

*On the use of SERPENT code for  
few-group XS generation for Sodium  
Fast Reactors*

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## 1. INTRODUCTION

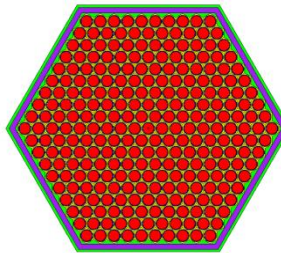
- Fast Reactors are important → 3/6 Gen-IV systems are FR.
- In UPM, we are working on the application of our nodal diffusion code ANDES to Sodium Fast Reactors.
- ANDES requires a set of nodal parameters that should be calculated with a transport code.
- According to this purpose, we assessed SERPENT and ERANOS codes.
- Some prior advantages of SERPENT (to justify its employment):
  - continuous energy (useful to evaluate the impact of energy group structures)
  - few-group constants generation is possible in principle and most of the required parameters are provided by default
  - simplicity and transparency (not a black box)
  - code under continuous development → more flexibility



## SERPENT

- 3D heterogeneous ESFR model
  - 225 inner FA / 228 outer FA
  - 24 CSD / 9 DSD (Control & Shutdown Devices)
  - 3 rings of reflector
- Universes definition
- Few-group homogenized XS in selected universes

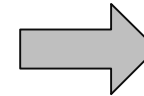
→B1



core

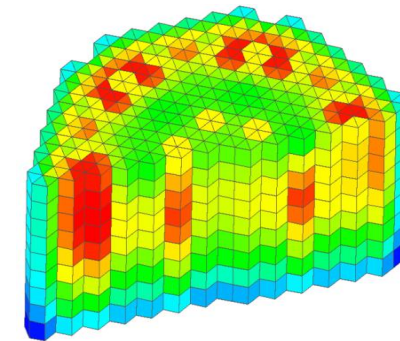


Fuel Assembly



## ANDES

- 3D nodal homogeneous model





## 2. COMPARISON WITH ERANOS

	ERANOS (ECCO)	SERPENT
Experience	Reference code for FR	Currently undergoing
Code type	Deterministic	Monte Carlo
Energy distribution	Discrete (33, 172, 175 or 1968)	Continuous
Computational time	Faster (~minutes*)	Slower (~hours*)
Geometries allowed	1D, 2D (XY, hexagonal, RZ)	Detailed 2D or 3D
Cross section homogenization	✓ (mediums)	✓ (universes)
Macroscopic cross sections	✓	✓ (B1 and Kinf)
Directional diffusion coefficient	✓?	✗
ADFs	✗	✓ (only radial)
Burnup capability	✓	✓
Transparency	Black box	Open source
Simplicity of use	✗ Complex	✓ Simple

\* 3D whole core



### PRIOR CONCLUSIONS

- B1 approximation is absolutely compulsory in order to get a “good” approximation for the Diffusion coefficient
  - However, B1 does not affect other XS (fission and absorption) significantly.
  - In general, the errors with respect to ERANOS...
    - are much higher in the non-fissile materials
    - tend to increase in the slowest and fastest groups
- } Poor statistics?
- Good agreement between ERANOS and SERPENT is observed in K-eff results for the 3D whole core





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### **3. PARAMETERS REQUIRED BY ANDES**

- Absorption cross section ( $\Sigma_a$ )
- Fission cross section ( $\Sigma_f$ )
- Fission neutron-production cross section ( $\nu\Sigma_f$ )
- Fission energy-production cross section ( $\kappa\Sigma_f$ )
- Fission spectrum ( $\chi$ )
- Scattering P0 matrix
- Diffusion coefficient (D)
- ADFs
- Kinetic parameters:
  - Effective delay neutron fraction and precursor decay constants
  - Inverse mean neutron speed

- Absorption cross section ( $\Sigma_a$ ) → RABSXS
- Fission cross section ( $\Sigma_f$ ) → FISSXS
- Fission neutron-production cross section ( $\nu\Sigma_f$ ) → NSF
- Fission energy-production cross section ( $\kappa\Sigma_f$ ) → FISSE
- Fission spectrum ( $\chi$ ) → CHI
- Scattering P0 matrix → GPRODXS
- Diffusion coefficient (D)
- ADFs
- Kinetic parameters:
  - Effective delay neutron fraction (→ BETA\_EFF) and precursor decay constants (DECAY\_CONSTANT)
  - Inverse mean neutron speed → RECIPVEL

- Absorption cross section ( $\Sigma_a$ )
- Fission cross section ( $\Sigma_f$ )
- Fission neutron-production cross section ( $\nu\Sigma_f$ )
- Fission energy-production cross section ( $\kappa\Sigma_f$ )
- Fission spectrum ( $\chi$ )
- Scattering P0 matrix
- Diffusion coefficient (D) → Special considerations
- ADFs
- Kinetic parameters:
  - Effective delay neutron fraction and precursor decay constants
  - Inverse mean neutron speed



## 4. SPECIAL CONSIDERATIONS

### DIFFUSION COEFFICIENT

SERPENT computes the diffusion coefficient through 3 different methods:

1. Based on the Migration Area
2. Based on the transport cross section (collision estimator)
3. Based on the B1 fundamental mode

However, B1 is only applicable to fissile regions

A methodology to calculate diffusion coefficient in non-fissile subdomains shall be implemented

### INTERFACE / ASSEMBLY DISCONTINUITY FACTORS (ADF / IDF)

- ADF=IDF in Assembly calculations
- The use of IDFs allows nodal homogenized diffusion calculations to reproduce transport heterogeneous results.

- SERPENT computes radial ADFs by default:  $ADF = \frac{\phi_s^{het}}{\overline{\phi}^{het}}$
- However, we need to compute radial and axial IDF:

$$IDF = \frac{\phi_s^{het}}{\phi_s^{hom}} \quad \phi_s^{hom} = \phi^{ANDES} = f(J_s^{het}, \overline{\phi}^{het})$$

- We would required from SERPENT:
  - Surface currents  $J_s^{het}$
  - Surface integrated fluxes  $\phi_s^{het}$
  - Average fluxes  $\overline{\phi}^{het}$ , given by default



## 5. FUTURE COMMENTS & SUGGESTIONS



- Given that B1 is necessary to calculate D in subdomains and...
  - B1 is only applicable to fissile regions
    - How to compute few-group xs for none fissile regions (blankets, reflectors...)?
  - B1 is applicable so far to steady state calculations
    - Would it be possible to extend it to burn-up calculations?
- Given that compared with ERANOS, the differences increase in the extreme groups...
  - How many histories (neutron/cycle) should be necessary for few-group cross section generation in sub-universes of a whole 3D core in order to get good statistics ??  
→ *Variance reduction techniques?*
- the resolution of the geometry plotter deteriorates for big cores
  - Would it be possible to improve the resolution?



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## 6. SUMMARY

SERPENT could be an useful code for XS generation for Fast Reactors. However:

- Diffusion coefficients cannot be well-determined in subdomains unless the B1 approximation is employed.
  - A methodology to generate group constants (specially for the Diffusion coefficient) in non-fissile subdomains shall be developed and implemented
  - The extension of B1 methodology to burnup calculations would be very valuable

For UPM interests:

- Currents and fluxes integrated over surfaces would be required in order to compute Discontinuity Factors

- Statistics is a topic of concern for cross section generation (especially as more energy groups are used)
  - Any technique to improve it (likewise MCNP variance reduction?)
- Resolution of the geometry plotter for big cores might be improved