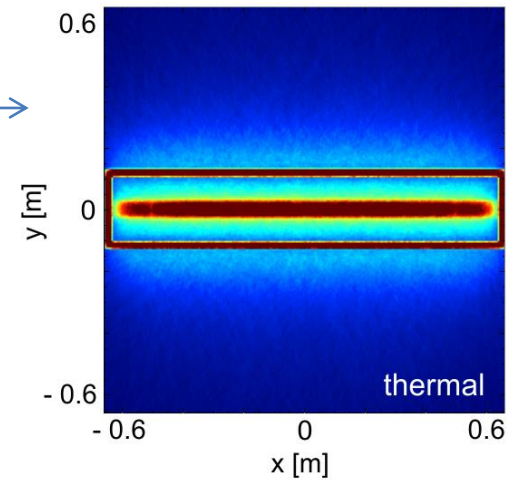
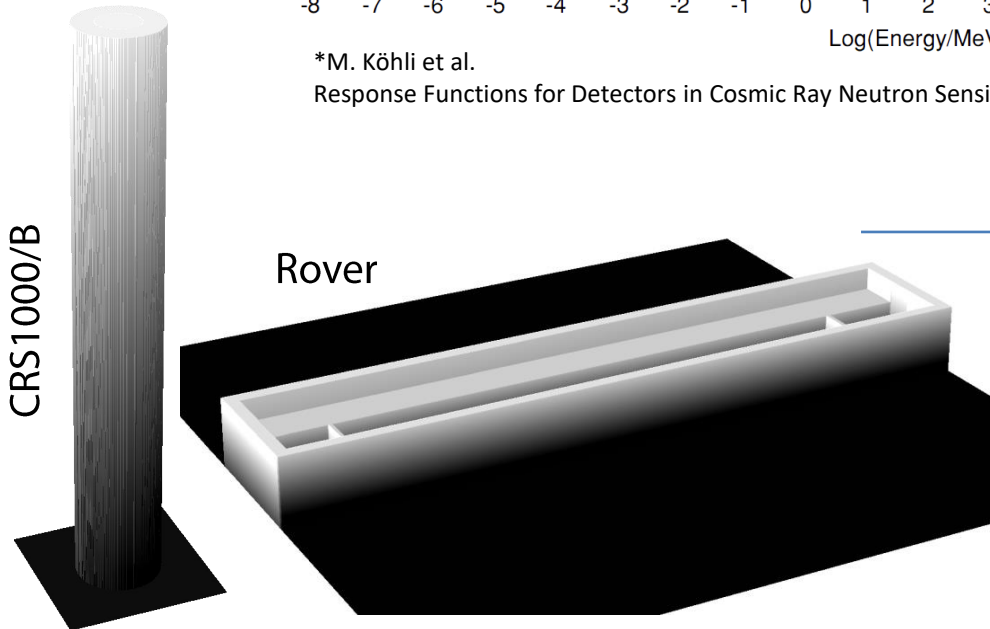
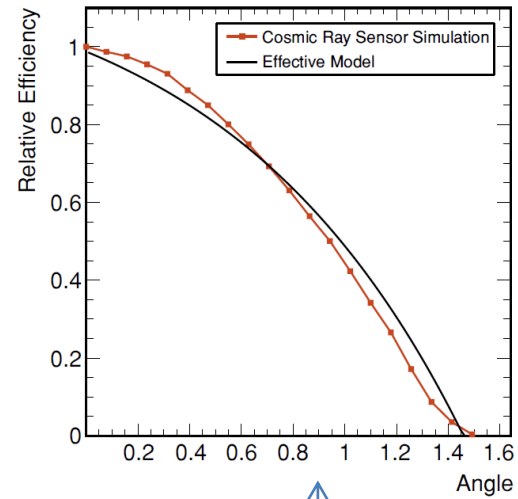
^{252}Cf neutron lab

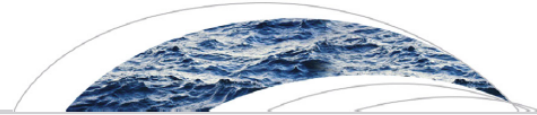


URANOS voxel engine



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





Water Resources Research

RESEARCH ARTICLE

10.1002/2015WR017169

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

Key Points:

- Neutron transport modeling revised

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

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

¹Physics Institute, Heidelberg University, Heidelberg, Germany, ²Department of Monitoring and Exploration Technologies, UFZ—Helmholtz Centre for Environmental Research, Leipzig, Germany, ³Department of Hydrology and Water Resources, University of Arizona, Tucson, Arizona, USA



URANOS model paper 2023

<https://doi.org/10.5194/gmd-16-449-2023>

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Article

Assets

Peer review

Metrics

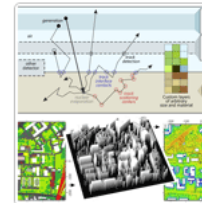
Related articles

Model description paper | 

23 Jan 2023

URANOS v1.0 – the Ultra Rapid Adaptable Neutron-Only Simulation for Environmental Research

Markus Köhli , Martin Schrön, Steffen Zacharias, and Ulrich Schmidt




GitLab:

With many tools, examples, etc

 554 Commits

 2 Branches

 29 Tags

 174.3 MiB Project Storage

 29 Releases

Windows and Linux versions available

Current version: 1.27



file	OS	requires
URANOS*	Windows	ROOT 6.22.08
URANOS64bit	Windows	ROOT 6.30.02
URANOS-Ubuntu20-*	Linux/Ubuntu 20	ROOT 6.30.02, QT 5.14.2
URANOS-Ubuntu22-*	Linux/Ubuntu 22	ROOT 6.30.02, QT 5.15.3
URANOS-Ubuntu23-*	Linux/Ubuntu 23	ROOT 6.30.02, QT 5.14.2
URANOS-CentOS7-*	Linux/CentOS 7	ROOT 6.22.08, QT 5.9.7, QT 5.13.1

For HPC

uranos@physi.uni-heidelberg.de



Projekt

Uranos

Verwalten

Planen

Tickets

Ticketübersichten

Meilensteine

Wiki

Code

Build

Bereitstellung

Betreiben

Überwachen

Analysieren

Output files

Zuletzt bearbeitet von **Markus Köhli** vor 1 Jahr

Overview

URANOS creates various types of output data. These files are only produced when enabled in `Uranos.cfg`.

- `.root` files contain complex analysis data, such as energy spectra of detector hit statistics
- `.csv` files contain the numerical 500x500 (or larger) matrices of the neutron counts in the detector layer. When enabled, files containing `HighRes` in their names are produced in the native internal resolution.
- `.png` files contain the same layer information visualized as a colored plot as graphical images.
- `detectorHits.dat` contains a table of each neutron counted by the physical detector, including its coordinates of origin, entry angles, penetration depth, energy, and more.

A tutorial on how to read URANOS output with a Python toolkit is provided in [analysis/](#).

List of produced files

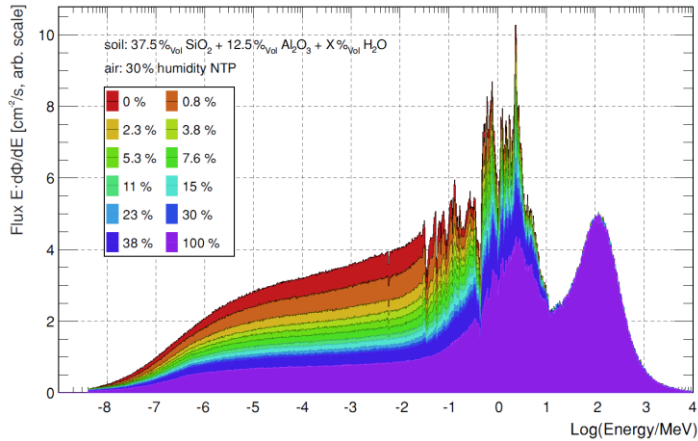
Each model run produces files with names that contain the time of the start of the model (`[Date-Time]`), and (for some) the number of simulated neutrons (`[#simulated neutrons]`). Two major types of map output are produced:

- `densityTrackMap*.*`: Total length of trajectories passing through control voxel regarding the DRF (if any), i.e. a number per volume."
- `densityMap*.*`: Number of hits detected by a detector with the selected DRF (if any), i.e. a number of counts per area."

