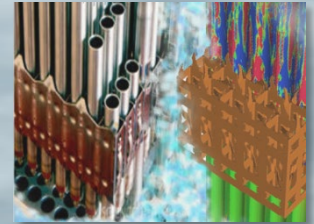
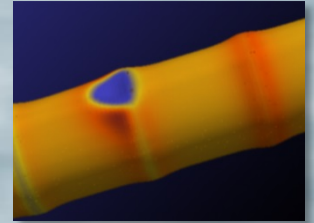
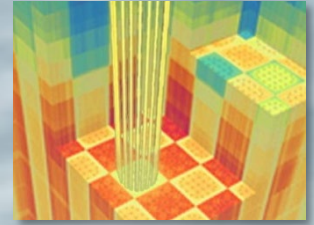


# VERA Training: Full Core Examples

VERA Training – Core Simulator  
February 13, 2019  
VERA Users Group Meeting  
Oak Ridge National Laboratory



The Consortium for Advanced  
Simulation of LWRs  
A DOE Energy Innovation Hub



U.S. DEPARTMENT OF  
**ENERGY**

# Training Objectives

In this module you will learn to:

- Set up full-core models
- Specify parallel decomposition
- Perform core shuffle
- Model Jump-In Cycles
- Specify Fuel Temperature Tables
- Perform Thermal Expansion

# Full-Core Models

- Full-core models use the same assembly input used for the problem 3D assembly cases
- You just need to define the core geometry and place the assemblies in the right locations

# Define Core Shape

```
[CORE]
size 15
rated 3411 128.8048 ! MW, Mlbs/hr
apitch 21.504 ! cm
bc_sym rot

xlabel R P N M L K J H G F E D C B A
ylabel 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15

core_shape
0 0 0 0 1 1 1 1 1 1 1 0 0 0 0
0 0 1 1 1 1 1 1 1 1 1 1 1 0 0
0 1 1 1 1 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 1 1 1 1 0
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
0 1 1 1 1 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 1 1 1 1 0
0 0 1 1 1 1 1 1 1 1 1 1 1 0 0
0 0 0 0 1 1 1 1 1 1 1 0 0 0 0
```

- Need one “full” map to define the layout of the core
- Additional maps only show assembly locations
- Most maps can be octant, qtr, or full-symmetry

cycle 1

assm\_map

```
1
2 1
1 2 1
2 1 2 1
1 2 1 2 2
2 1 2 1 2 3
1 3 1 3 3 3
3 3 3 3
```

Map labels correspond to labels in [ASSEMBLY] axial cards

# Add Control Rod and Insert Locations

crd\_map

```

1
- -
1 - 1
- - - -
1 - - - 1
- 1 - 1 - -
1 - 1 - 1 -
- - - -
    
```

Map labels correspond to labels in [CONTROL] axial cards

crd\_bank

```

D - A - SE - C -
- - - - - SB - -
A - C - - - B - -
- - - - - SC - -
SE - - - D - SA
- SB - SD - - -
C - B - SA -
- - - -
    
```

Bank labels used to position rods in [STATE] blocks

insert\_map

```

- 16 - 12a - 16 - 6E
16 - 12a - 12a - 20 -
- 12a - 12a - 16 - 6E
12a - 12a - 16 - 16 -
- 12a - 16 - 16 -
16 - 16 - 16 15 -
- 20 - 16 - -
- 6S -
    
```

Map labels correspond to labels in [INSERT] axial cards

- Example maps show numbers, but they are actually user-defined strings
- Dashes “-” signify empty locations (no control rod or insert)

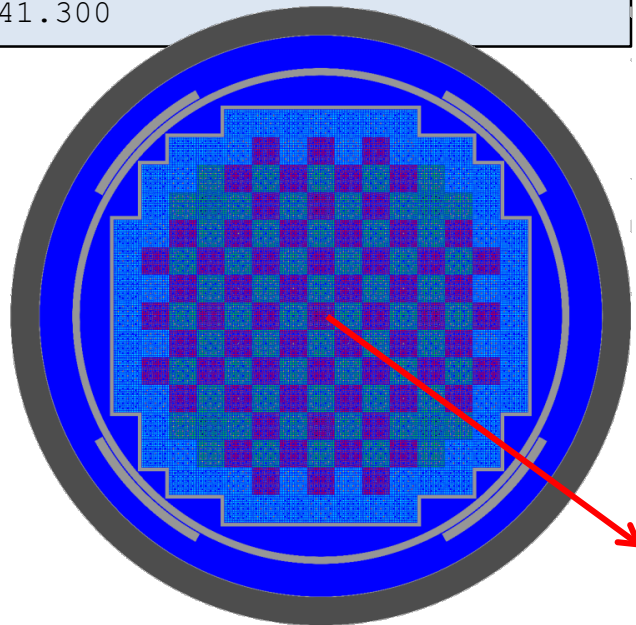
# Add Core Geometry Data

```
height      401.03      ! cm

upper_plate ss      6.3 0.56
lower_plate ss      7.5 0.42
baffle      ss 0.1627 2.22250

pad         ss 194.84 201.63 32 45 135 225 315

vessel      mod 187.960
             ss 193.675
             mod 219.150
             ss 219.710
             cs 241.300
```

