



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?



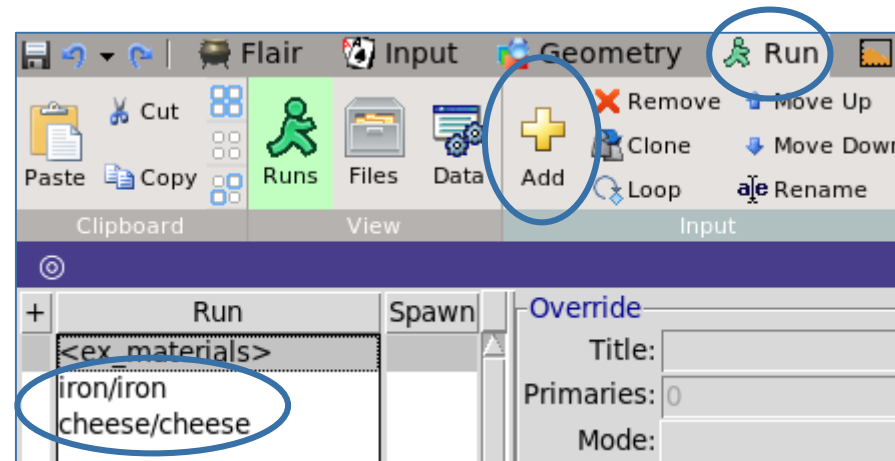
- Density $\rho = 915.35 \text{ kg/m}^3$
- **Note:** Authentic Swiss gruyère **does not** have holes; it can therefore be considered a homogeneous medium... 😊

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

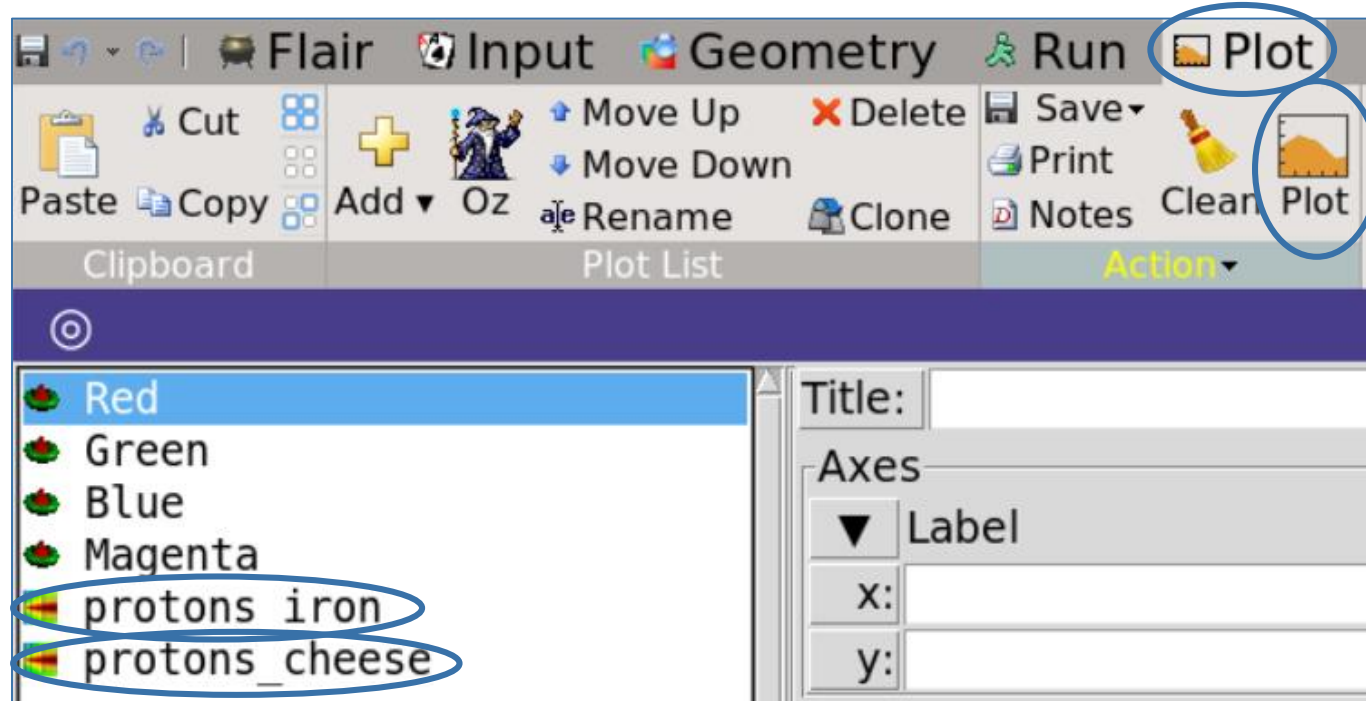
- After running, process the results (in the **Run** tab, go to **Data**, select both runs and click **Process**)

