



## **Exercise: materials**

# Exercise objectives

- Declaring & assigning materials
- Defining compound materials
- Setting simple beam parameters
- Running, plotting and interpreting results

# Making gruyère (as a COMPOUND material in FLUKA)

- Swiss gruyère cheese, 100 g (simplified composition):

- 34.5 g water
- 28.5 g proteins:  $C_3H_7NO_2$
- 33.4 g lipids:  $CH_3(CH_2)_{14}COOH$
- 1 g Ca
- 600 mg P
- 360 mg Na
- 74 mg K
- 40 mg Mg

*What is the most convenient way in which to describe these materials?*



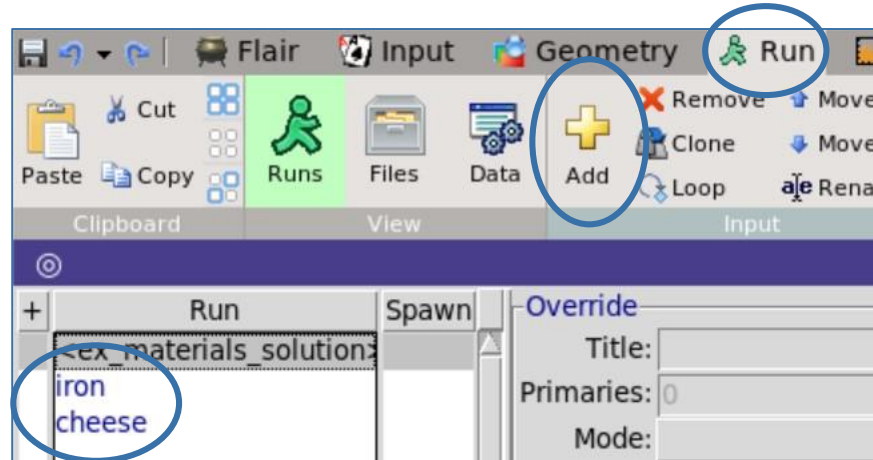
- Density  $\rho = 915.35 \text{ kg/m}^3$
- **Note:** Authentic Swiss gruyère **does not** have holes; it can therefore be considered a homogeneous medium... 😊

# Geometry, beam parameters and scoring

- Start from the provided input
- Define **GRUYERE** as a compound material
  - **Hint:** first define proteins and lipids as compound materials, then use them to define the gruyère
- A non-divergent **200 MeV proton beam** along the z-axis starting from (0,0,-5) is already defined
  - You can confirm this by looking at the **BEAM** and **BEAMPOS** cards
- A scoring card (**USRBIN**) is already included:
  - Proton fluence in an X-Y-Z 3D-mesh encompassing the target

# Run

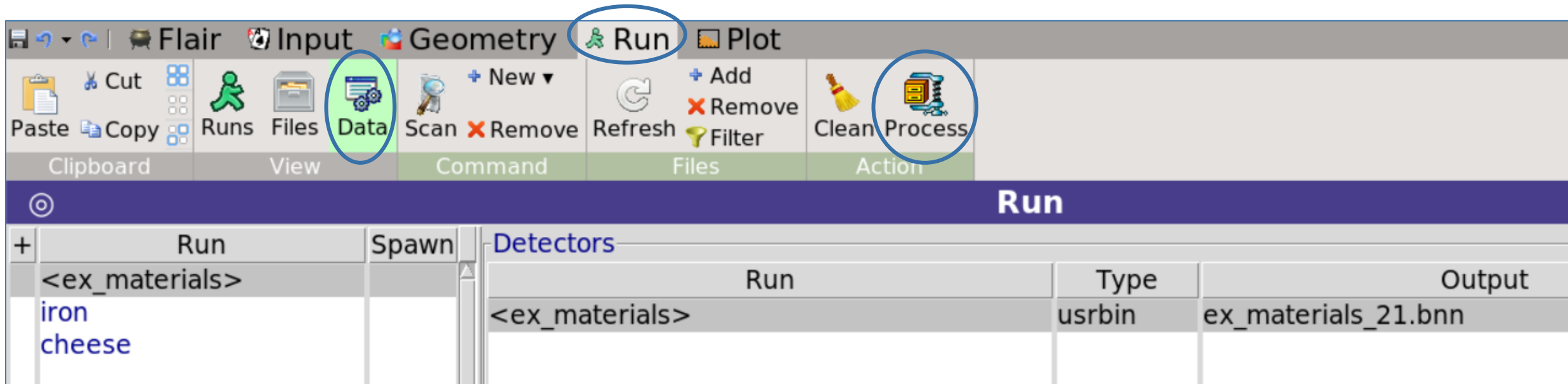
- Assign the new material **GRUYERE** to region **TARGET**
- Add a new run (“cheese”) and run 5 cycles with  $10^4$  primaries each
  - **Note:** check to see that the number of primaries per cycle is set in the **START** card



- Then, assign material **IRON** to region **TARGET**, add a new run (“iron”) and run again
- Did you notice a difference in the CPU time per primary for the two cases?