In detail:

- `AlbedoNeutronLayerDistances_[Date-Time].csv` ...
- `densityMapEpithermal_[Date-Time].csv`: grid of counts of epithermal neutrons (x-x eV) as recorded by the cells of the detector layer
- `densityMapFastNeutron_[Date-Time].csv` ...

2015



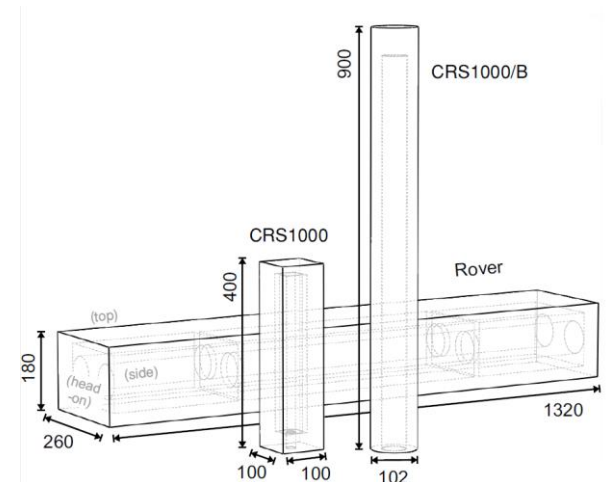
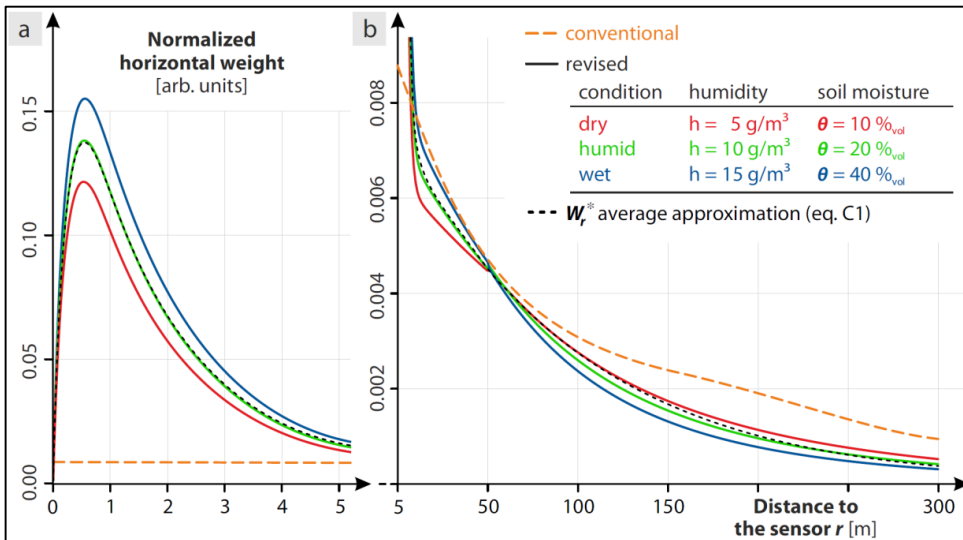
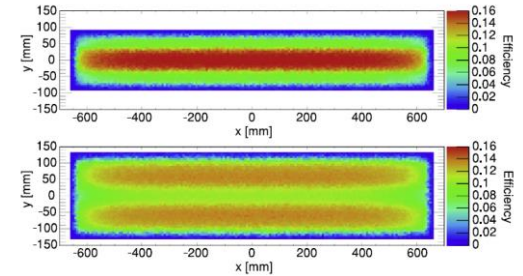
Questions we had:

How far do neutrons travel?

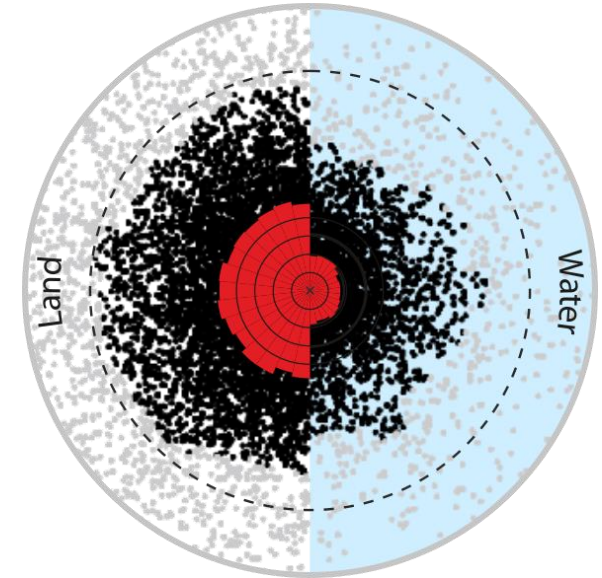
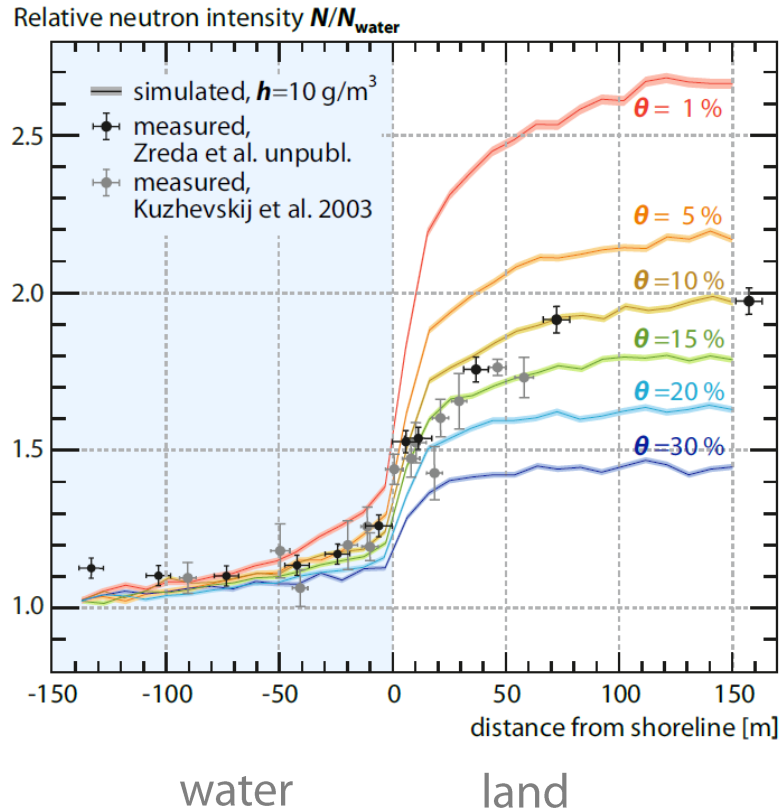
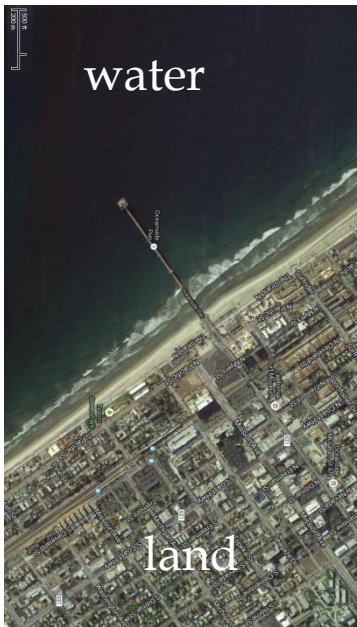
How deep do they penetrate into the soil?

What is the signal sensitivity of the instrument?