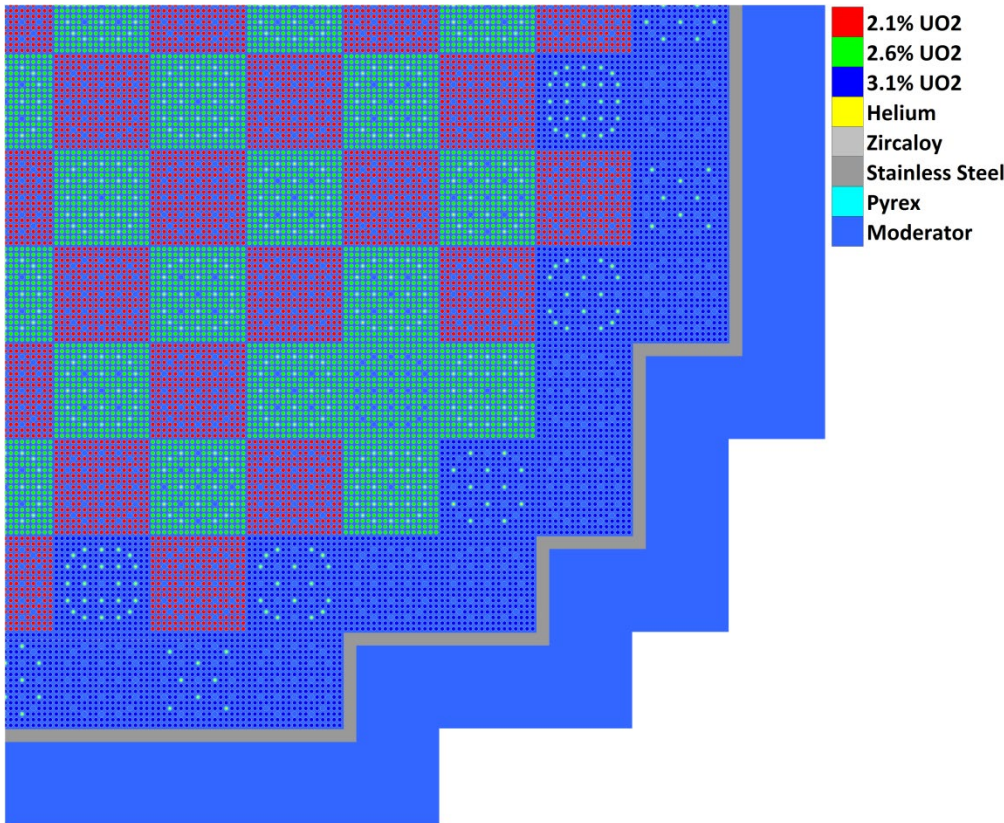


- All axial measurements are relative to the top of the lower core plate
- Height is the distance from the top of the lower core plate to the bottom of the top core plate
- Baffle material, gap size, and thickness
  
- Pad and vessel are modeled by specifying radii for each region and angles

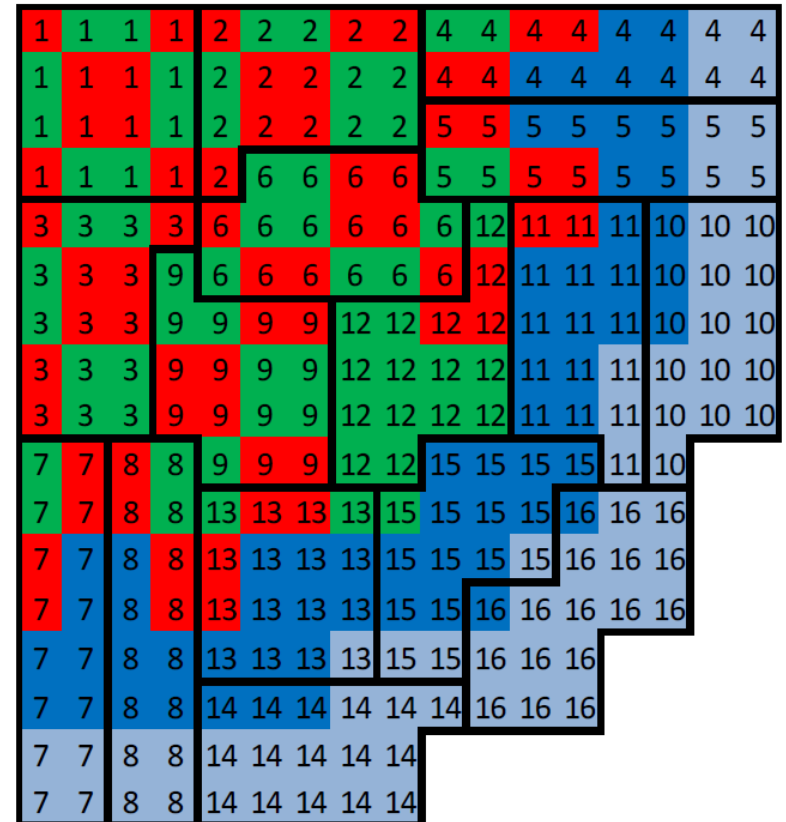
# Radial Parallel Partitioning Scheme

- Axial partitioning was covered in previous presentation
- Radial partitioning is performed on a “module” basis
  - Modules in MPACT are quarter-assemblies
  - Flexible assignment of modules to partitions
- Optimal load balance is achieved by assigning equal number of quarter-assemblies to each partition
- Partitions should be as “square” as possible
  - Recommend that you use examples provided
- Total number of cores equals number of radial partitions by number of axial partitions

# Full-Core 16 Partition Example



- 2.1% UO2
- 2.6% UO2
- 3.1% UO2
- Helium
- Zircaloy
- Stainless Steel
- Pyrex
- Moderator



- Assign quarter-core modules to partitions (include reflector modules)
- Good load balance with equal sized partitions



# Partition Input – MPACT Block

```
[MPACT]
num_space      8      ! Multiply by number of axial planes

par_method     EXPLICITRADIAL
par_map
  1  1  1  1  1  1  2  2  2  2  2  2  2  2  2  2
  1  1  1  1  1  1  2  2  2  2  2  2  2  2  2  2
  1  1  1  1  1  1  2  2  2  2  2  2  2  2  2  5
  1  1  1  1  1  1  4  4  4  4  5  5  5  5  5  5
  1  1  1  1  4  4  4  4  4  5  5  5  5  5  5  5
  1  1  1  1  4  4  4  4  4  5  5  5  5  5  5  5
  3  3  3  4  4  4  4  4  4  5  5  5  5  5  5  5
  3  3  3  4  4  4  4  4  4  8  8  8  8  8  8  8
  3  3  3  4  4  4  4  4  7  8  8  8  8  8  8  8
  3  3  3  4  6  6  6  7  7  8  8  8  8  8  8  0  0
  3  3  3  6  6  6  6  7  7  7  8  8  8  8  8  0  0
  3  3  3  6  6  6  6  7  7  7  7  7  8  8  8  0  0
  3  3  3  6  6  6  6  7  7  7  7  7  7  0  0  0  0
  3  3  3  6  6  6  6  7  7  7  7  7  7  0  0  0  0
  3  3  3  6  6  6  6  7  7  0  0  0  0  0  0  0  0
  3  3  6  6  6  6  6  7  7  0  0  0  0  0  0  0  0
```

With 50 axial nodes,  
the total number of  
cores would be  
~50 x 8 = 400 cores

- Simple to input (2D configuration layout in par\_map)
- EXPLICITRADIAL par\_method
- Same radial partitioning is applied for each plane