The screenshot shows the FLUKA software interface. The top menu bar includes 'Flair', 'Input', 'Geometry', 'Run', and 'Plot'. The 'Run' menu is open, showing options like 'New', 'Add', 'Remove', 'Filter', 'Refresh', 'Clean', and 'Process'. The 'Data' option is highlighted. Below the menu, the 'Run' tab is active, displaying a table of runs and their results.

Run	Spawn	Detectors	Run	Type	Output
<ex_materials>					
iron/iron		iron/iron	usrbin		iron/iron_21.bnn
cheese/cheese		cheese/cheese	usrbin		cheese/cheese_21.bnn

Plot the results

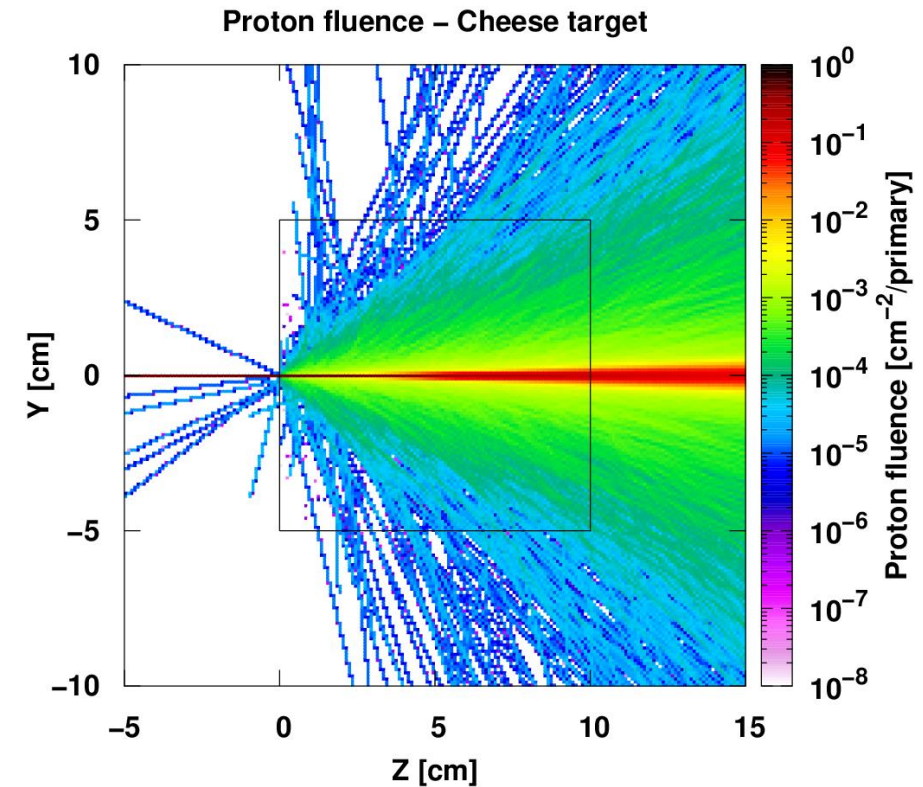
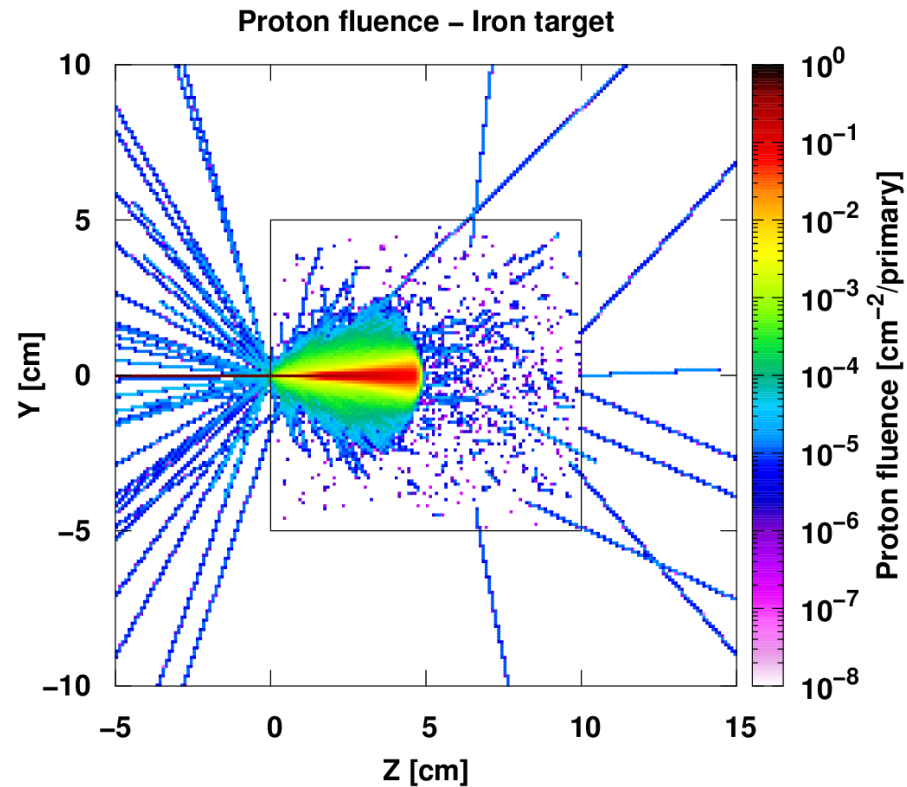
- After processing the results, go to the **Plot** tab and plot each result in turn by selecting the corresponding scoring (shown in the lower left) and clicking **Plot**