2018



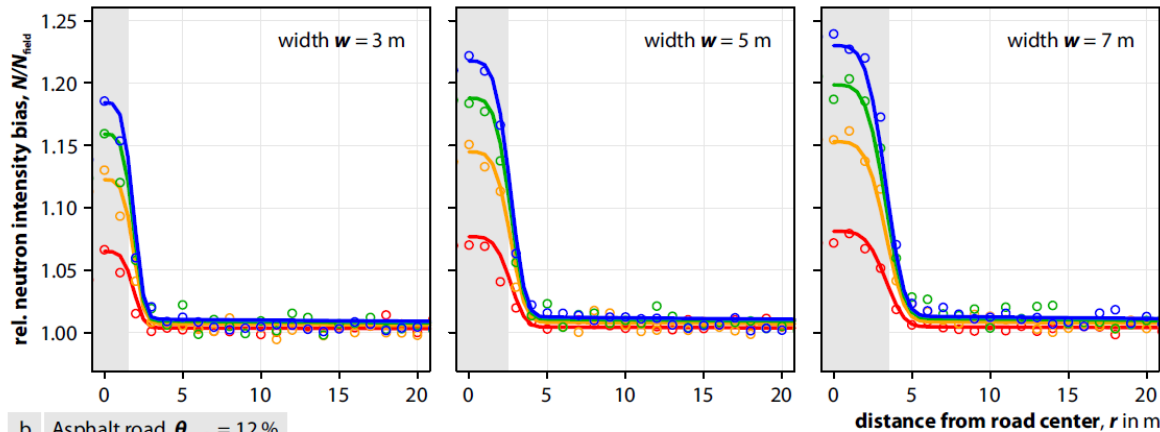
Transects and detector options



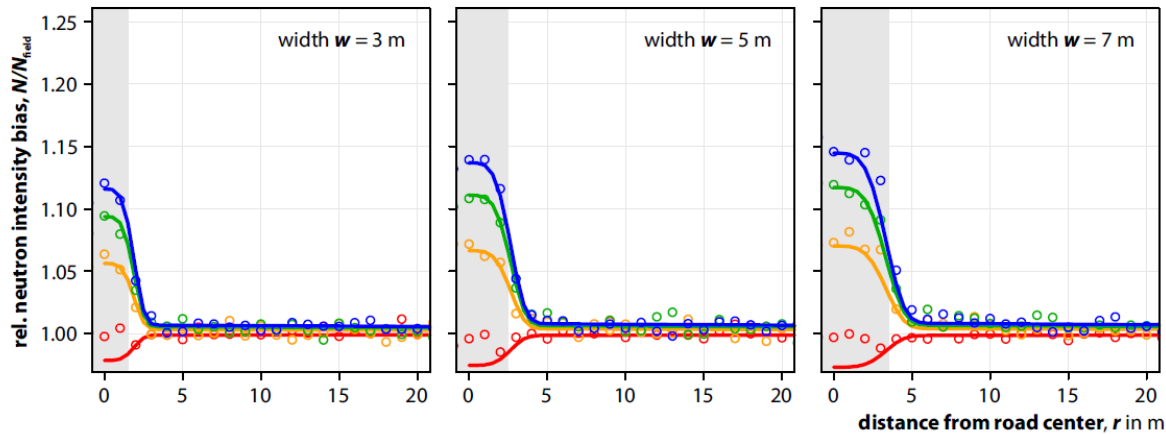
- Detected neutron origins (first contact to soil)
- Closest 86% of neutron origins for each 12° sector
- Neutron intensity for each 12° sector [arb. units]
- Footprint $R_{86}(5\text{g/m}^3, 5\%)=210\text{m}$ for homogeneous soil

Road effect

a Stone road, $\theta_{\text{road}} = 3\%$



b Asphalt road, $\theta_{\text{road}} = 12\%$

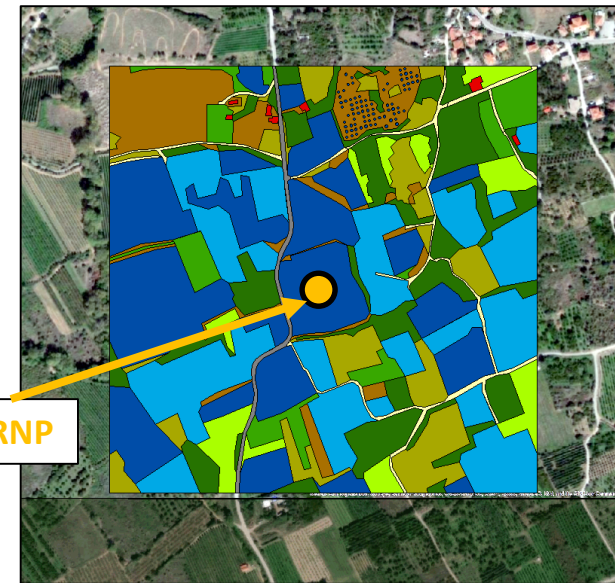
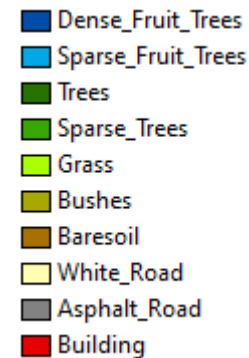


Sub-footprint heterogeneity

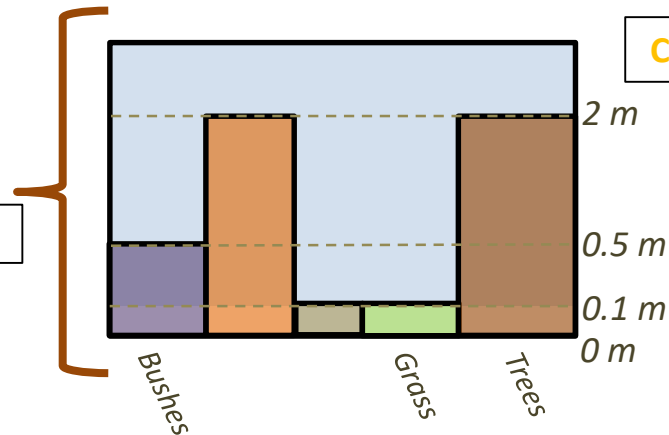
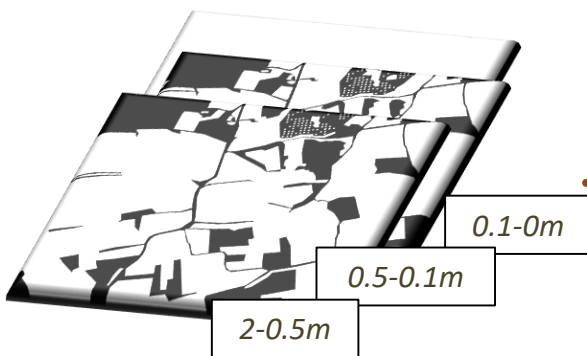
In collaboration with Cosimo Brogi, FZ Jülich

Setup of the actual scenario simulations:

- 600x600 meters domain (center CRNP)
- Irrigation area coincident with field S10
- 8 layers covering 1000 meters of air and 1.6 meters of soil.
 - 4 layers of air (with source/detector)
 - 3 layers of vegetation/air
 - 3 layers of soil (0-0.125, 0.125-0.35, 0.35-1.6)