# More Examples

17 assemblies across (with reflectors)  
4-Loop Plant

1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3
1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3
1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3
1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3
1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3
1	1	1	1	1	5	5	5	5	5	2	2	3	3	3	3	3
4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6
4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6
4	4	4	4	4	4	5	5	5	5	6	6	6	6	6	6	6
4	4	4	4	4	4	5	5	5	5	6	6	6	6	6	0	0
4	4	4	4	4	4	5	5	5	5	6	6	6	6	6	0	0
7	7	4	4	4	4	8	8	8	8	8	6	6	6	6	0	0
7	7	7	7	7	7	8	8	8	8	8	6	6	6	6	0	0
7	7	7	7	7	7	8	8	8	8	8	8	0	0	0	0	0
7	7	7	7	7	7	8	8	8	8	8	8	0	0	0	0	0
7	7	7	7	7	7	8	8	8	0	0	0	0	0	0	0	0
7	7	7	7	7	7	8	8	8	0	0	0	0	0	0	0	0

8 radial partitions

1	1	1	1	2	2	2	2	4	4	4	4	7	7	7	7	7
1	1	1	1	2	2	2	2	4	4	4	4	7	7	7	7	7
1	1	1	1	2	2	2	2	4	4	4	4	7	7	7	7	7
1	1	1	1	2	2	2	2	4	4	4	4	11	11	11	11	7
3	3	3	3	5	5	5	5	8	8	8	8	11	11	11	11	11
3	3	3	3	5	5	5	5	8	8	8	8	11	11	11	11	11
3	3	3	3	5	5	5	5	8	8	8	8	12	12	12	11	11
3	3	3	3	5	5	5	5	8	8	8	8	12	12	12	12	12
6	6	6	6	9	9	9	9	13	13	13	13	12	12	12	12	12
6	6	6	6	9	9	9	9	13	13	13	13	12	12	12	0	0
6	6	6	6	9	9	9	9	13	13	13	13	16	16	16	0	0
6	6	6	6	9	9	9	9	13	13	13	13	16	16	16	0	0
10	10	10	14	14	14	15	15	15	15	16	16	16	16	16	0	0
10	10	10	14	14	14	15	15	15	15	16	16	16	0	0	0	0
10	10	10	14	14	14	15	15	15	15	16	16	16	0	0	0	0
10	10	10	14	14	14	15	15	0	0	0	0	0	0	0	0	0
10	10	10	14	14	14	15	15	0	0	0	0	0	0	0	0	0

16 radial partitions

Remember to include reflector row!

# More Examples

- The following layouts have already been created and are included in repository:
  - bw\_16r\_full.txt
  - bw\_16r\_qtr.txt
  - bw\_24r\_full.txt
  - bw\_32r\_full.txt
  - w2loop\_32r\_full.txt
  - w2loop\_8r\_qtr.txt
  - w3loop\_16r\_qtr.txt
  - w3loop\_8r\_qtr.txt
  - w4loop\_16r\_qtr.txt
  - w4loop\_32r\_full.txt
  - w4loop\_32r\_qtr.txt
  - w4loop\_48r\_full.txt
  - etc.

You can use these partitions by adding in an include file:

```
[MPACT]
  include w4loop_16r.txt
```

No path required, the examples are in the search path

Actual include files are located in \$VERAHOME/bin/Init

# New GRAPH Partition

- Very flexible
- Use values proportional to the number of axial levels

```
[MPACT]
  par_method GRAPH
  graph_part_method REB
  num_space [number of planes]*[number radial]
```

# Setting Number of Cores for CTF

- CTF runs on same cores as MPACT, but parallel domains are flow channels
- CTF is limited and can only run 1/4/9 cores per assembly
  - Recommend using 4 cores per assembly
- CTF will almost always use less cores than MPACT
  - This is handled automatically inside code, user does not have to do anything
- The following options are default for problems with more than one assembly:

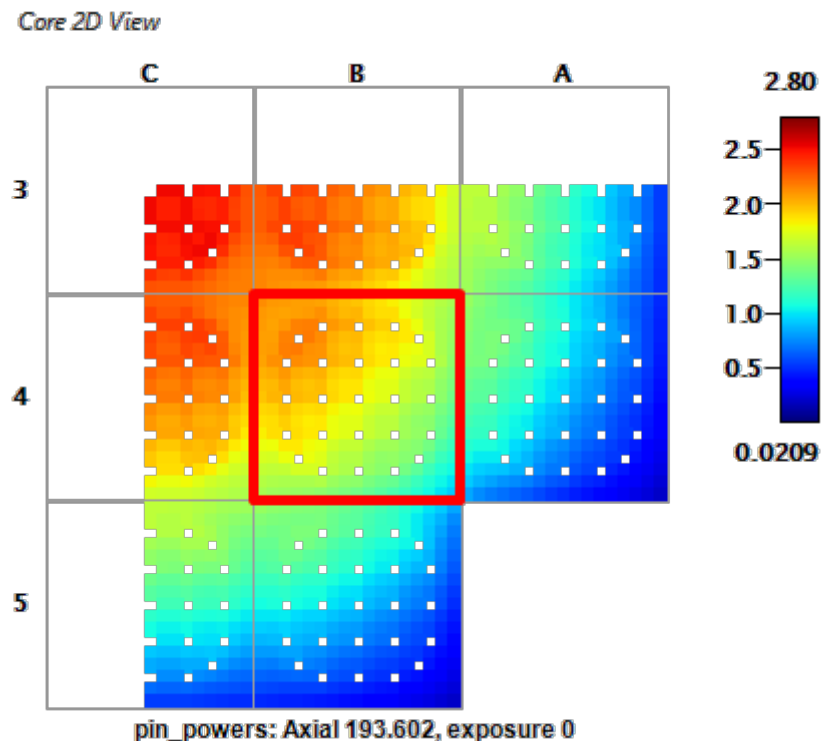
```
[COBRATF]
parallel      1
proc_per_assem 4
```

# Typical Run-Times

- Problem 9 – Watts Bar Unit 1
- 16 radial x 58 axial = 928 cores
- 32 statepoints
- 24.5 hours
  
- approximately 46 min/statepoint

# Class Exercise: Set up Mini-Core

- Start with “p6” input deck
- Convert to “minicore” input
  - Geometry is 21 assemblies
  - Modify CORE block – 6 input cards



# Modifications Needed for Mini-Core

## [CORE]

- Increase size to 5 (5x5 across)
- Increase rated power and flow
  - multiply by 21
- Modify core\_shape
- Modify assm\_map
- Remove bc\_rad
- Add baffle