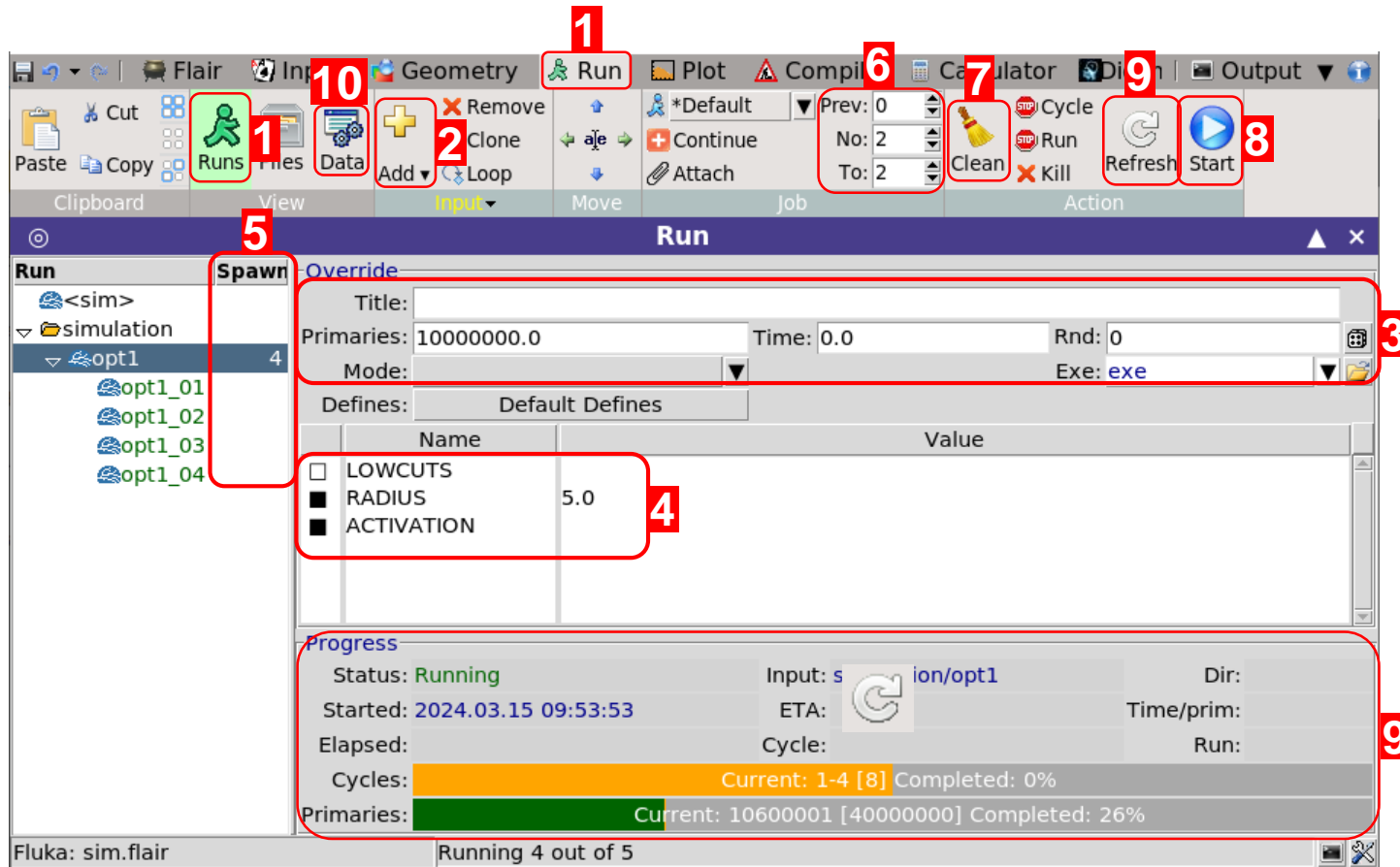
- **Note:** if you did not name the runs “iron” and “cheese”, then you will need to change the Binning Detector file in order to produce the plots

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?



Flair Cheat Sheet



Remember!

- You can **STOP** or **KILL** the run.
- You can edit your input while the simulation runs.

!!! WARNING !!!

- Mind the memory and CPU usage of your simulations!



- Go to the **Run** tab, select **Runs** view.
- Add **new folder** + Add **new run**.
- Override the input run info:
 - Number of primaries
 - Title / Max. time per cycle / Seed / Exec.
- Override/Define variables.
- Recommended:** Increase number of spawns
- Set number of cycles per spawn
 - Recommend at least 5 cycles in total.
 - $\text{num_cycles_tot} = \text{num_cycles_per_spawn} * \text{num_spawns}$

- Clean** run files after change to input or run settings.
- Click **Start** to launch the simulations.
- Monitor the progress. Click **Refresh** to force update.
- After all cycles end:
 - Go to the **Data** (Data icon) tab.
 - Click **Process** (Process icon) to combine all cycles and create simulation data files.
 - You may need to refresh (Refresh icon) and scan (Scan icon) if detectors are missing.