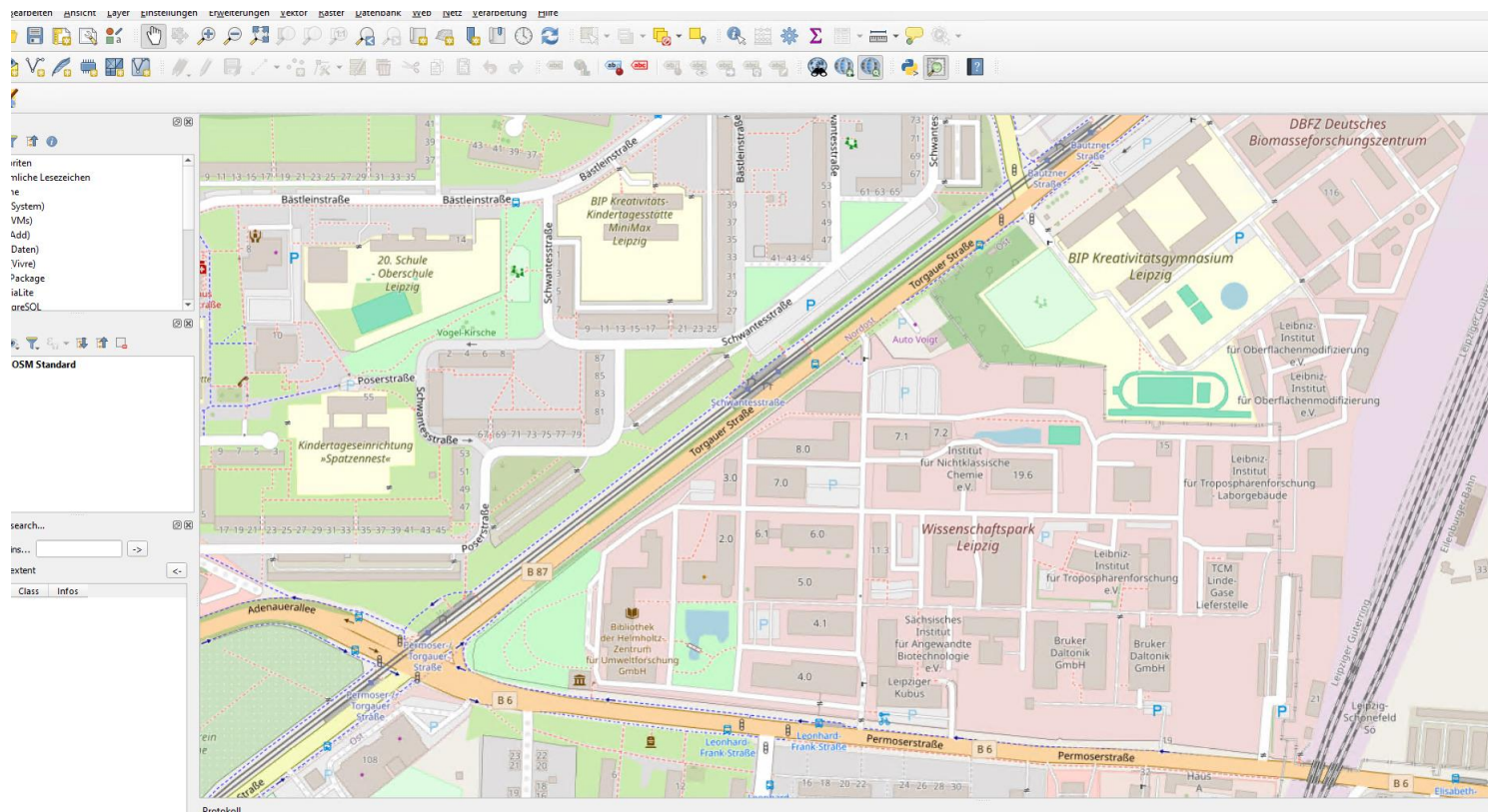


CRNP



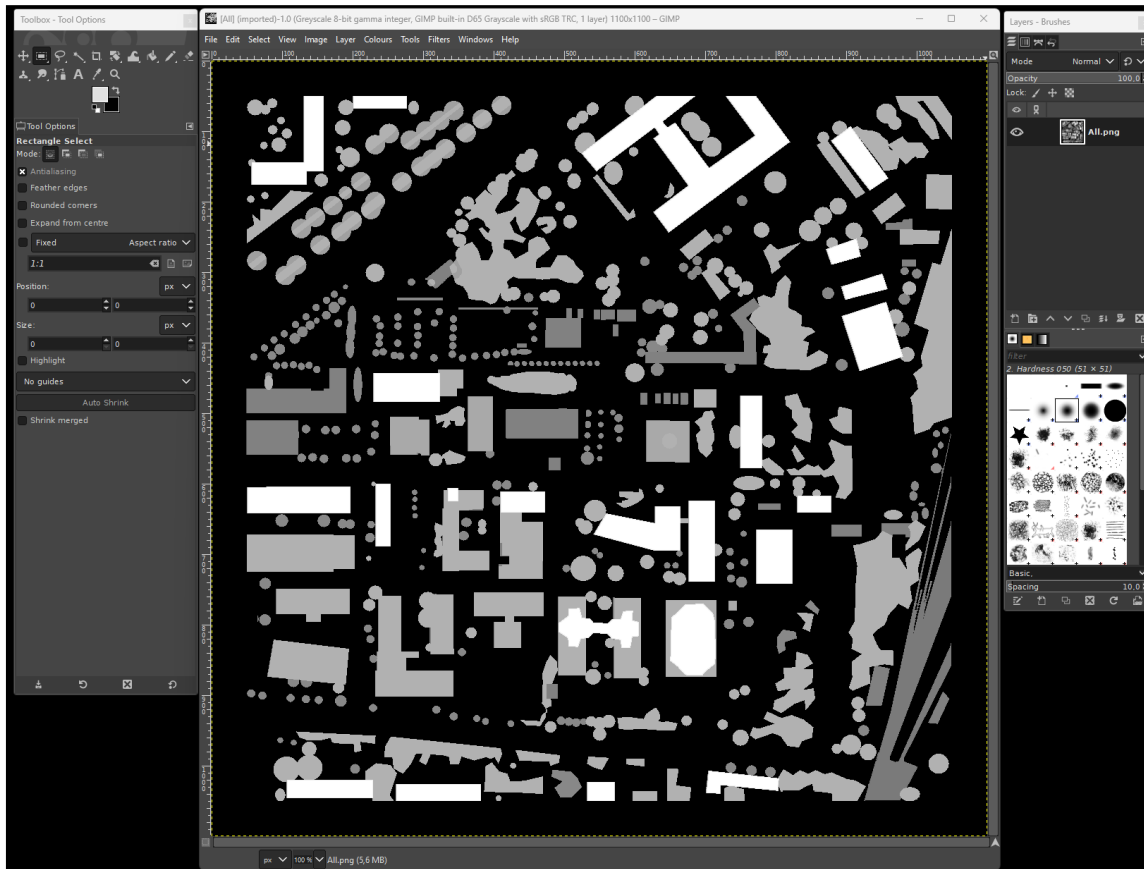
Transformation example

Extract geometry information from a map service or GIS tool



Layer example

Use an accurate pixel-based image tool to construct layers and assign material codes



Material	Density	Description
Helium	0.125 kg/m ³	³ He enriched gas
Boron	2.34 g/cm ³	97% ¹⁰ B enriched
Boron natural	2.46 g/cm ³	80.1% ¹⁰ B, 19.9% ¹¹ B
Boron carbide	2.42 g/cm ³	¹⁰ B enriched B ₄ C
Boron carbide	2.51 g/cm ³	B ₄ C with natural boron
Boron trifluoride	2.76 kg/m ³	¹⁰ B enriched BF ₃ gas
Methane	0.656 kg/m ³	CH ₄ gas
Detector gas	1.8 kg/m ³	ArCO ₂ gas (70:30, 80:20)
Aluminum	2.66 g/cm ³	
Aluminum oxide	3.94 g/cm ³	Al ₂ O ₃
Iron	7.87 g/cm ³	
Steel (304L)	8.03 g/cm ³	with 72% ⁵⁶ Fe, 16.34% ⁵² Cr, 2.66% ⁵³ Cr, 9% ⁵⁸ Ni
Copper	8.94 g/cm ³	
Salt	2.16 g/cm ³	
Gadolinium oxide	7.41 g/cm ³	Gd ₂ O ₃ with 14.8% ¹⁵⁵ Gd, 15.65% ¹⁵⁷ Gd
Polyethylene	0.98 g/cm ³	HDPE, CH ₂
PE boronated	0.98 g/cm ³	HDPE with 3% natural boron
Polyimide	1.43 g/cm ³	C ₂₂ H ₁₀ N ₂ O ₅
Quartz	2.5 g/cm ³	SiO ₂
Stones	1.43 g/cm ³	75% SiO ₂ , 25% Al ₂ O ₃
Water	1.0 g/cm ³	H ₂ O
Soil	>1.43 g/cm ³	50% stones, (0-50)% water
Air	1.2 kg/m ³	78% N ₂ , 21% O ₂ , 1% Ar
Concrete	2.0 g/cm ³	50% stones, 10% water
Cat litter	1.1 g/cm ³	44% H, 44% O, 12% Si
Asphalt pavement	2.58 g/cm ³	14% H, 50% O, 11% C, 25% Si
Plants	>2.2 kg/m ³	14% H, 72% O, 14% C, plus air
Wood	0.5 g/cm ³	like plants
Snow new	0.03 g/cm ³	like water
Snow old	0.3 g/cm ³	like water
Ice	0.85 g/cm ³	like water