## [COBRATF]

- Remove parallel card
- Parallel CTF will be enabled by default

```
[CORE]
size      5
rated    371.07 14.3283
          ! MW, Mlbs/hr

core_shape
  0 1 1 1 0
  1 1 1 1 1
  1 1 1 1 1
  1 1 1 1 1
  0 1 1 1 0

asmm_map
  ASSY ASSY ASSY
  ASSY ASSY ASSY
  ASSY ASSY

baffle ss 0.1 2.22

! Remove bc_rad

[COBRATF]
parallel 1
proc_per_assem 4
```



# Modifications Needed for Mini-Core

[MPACT]

- Add parallel partition

```
[MPACT]
  num_space 290      ! 5x58

  par_method      EXPLICITRADIAL
  par_map
    1  1  1  3  3  3  3
    1  1  1  3  3  3  3
    1  1  1  3  2  2  2
    5  5  5  2  2  2  2
    5  5  4  4  4  2  2
    5  5  4  4  4  0  0
    5  5  4  4  4  0  0
```

par\_map is for a qtr-core, including reflector nodes

# Class Exercise: Set up Mini-Core

- Start with “p6” input deck
- Convert to “minicore” input
  - Geometry is 21 assemblies
  - Modify CORE block – 8 input cards

- Submit Job

```
verarun mini
```

- Wait....
- Check queue

```
qstat
```



Modify Input and Submit

# Mini-Core Output

```
*****  
***** STATE_0001 *****  
*****
```

## State Summary

```
-----  
Core Exposure          0.00 MWD/MTHM  
Relative Power         100.00 %  
Thermal Power         92.77 MWt  
Relative Flow          100.00 %  
Absolute Flow         451.33 kg/s  
Inlet Temperature     291.85 C  
Boron Conc.           1300.00 ppm  
k-eff                 1.06394
```

## Assembly Average Power

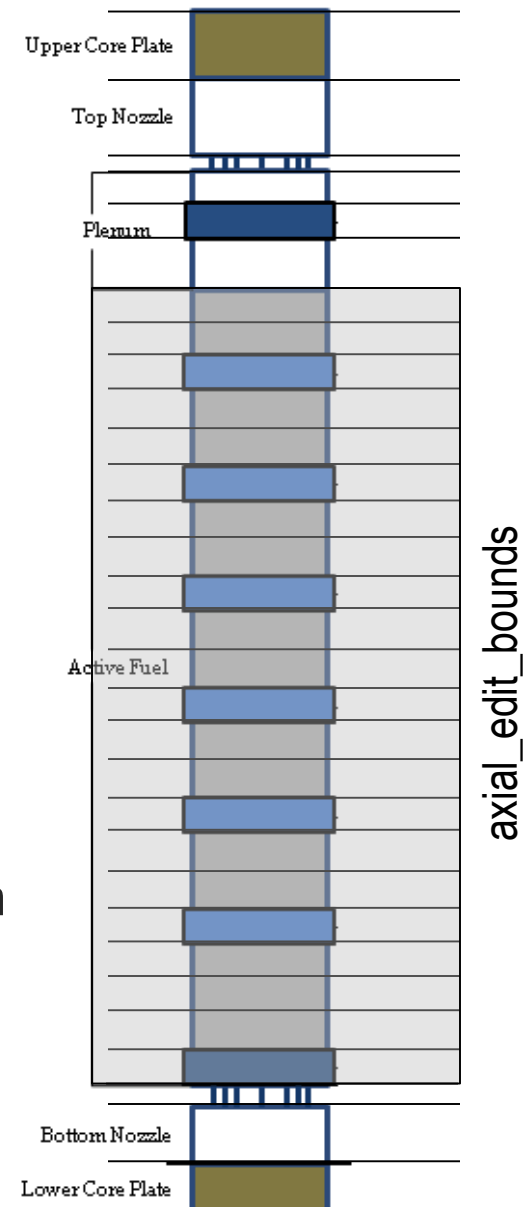
```
-----  
          C          B          A  
3    1.8461    1.5480    0.7966  
4    1.5480    1.2637    0.5901  
5    0.7966    0.5901
```

Runs in about 27 minutes on 290 cores

[View Results in VERAView](#)

# Axial Meshing Best Practices

- The *axial\_edit\_bounds* in the EDIT block defines the computational boundaries in the active fuel region
  - Start at BAF and end at TAF
  - Include all fuel boundaries (IFBA, blankets)
  - Include black absorber boundaries (WABA)
  - Include top and bottom of spacer grids
  - Subdivide remaining regions into 1.5" to 4" regions (larger may be doable)
  - Avoid thin regions (< 2 cm)
  - Manually merge boundaries that are close
    - Move items of lesser importance (grids) to match higher important boundaries (fuel, poison)
  - Avoid too many decimal places
- By default, the upper and lower reflector regions are auto-meshed



# Example Axial Mesh

Users explicitly enter axial mesh for active fuel

Grid above and below fuel is automatically meshed

1	5	Lower Core Plate	30	8.065	
2	6.053	Bottom nozzle	31	8.065	
3	5.898		32	8.065	
4	3.866	Bottom of active fuel	33	3.81	grid
5	8.211		34	8.065	
6	8.211		35	8.065	
7	8.211		36	8.065	
8	8.212		37	8.065	
9	8.211		38	8.065	
10	8.211		39	8.065	
11	8.211		40	3.81	grid
12	3.81	grid	41	8.065	
13	8.065		42	8.065	
14	8.065		43	8.065	
15	8.065		44	8.065	
16	8.065		45	8.065	
17	8.065		46	8.065	
18	8.065		47	3.81	grid
19	3.81	grid	48	7.9212	
20	8.065		49	7.9212	
21	8.065		50	7.9212	
22	8.065		51	7.9212	
23	8.065		52	7.9212	Top of active fuel
24	8.065		53	8.556	
25	8.065		54	3.866	grid
26	3.81	grid	55	3.578	
27	8.065		56	3.799	
28	8.065		57	8.827	Upper Nozzle
29	8.065		58	7.6	Upper Core Plate

