

## The Bunker : Going from 5.5m to $1\mu$ Sv/hour

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We start with  $10^{16}$  neutrons per second >1MeV.

- Elastic interactions require  $\sim$ 100 collision to get to 1eV
- Very thin monolith
- High divergence beam on monolith exit
- Ports provide significant channels of low collision number neutrons



# CombLayer C++ code (350k lines)

- Fully interchangable/connectable component geometry
- Variable driven
- Variance reduction
- Open source

Used by

Delft/Bilbau/Culham/ITER/RAL/Aldermaston

This allows the rapid development of complete semi-engineering models. https://github.com/SAnsell/CombLayer



# Bunker Concept



- Bunker is a huge open void
- Non-directed neutrons become lost in the huge surface area of the bunker
- Ideally every neutron has one scatter on the beamline
- This is a long pulse source and 90+ choppers do not allow close shielding



# Empty Bunker Lethargy



Off axis is the most significant modifer in an empty bunker BUT only gains  $\sim 10^3$ 



#### Filled Bunker





 Despite the open bunker – interferance is weak after 9m

 Cross talk can be further supressed by steel strips at beam height



### Bunker Wall Layout



- Complementary combination of *B-Poly Concrete* and steel.
- Gain in the intermediate energies
- Less activation



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### Bunker Wall Dose



### Bunker Roof Dose



- Classic 5-layer design
- Beamline is metal guide tapered to a point at 11m.



# Bunker Wall Dose [90days irradiation]



- Gamma dose after 1day cooldown
- Concrete protects the steel layers [somewhat]
- Lead layer is worth about x3



# First beamline component [BiFrost]



- Irradiation for 90days + 1 hour off
- Tungsten self shields to a large extent

# Front beamline [BiFrost]



■ W-187 gone – very few gamma sources



# Front double disk chopper [BiFrost - worst case example]

1 day after beam

#### 30 days after beam [linear scale]



- 3*m*S/hour (peak) after a day
- 15µS/hour (peak) after a month [dominated by steel bolts/Silicon window]



- Bunker is has sufficient shielding to allow ANY in beamline object.
- Instrument teams should only need to worry about their own exits
- The less material closer to the beamline the better the instrument background and activity [first approximation].