Material/Matrix codes

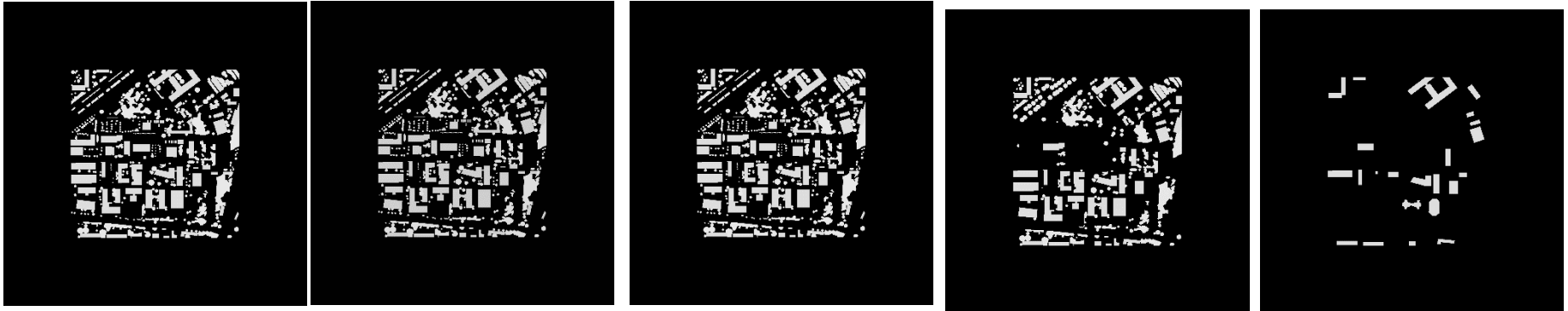
2...170 = Soil with predefined Soil Moisture of 1...85 %Vol (= value/2)
Caution! Identifier 100 ist for variable soil moisture (from GUI)

0 = Detector Layer Voxel with Air inside (see #1)
251 = Detector Layer Voxel with Air inside (see #1)
252 = Detector Voxel with Air inside (see #1)

1 = Air (1.2 kg/m³ at 1020 mBar, 78%Vol N₂, 21%Vol O₂, 1%Vol Ar) with humidity and pressure from GUI
100 = Soil with soil moisture from GUI (75%Vol SiO₂, 25%Vol Al₂O₃, 1.43 g/cm³ plus water)
201 = Concrete Wall (2.0 g/cm³, like soil with 10% SM)
202 = Stones (1.4 g/cm³, like soil with 3% SM)
203 = House Gas (0.15 g/cm³, like soil with 10% SM)
204 = Concrete Street (2.0 g/cm³, like soil with 10% SM)
206 = 10B4C/Nylon Mix (1.78 g/cm³)
207 = 10B4C coating (2.42 g/cm³)
209 = Cat Litter (clumping) (1.1 g/cm³)
210 = Asphalt Pavement (2.58 g/cm³)
211 = Soil with 10%Vol moisture
212 = Quartz (2.5 g/cm³)
214 = Soil with soil moisture from GUI (75%Vol SiO₂, 25%Vol Al₂O₃, 1.43 g/cm³ plus water) plus Boron 'contamination'
215 = Plant Gas (30 kg/m³) with Air (see 1)
216 = Plant Gas (20 kg/m³) with Air
217 = Plant Gas (15 kg/m³) with Air
218 = Plant Gas (11 kg/m³) with Air
219 = Plant Gas (8 kg/m³) with Air
220 = Plant Gas (5 kg/m³) with Air
221 = Tree Gas (3 kg/m³) with Air
222 = Wood House Gas (2 kg/m³) with Air
223 = Wood (0.5 g/cm³) with Air

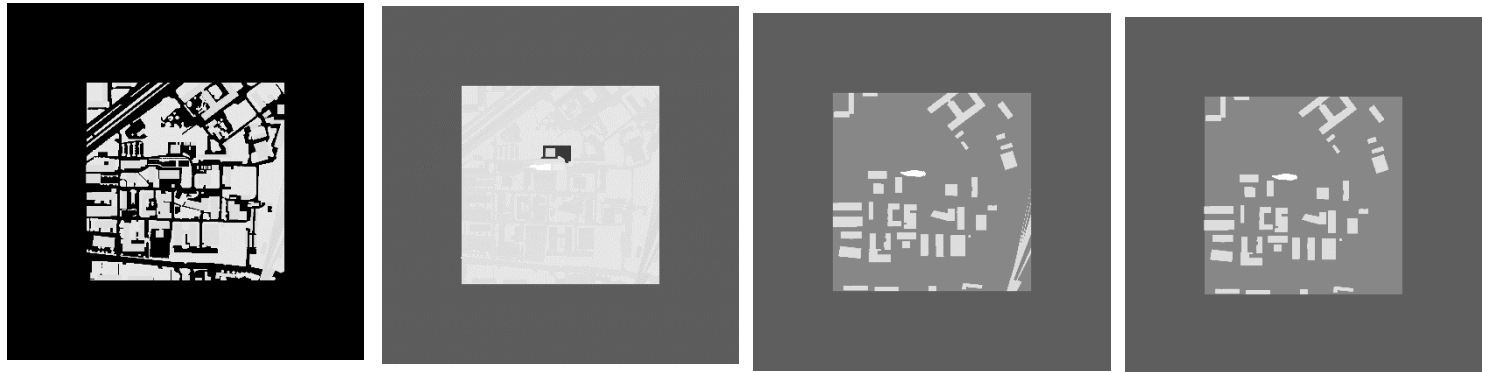
Layer example

Air layers upwards 



-1000	920	11
-80	30	11
-50	20	11
-30	10	11
-20	16	11
-4	2	11
-2.25	0.25	11
-2	1.95	11
-0.05	0.05	11
0	0.1	20
0.1	0.1	20
0.2	3	20