# Axial Reflector Regions

- The auto meshes created in the **non-fuel** regions are based on simple MPACT input
  - Regions are homogenized in regions > 2 cm and < 20 cm
  - Can result in 4-6 axial planes in EACH axial region
  - Can smear regions that may not be ideal
  - Final mesh is in output under 'Axial Mesh Data'
- For ultimate control of the entire axial mesh, use the *axial\_mesh* MPACT input
  - can manually combine regions as desired
  - Input is mesh sizes, not elevations
  - Must be consistent with *axial\_edit\_bounds*
  - Recommended to use 'Axial Mesh Data' output as a starting point

```
[MPACT]
meshing_method    nonfuel
automesh_bounds   2 20
```

```
meshing_method useraxialmesh
axial_mesh
  10.0    ! water
   5.0    ! lower core plate
   6.0    ! bottom nozzle
   2.3    ! gap and plug
   4.4    ! fuel
   3.866  ! end grid
   7.0    ! fuel
  . . . . .
   7.6    ! fuel
  11.9    ! plenum
  10.3    ! grid, plenum, gap
   8.8    ! top nozzle
  ! 7.6   ! upper plate
```

# Thoughts and Rules-of-Thumb

- Creating the axial mesh is the most cumbersome part of the input. It is recommend to make simplifications where appropriate and not use too many digits.
- If you are limited in resources, you can probably get away with 3 regions below the BAF and 3 regions about the TAF
  1. Bottom end plug and gap
  2. Bottom nozzle
  3. Lower Plate
  1. Upper Plenum
  2. Upper grid, plenum, plug, gap
  3. Top nozzle
- Consider the distance from the fuel (i.e. the upper core plate probably has no effect)
- To improve solution stability, limit the number of thin regions in the axial reflectors
- To get initial core count, run on 1 processor with `par_method=ASSEMBLY`, and kill job at 'Generating Input Edits'

# Mixed Cores and Axial Mesh

- VERA requires ONE axial mesh for all fuel
- Optimal mesh may change if fuel designs change
- The axial mesh can be changed between cycles
  - The reinsert fuel from the restart file will be remeshed on the new cycle mesh using volume weighting
- Best practice: For varying IFBA, WABA, and blanket lengths, choose an axial mesh that will be most flexible for modeling many/future cycles
  - 6” and 8” blankets
  - 120”, 128”, 132” IFBA/WABA

Choose your axial mesh carefully  
and consider multiple cycles



# Fuel Shuffling

- Core shuffling is done by reading previous cycle EOC restart file(s) and providing shuffle map
  - Depleted assemblies are shuffled from old locations to new locations by specifying old location coordinates
  - New assemblies are specified with a “+” indicator
- Shut-down cooling calculated for each assembly using shutdown date of previous cycle and startup date of new cycle
  - EOC restart file must have “op\_date” specified
- Longer example shown in VERAIn Manual

# Fuel Shuffle – STATE Block

```
[STATE]

restart_shuffle ../cycle1/beavrs_cy1_restart.h5 EOC1

shuffle_label

          L-10 +F34 +F32 +F34 +F32 +F34 E-10
        G-10 +F32 +F32 L-02 P-12 N-03 B-12 E-02 +F32 +F32 J-10
      F-09 +F34 N-02 N-10 +F32 D-11 R-10 M-11 +F32 C-10 C-02 +F34 K-09
    +F32 P-03 L-08 +F32 M-09 E-15 G-08 L-15 D-09 +F32 H-05 B-03 +F32
F-05 +F32 F-03 +F32 M-04 +F32 M-03 A-10 D-03 +F32 D-04 +F32 K-03 +F32 K-05
+F34 P-05 +F32 G-04 +F32 N-08 R-09 G-14 A-09 H-03 +F32 J-04 +F32 B-05 +F34
+F32 D-02 E-12 A-11 N-04 G-01 B-09 H-15 J-14 J-01 C-04 R-11 L-12 M-02 +F32
+F34 N-13 F-15 H-07 F-01 B-07 A-08 F-14 R-08 P-09 K-15 H-09 K-01 C-03 +F34
+F32 D-14 E-04 A-05 N-12 G-15 G-02 H-01 P-07 J-15 C-12 R-05 L-04 M-14 +F32
+F34 P-11 +F32 G-12 +F32 H-13 R-07 J-02 A-07 C-08 +F32 J-12 +F32 B-11 +F34
F-11 +F32 F-13 +F32 M-12 +F32 M-13 R-06 D-13 +F32 D-12 +F32 K-13 +F32 K-11
    +F32 P-13 H-11 +F32 M-07 E-01 J-08 L-01 D-07 +F32 E-08 B-13 +F32
      F-07 +F34 N-14 N-06 +F32 D-05 A-06 M-05 +F32 C-06 C-14 +F34 K-07
        G-06 +F32 +F32 L-14 P-04 C-13 B-04 E-14 +F32 +F32 J-06
          L-06 +F34 +F32 +F34 +F32 +F34 E-06
```

Label syntax: <unit number>:<cycle number><X label>-<Y Label>

- Unit numbers not required
- Cycle number defaults to previous cycle
- + Signifies fresh assembly, label following + sign is not currently used

# Fuel Shuffle – CORE Block

```
[CORE]

cycle 2                ! Cycle number
op_date 04/01/1985    ! Date of cycle startup

xlabel   R  P  N  M  L  K  J  H  G  F  E  D  C  B  A
ylabel  01 02 03 04 05 06 07 08 09 10 11 12 13 14 15

assm_map                ! Assembly types
  X                    ! X is burned fuel (arbitrary)
  X X                  ! new fuel must have map
  X X X
  X X 4 X
  X X X 4 X
  X X 4 X X 5
  X X X 4 4 X
  5 4 5 X

insert_map              ! Add new insert locations (if any)
  -
  - -
  - - -
  - - 08 -
  - - - 12b -
  - - 08 - - -
  - - - 04 - -
  - - - -
```

# Shutdown Decay

- Shutdown decay will be calculated between the shutdown date on the restart and the startup date in the shuffle case
- e.g. xenon goes to zero, samarium usually peaks
- Every isotope decays using ORIGEN models

```
[STATE]
deplete EFPD 441.0
restart_write p9.res EOC
op_date 1997/9/6
```