# Process the results

- After running, process the results (in the **Run** tab, go to **Data**, select both runs and click **Process**)

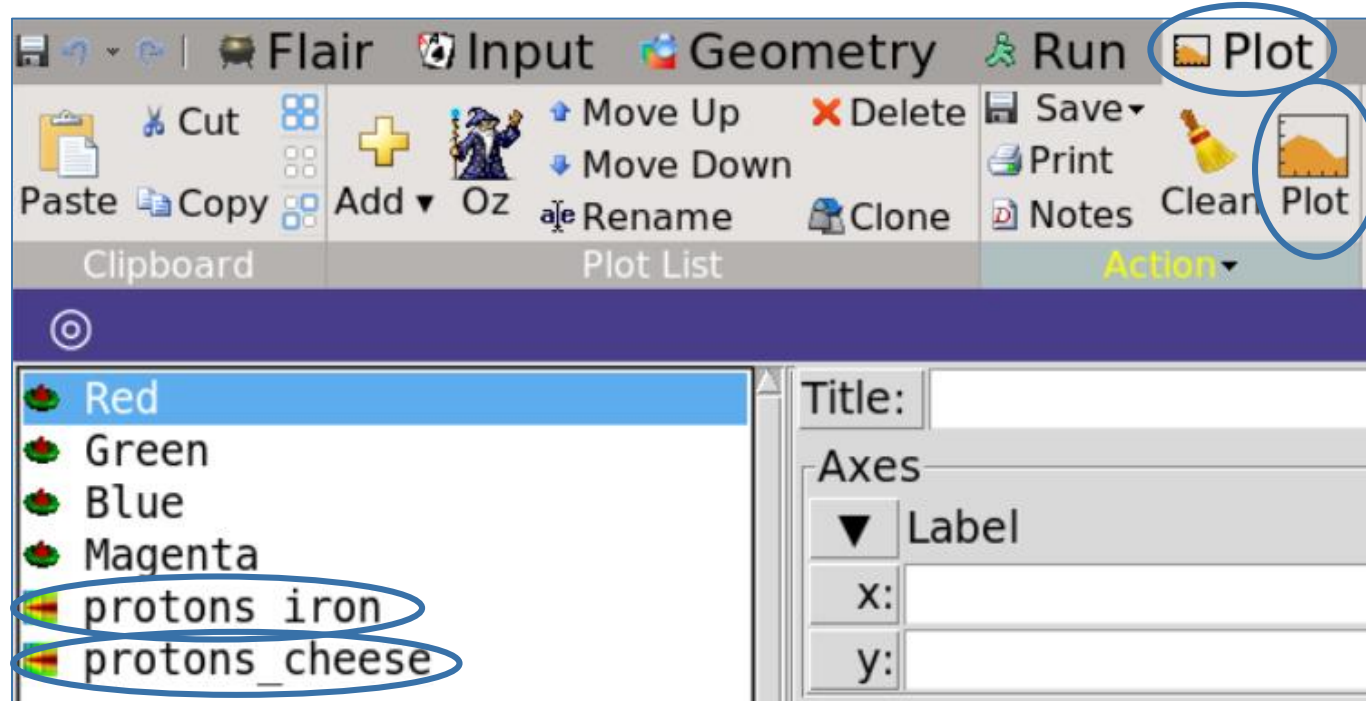


The screenshot shows the FLUKA GUI interface. The top menu bar includes 'Flair', 'Input', 'Geometry', 'Run', and 'Plot'. The 'Run' menu is open, showing options: 'Data', 'Scan', 'Remove', 'Refresh', 'Add', 'Remove', 'Filter', 'Clean', and 'Process'. The 'Data' and 'Process' options are circled in blue. Below the menu, the 'Run' tab is active, displaying a table of runs.

Run	Spawn	Detectors	Run	Type	Output
<ex_materials>					
iron			<ex_materials>	usrbin	ex_materials_21.bnn
cheese					

# Plot the results

- After processing the results, go to the **Plot** tab and plot each result in turn by selecting the corresponding scoring (shown in the lower left) and clicking **Plot**



- **Note:** if you did not name the runs “iron” and “cheese”, then you will need to change the Binning Detector file in order to produce the plots

# Interpreting the results and getting additional information

- Observe the plotted results for the two cases. Which material would be a better beam dump? Can you explain the difference in CPU time between the two cases?