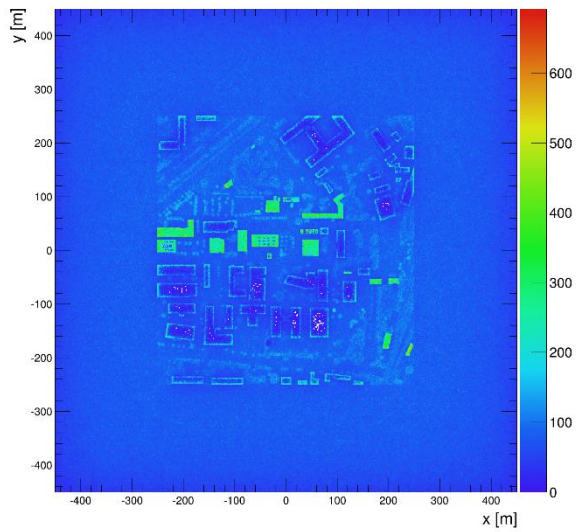
Layer structure in
geometry file



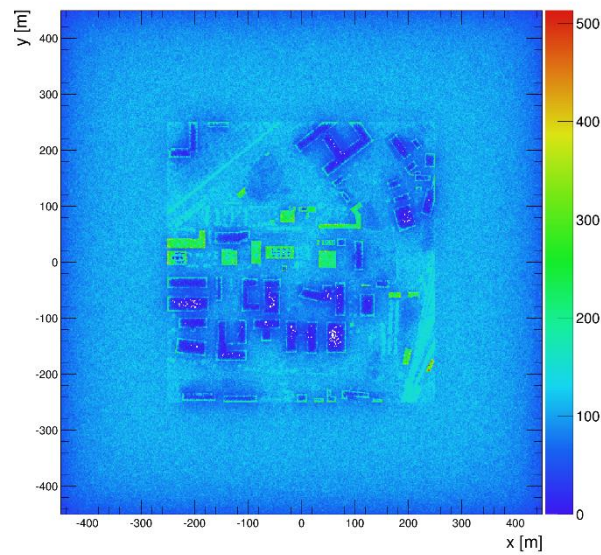
Soil layers downwards 

UFZ size results

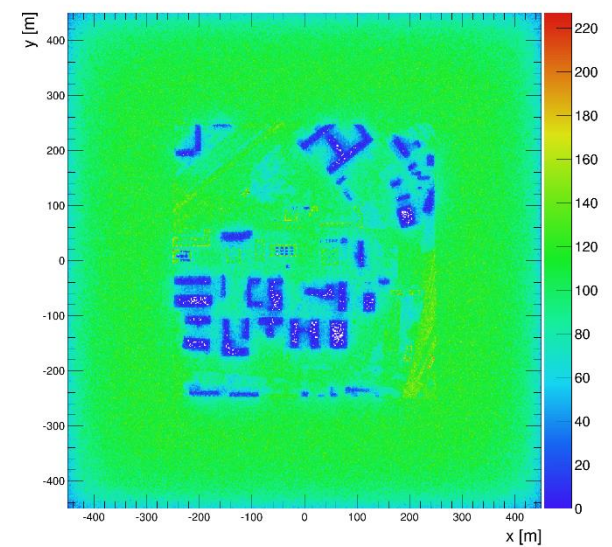
Epithermal



Intermediate

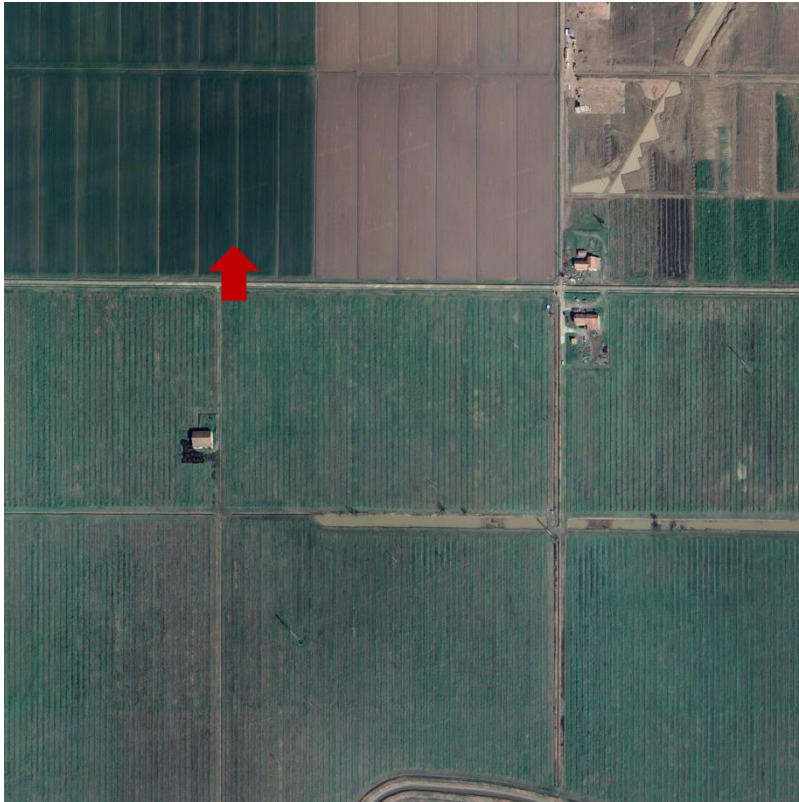


Fast



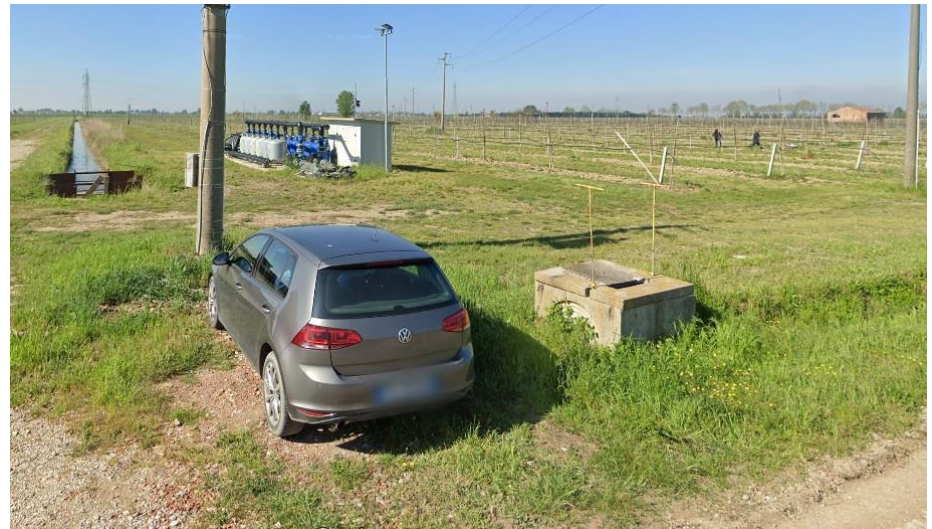
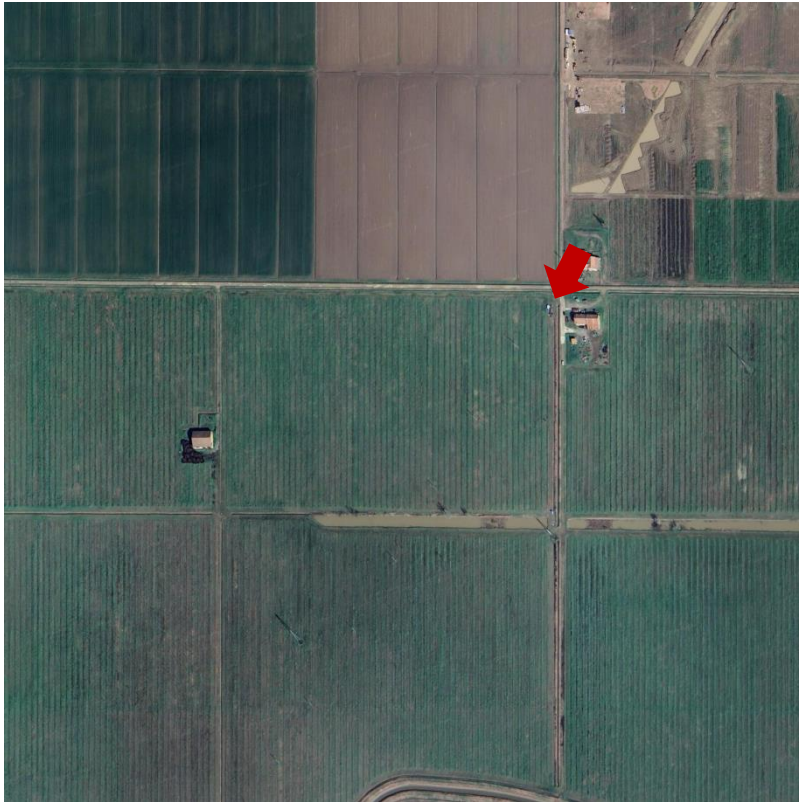
➤ More easy example: Bondeno site