Write EOC restart file with  
shutdown date

```
[CORE]

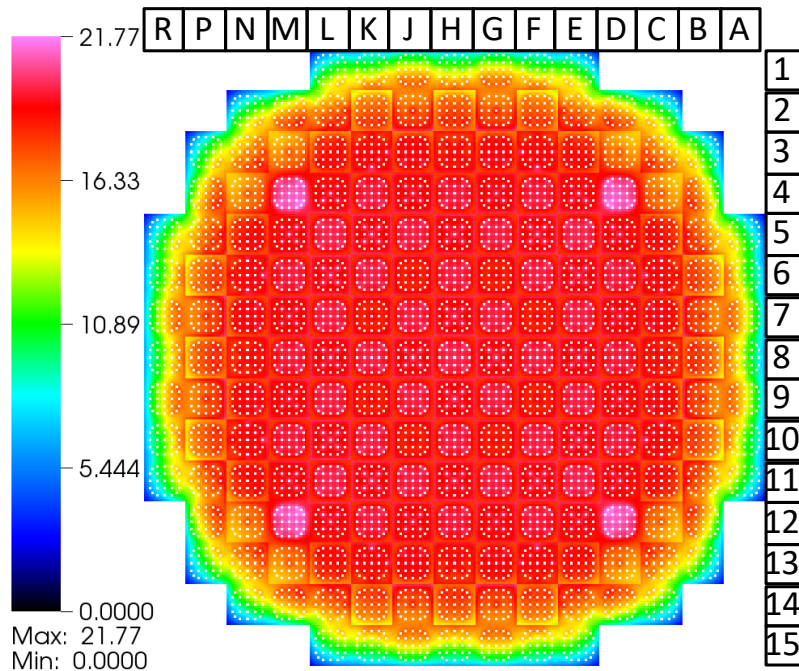
cycle 2                ! Cycle number
op_date 04/01/1985    ! Date of cycle startup
```

Specify startup date  
on BOC shuffle

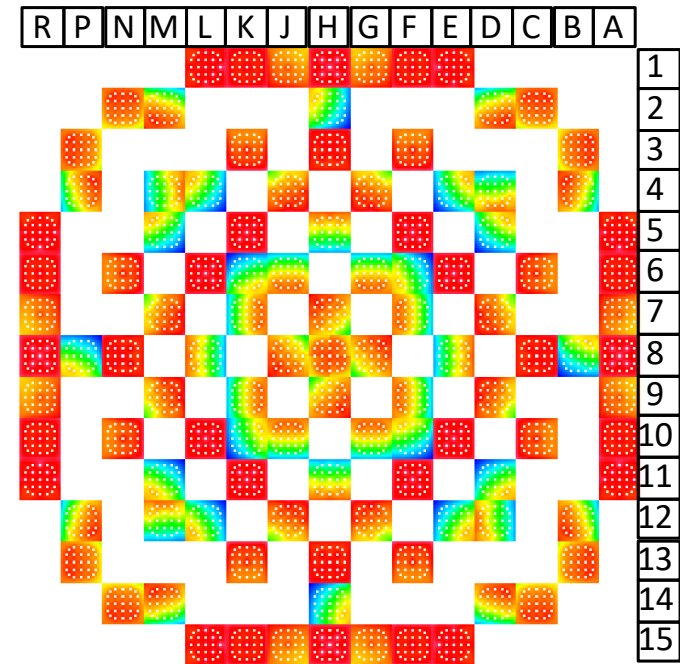
# Fuel Shuffling Verification

## Pin-wise Exposures Before and After Shuffle

EOC 1

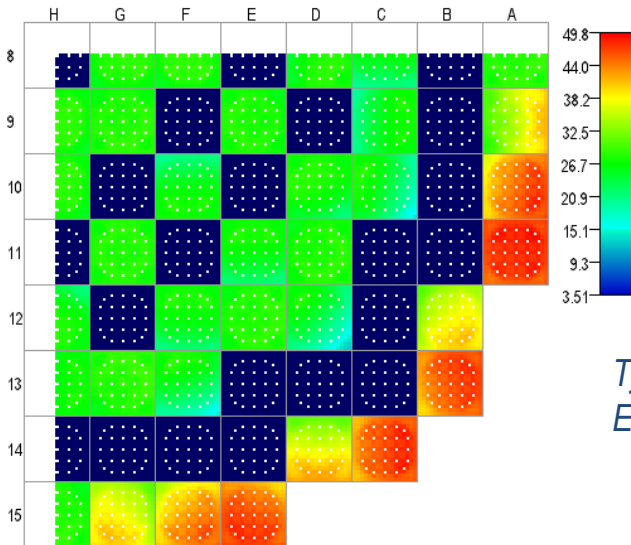


BOC 2

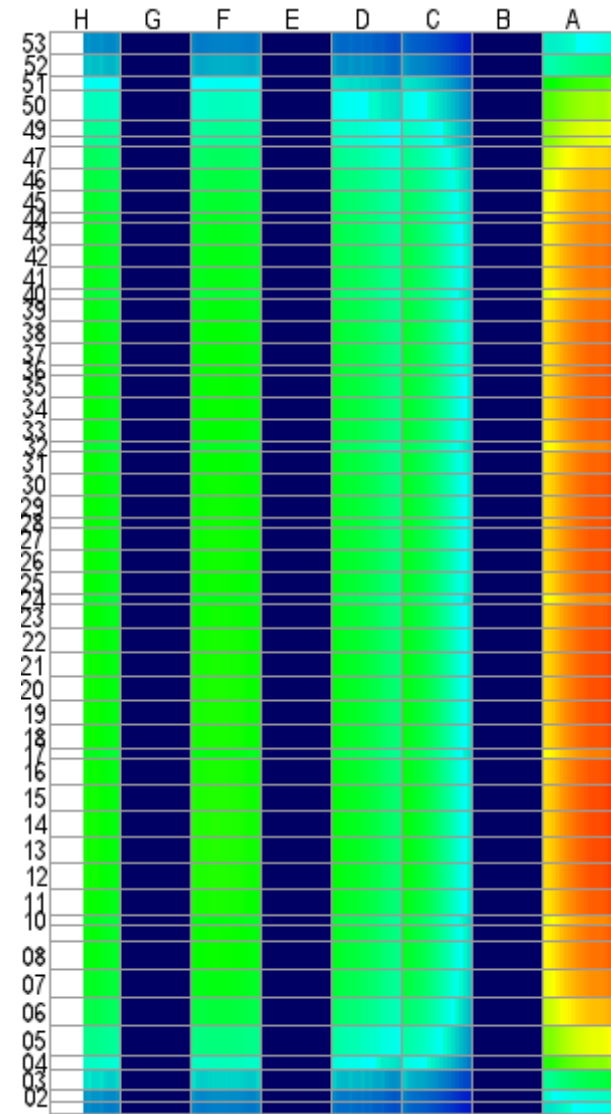


# Jump-In Cycles

- Typical commercial power plants replace 1/3-1/2 of the fuel during reloads
- In order to start an analysis without going back to Cycle 1, we need a method to approximate the depletion history of reinserted fuel
- In VERA currently, this means we need to generate a reasonable 3D isotopic distribution for depleted fuel