QGIS export 1 km²



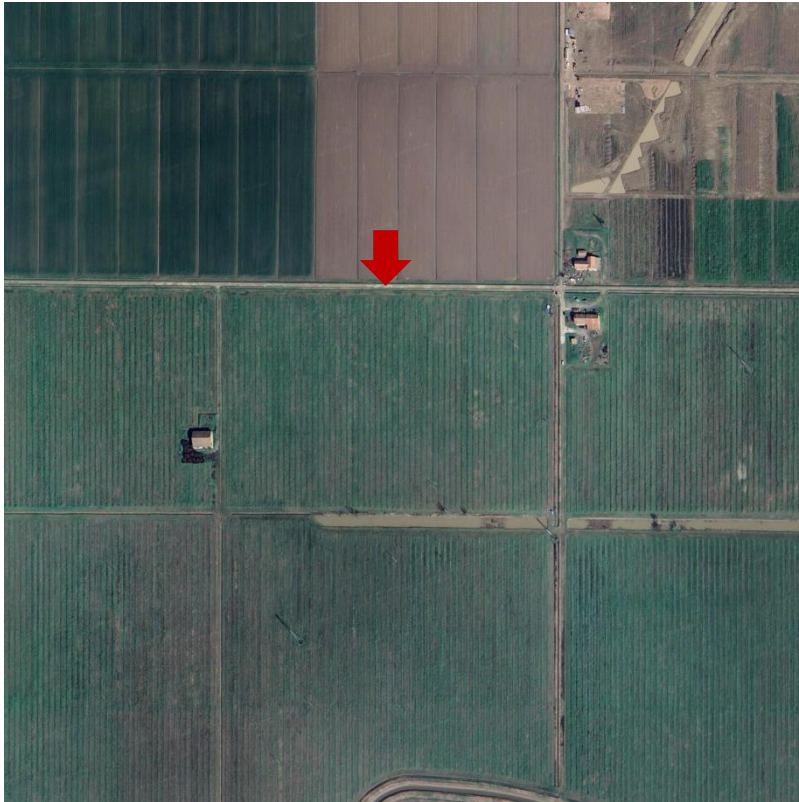
▶ Bondeno site

QGIS export 1 km²



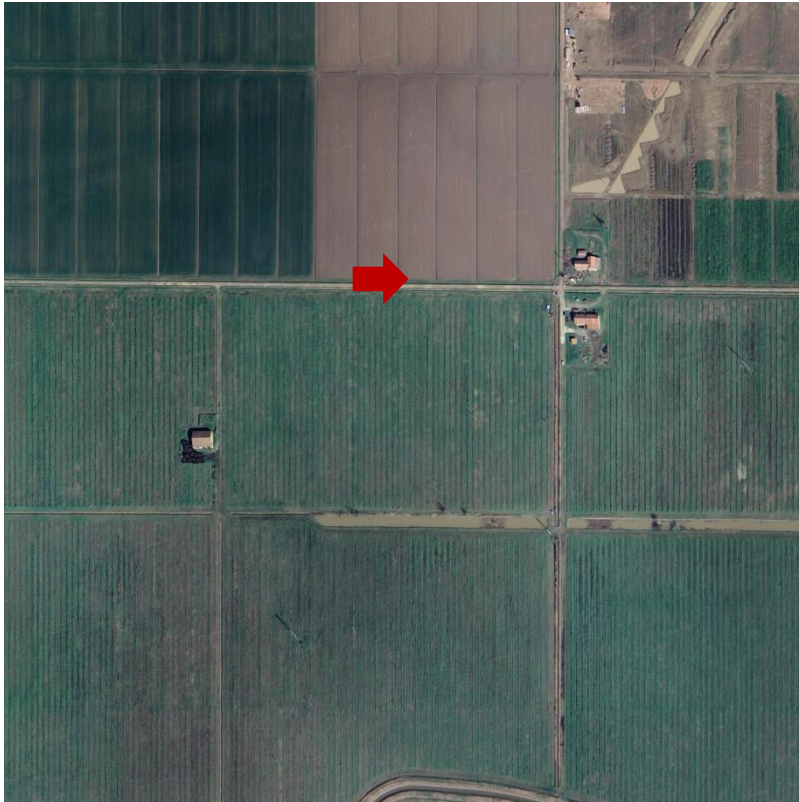
▶ Bondeno site

QGIS export 1 km²



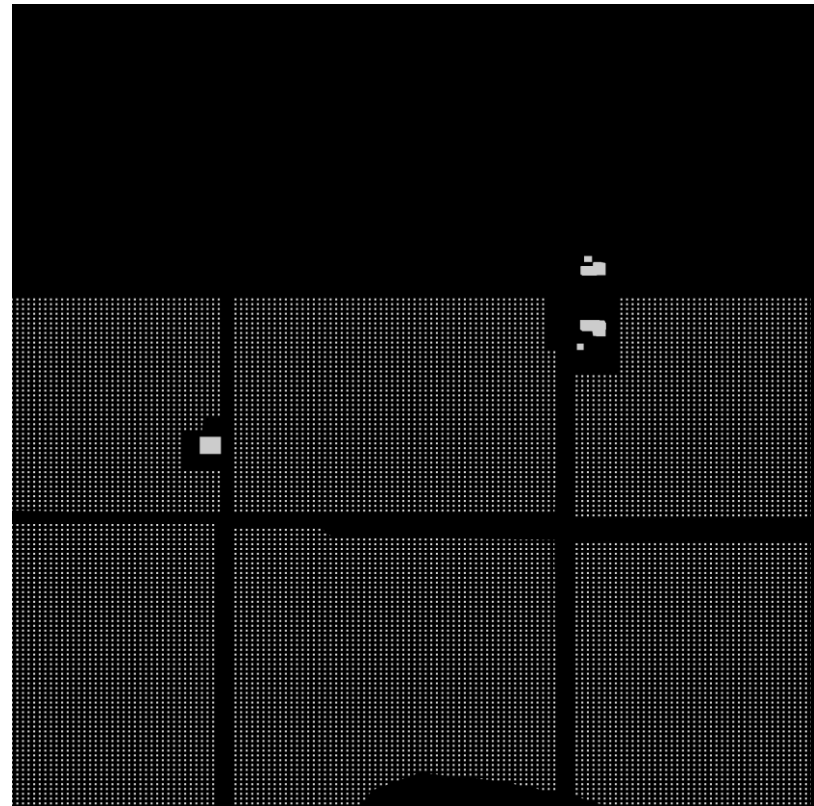
▶ Bondeno site

QGIS export 1 km²



▶ Bondeno URANOS input

QGIS export 1 km²





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



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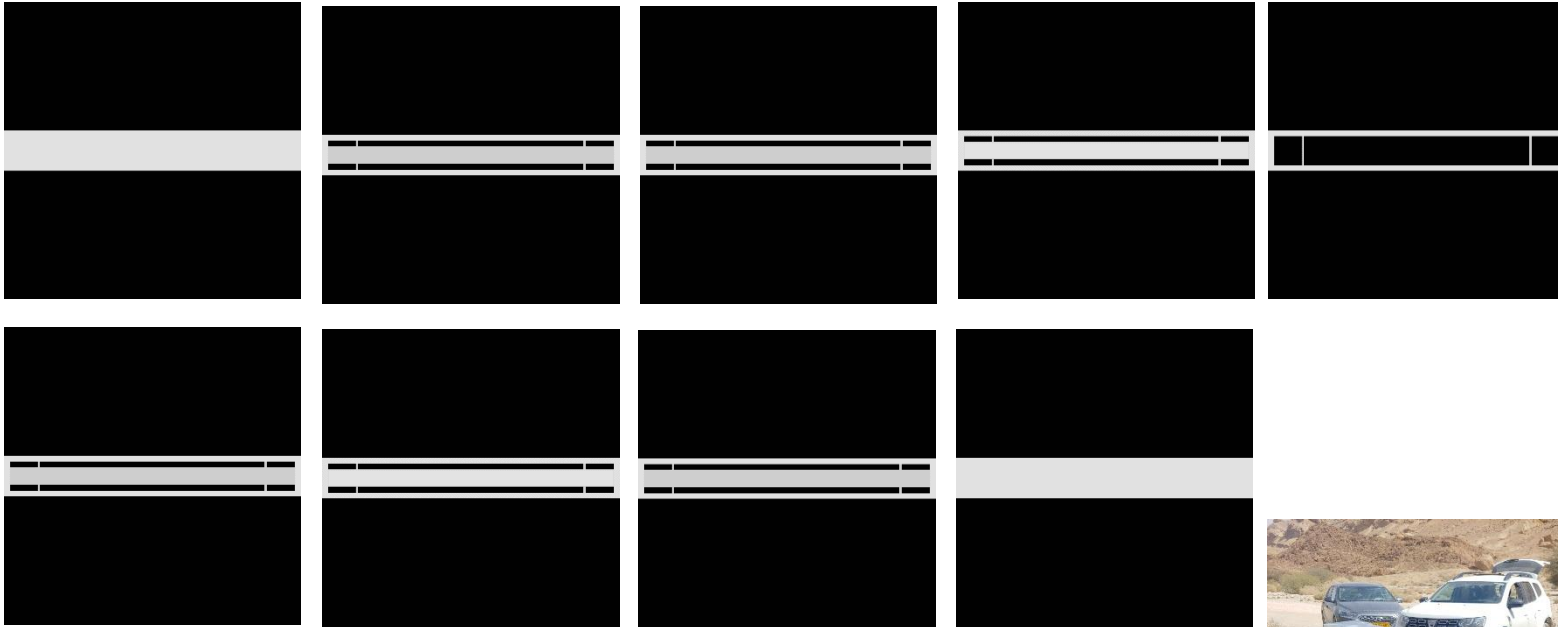
n