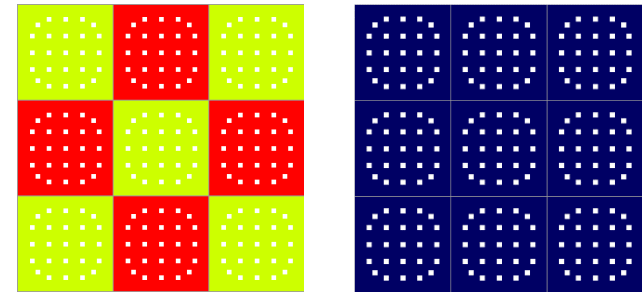
*Typical Beginning-of-Cycle Exposure Distribution*



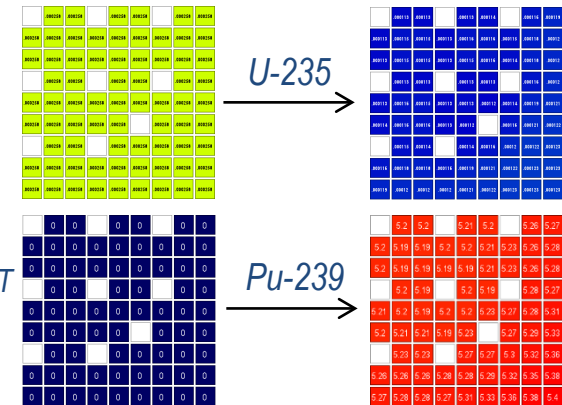
# Jump-In Procedure

1. Create model for the jump-in cycle
  - Treat as “all fresh” fuel at first
2. Use model to perform single assembly depletion for burned fuel
  - Only need to modify STATE and CORE blocks
  - Deplete at HFP nominal conditions out to desired burnup and write a restart file
  - Use a unique cycle identifier and x/y labels
  - Provide a simple op\_date for shutdown
3. Use standard shuffling capability to load burned fuel isotopics from single-assemblies into model from Step 1
  - Provide restart file from Step 2 on restart\_shuffle
  - Set op\_date in CORE block to perform decay
  - Input shuffle\_label using unique cycle and core location from Step 2.

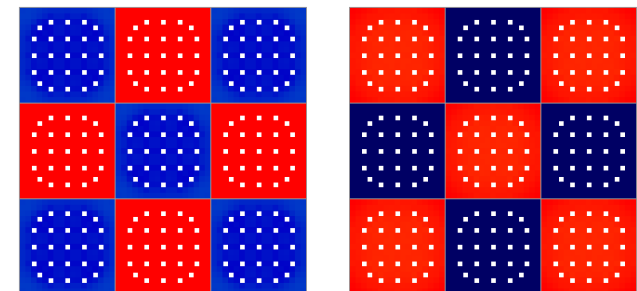
1. Initial U-235 and Pu-239 distributions



2. Single Assembly Depletion to 15 GWd/MT



3. Final U-235 and Pu-239 distributions



# Jump-In Example

- Step 1: Deplete Single Assembly model to average exposure when reloaded.

```
[STATE]
power      100.0    ! %
pressure   2250    !psia
sym        qtr
feedback   on
boron      1285.2
tinlet     565 K
search     boron
deplete    GWDMT 0.0 0.1 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 7.5 10.0 12.5 15.0
restart_write batch8A.res EOL
```

- Step 2: Load data into Full Core model

```
[STATE]
!restart file for each sub-batch at the batch-average burnup
restart_shuffle ./ batch8A.res EOL
                ./ batch8B.res EOL
                ./ batch9A.res EOL
                ./ batch9B.res EOL
                ./ batch9C.res EOL

shuffle_label
 19Z-0 29Z-0 +    29Z-0 +    29Z-0 29Z-0 28Z-0
 29Z-0 +    29Z-0 +    29Z-0 39Z-0 +    18Z-0
 +    29Z-0 39Z-0 39Z-0 +    39Z-0 +    28Z-0
 29Z-0 +    39Z-0 +    29Z-0 +    +    28Z-0
 +    29Z-0 +    29Z-0 29Z-0 +    29Z-0
 29Z-0 39Z-0 39Z-0 +    +    18Z-0 28Z-0
 29Z-0 +    +    +    29Z-0 28Z-0
 28Z-0 18Z-0 28Z-0 28Z-0
```



# Jump-In Comments and Challenges

- 3D single assembly depletions tend to develop unphysical axial power distributions at higher burnups
  - The assembly AO needs to be close to zero (or close to the actual reactor core history)
  - We have been able to significantly improve the accuracy of the jump-in cycle by artificially increasing the boron concentration for the depletion (increases the MTC and keeps the power more centered)
  - Because of this, the depletion can have trouble converging at high exposures
- Rather than using single assemblies, fuel can be “recycled” from future cycles or other plants
  - Axial meshes don’t need to match. MPACT can “remesh” the shuffled fuel, which introduces some additional error.
- Number of depletion regions and sizes need to match
  - Otherwise, fuel mass may not be conserved
  - IFBA patterns must be consistent so number of depletion regions match

# Fuel Temperatures

Currently three methods of providing fuel temperatures to MPACT for Doppler feedback

1. Fixed, uniform value via *tfuel1* in STATE block
  - Requires *feedback=off* and *modden*
2. CTF heat conduction model
  - *NC=1* in the COBRATF block
  - Requires user input for gap conductance
  - No burnup dependency (yet)
3. Temperature table with  $(T_{\text{fuel}}-T_{\text{mod}})$  as a function of LHR and pin exposure
  - Only one fuel type supported (for now)
  - Applied rod-by-rod at each axial plane
  - Temperature is used uniformly within the fuel pellet

# Fuel Temperature Table

- Fuel temperature input table is quadratic coefficients for power at different burnups:

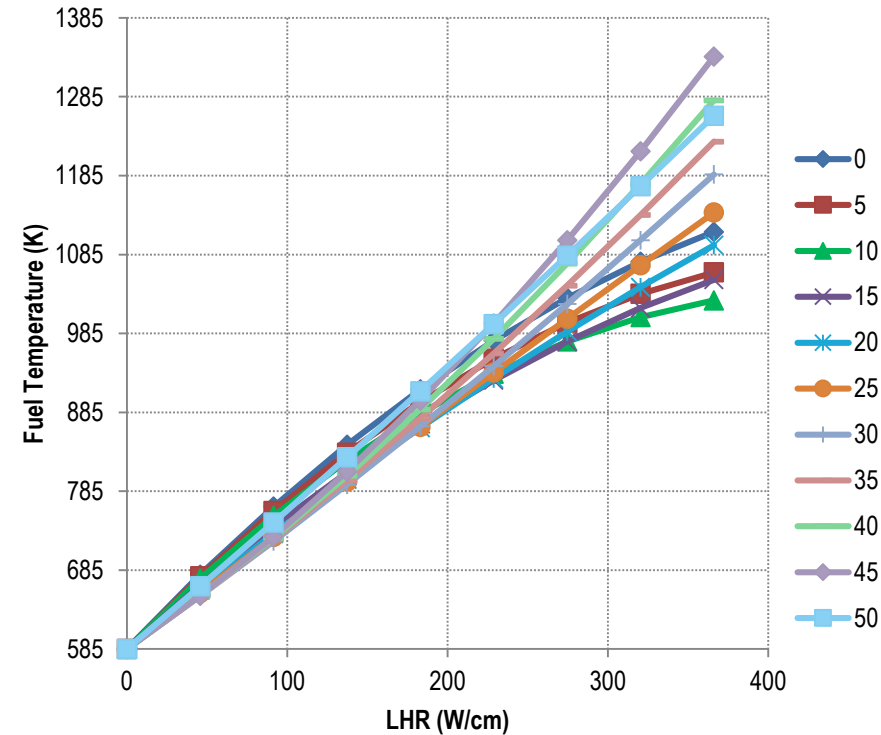
$$T_{fuel} = T_{mod} + a(exp) \times LHR + b(exp) \times LHR^2$$

where  $LHR$  is the power deposited in the fuel in W/cm

- Linear interpolation is used between burnups
- No zero power intercept is allowed (must go to zero)
- A LHR constant is available to provide flexibility in table generation
  - If table is based on LHR deposited, use 1.0
  - If table is based on LHR generated, use (1.0-dhfrac)
  - If table is based on normalized power distribution, use core average LHR times (1-dhfrac) in W/cm

# Example Fuel Temperature Table

!	nBuPoints	LHR (W/cm)	
	11	0.974	
!	Bu (GWD/MT)	a (K)	b (K)
	0.00	2.14920235	-0.00192506
	5.00	2.11615487	-0.00221779
	10.00	2.05743514	-0.00232281
	15.00	1.84058120	-0.00153461
	20.00	1.66621956	-0.00073186
	25.00	1.56530475	-0.00014700
	30.00	1.44101883	0.00055258
	35.00	1.43921965	0.00086746
	40.00	1.41862382	0.00131394
	45.00	1.39113479	0.00180470
	50.00	1.72317832	0.00033787



$$T_{fuel} = T_{mod} + a(exp) \times LHR + b(exp) \times LHR^2$$

Data from bison\_table\_tavg\_rev6.tab  
 Plot is for a fixed  $T_{mod}=585K$

# Fuel Temperature Table Input

```
[MPACT]
  temptable_boundary    bulk_cool    ! new BC option
  temptable_qprime      0.974
  temptable_polynomial
    0.00      2.14920235    -0.00192506
    5.00      2.11615487    -0.00221779
   10.00      2.05743514    -0.00232281
   15.00      1.84058120    -0.00153461
    .....

[COBRATF]
  nc 0                ! disable conduction model
  dhfrac 0.026        ! direct moderator heating fraction
```

- Temperature tables usually come from BISON, so users do not need to develop the table by hand
- Users may also use tables generated by other fuel performance codes

# Fuel Temperature Table Input

- Example fuel temperature tables exist for most users!
- Based on Watts Bar geometry

Most Applications

```
[MPACT]
include bison_table_tavg_rev7.tab
```

- If you need to generate your own tables, ask for assistance.
- Additional features are under active development (multiple tables, gad tables, etc.)
- Fast running fuel performance models also under development! **CTFFuel**

CTFFuel should be in final 4.0 Release!

# Ask for Help!

- Following topics are “advanced” and there is still active development in these areas
  - Jump-in cycles
  - Axial mesh for non-uniform assembly types
  - Fuel temperature tables
- Detailed examples usually exist for different reactor types

Don't be afraid to ask developers for guidance!

# Class Exercise: SMR

- Run small sample SMR reactor, which has full-core details but runs fast
- Additional simplifications to run fast
- Reactor is based on public NuScale geometry with fuel from Watts Bar (i.e. not realistic)
- Copy sample input:

```
cp /projects/vera-users-grp/training/smr/smr.inp .
```

- Look at input:
  - How many assemblies?
  - How many axial mesh?
  - How many radial partitions?
  - How many depletion steps?



# Class Exercise: Run SMR

- Create subdirectory and copy sample problem

```
mkdir smr  
cd smr
```

- Copy sample file from training directory

```
cp /projects/vera-users-grp/training/smr/smr.inp .
```

- Run Job

```
verarun smr
```

- Wait....

- Check queue

```
qstat
```



Copy Input file and Submit

# SMR Results

```
=====  
Statepoint Summary  
=====
```

N	exposure	exposure	eigenvalue	boron	3PIN	2PIN	3EXP	A/O(%)
1	0.0000	0.00	1.000003	881.42	2.1577	1.4695	0.0000	-7.1589
2	0.1000	5.82	0.999999	854.19	2.1261	1.4644	0.2144	-7.0148
3	1.0000	58.19	1.000000	828.31	2.0391	1.4151	2.0872	-6.4080
4	3.0000	174.57	0.999995	754.02	1.7896	1.3305	5.8890	-4.1446
5	5.0000	290.95	0.999999	635.63	1.6853	1.3139	9.2614	-3.0477
6	7.0000	407.33	1.000000	502.36	1.5934	1.3168	12.3037	-2.3103
7	9.0000	523.70	1.000000	355.75	1.5165	1.3069	15.1461	-1.6116
8	11.0000	640.08	0.999998	198.73	1.4952	1.2916	17.9903	-0.8725
9	12.0000	698.27	0.999999	117.74	1.4765	1.2880	19.3352	-0.6380

Runs in about 33 min on 320 cores  
(with fast run-time options)

# Questions?