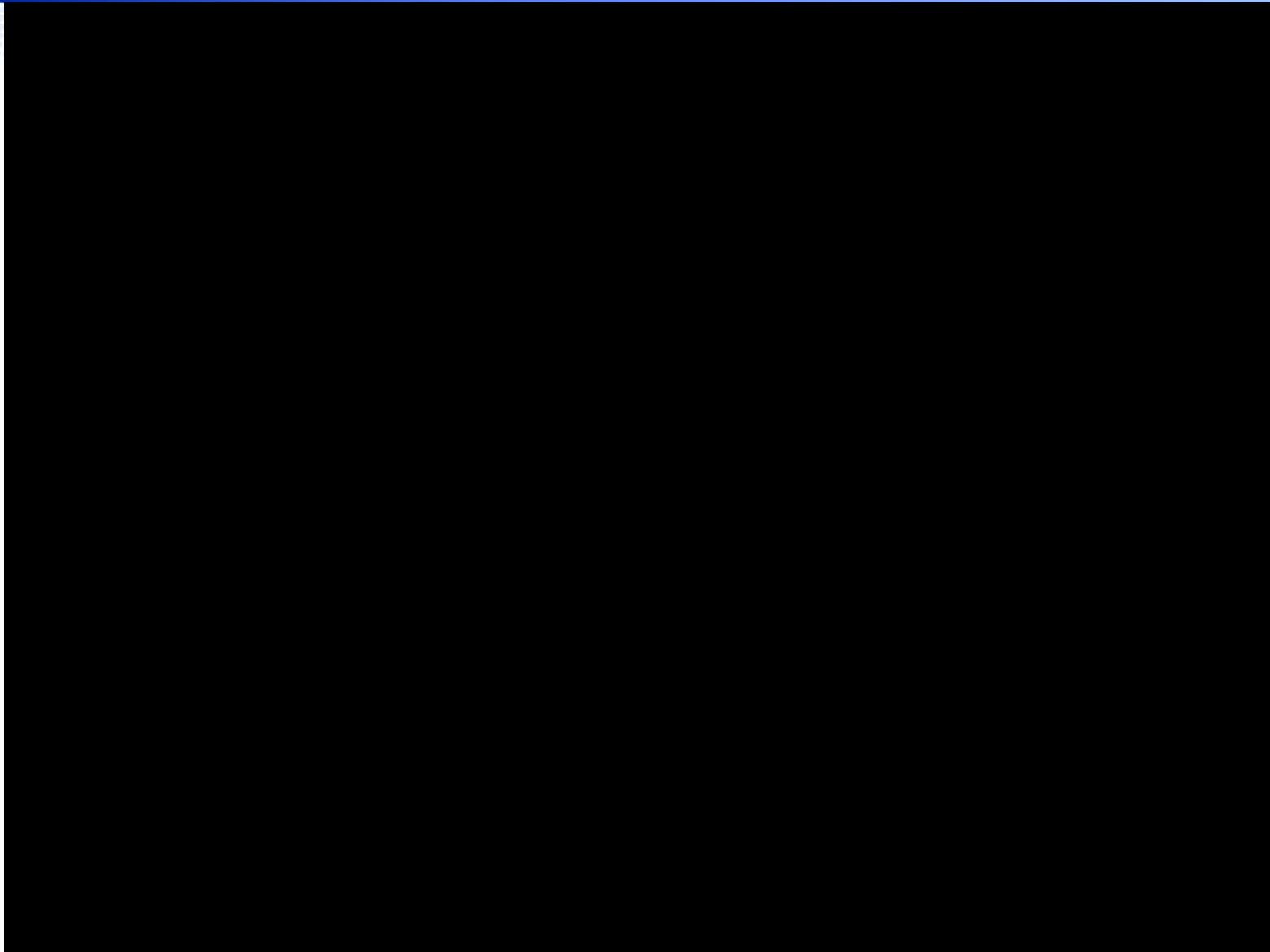
Energy [MeV]

— Incoming Spectrum
— Surface Spectrum
— Backscattered Spectrum

Rover detector example

Top to bottom →



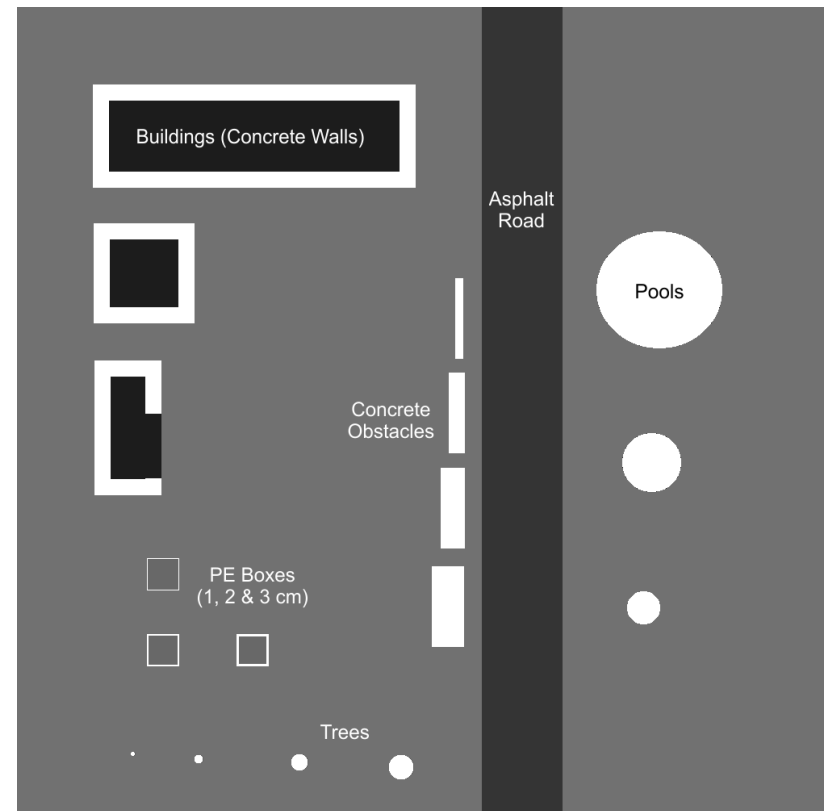
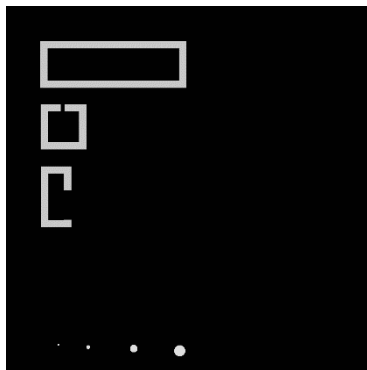
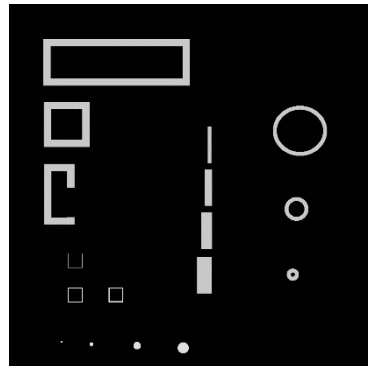
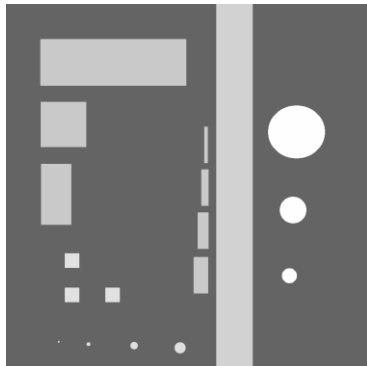




URANOS Demonstration



URANOS Demonstration





■ URANOS

- Novel neutron Monte Carlo tool for Environmental Physics



URANOS

- Novel neutron Monte Carlo tool for Environmental Physics
- Ready-to-use User Interface



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



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