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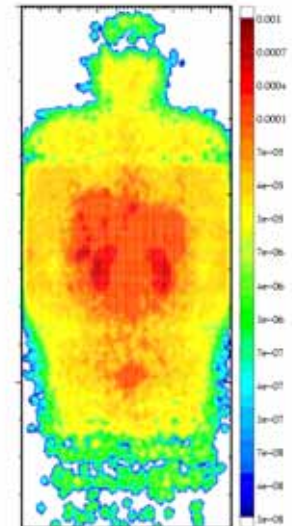
ORANGE

An accurate dose algorithm in MCNP(X)

Steven van der Marck, MCNEG 2007
NPL, March 28–29, 2007

- ❖ MCNP(X): is there a problem?
- ❖ ORANGE ↔ MCNP
- ❖ Examples
 - ✓ 18 MV photon beam, $1.5 \times 1.5 \text{ cm}^2$
 - ✓ High energy neutron beam
 - ✓ 65 MeV proton beam

Dose distribution in patient



The problem with MCNP(X) ?

- ☺ Particle transport is fast
- ☹ Electron transport is good enough for most purposes,
(but not as accurate as EGS, Penelope)
- ☹ Dose algorithm is slow
the more voxels, the slower the run

Example:

6 MV beam on a
(30 cm)³ water phantom

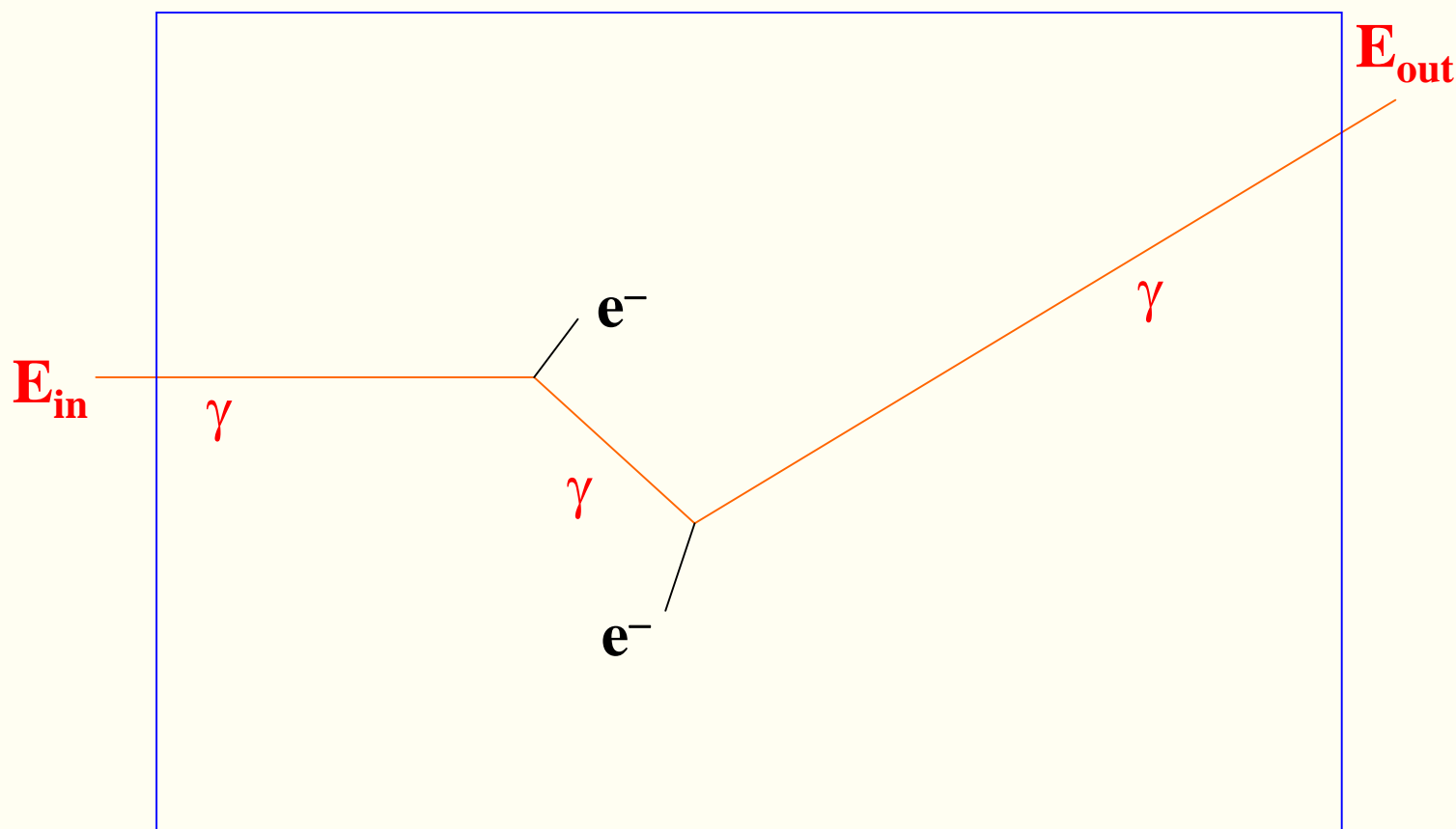
#voxels	MCNP	'MeshTally'
3 ³	1.1	0.7
10 ³	60.7	0.9
30 ³	5487.0	10.0
60 ³	86731.1	65.5

(CPU minutes)

ORANGE

- o Based on MCNP-4C3 and MCNPX-2.6.c
- o No additional approximations
- o Identical physics to MCNP(X)
- o Retains all functionality of MCNP(X)
- ❖ Better algorithm for ‘dose per voxel’
- ❖ Dose based on energy deposition per interaction
- ⇒ Faster general purpose Monte Carlo

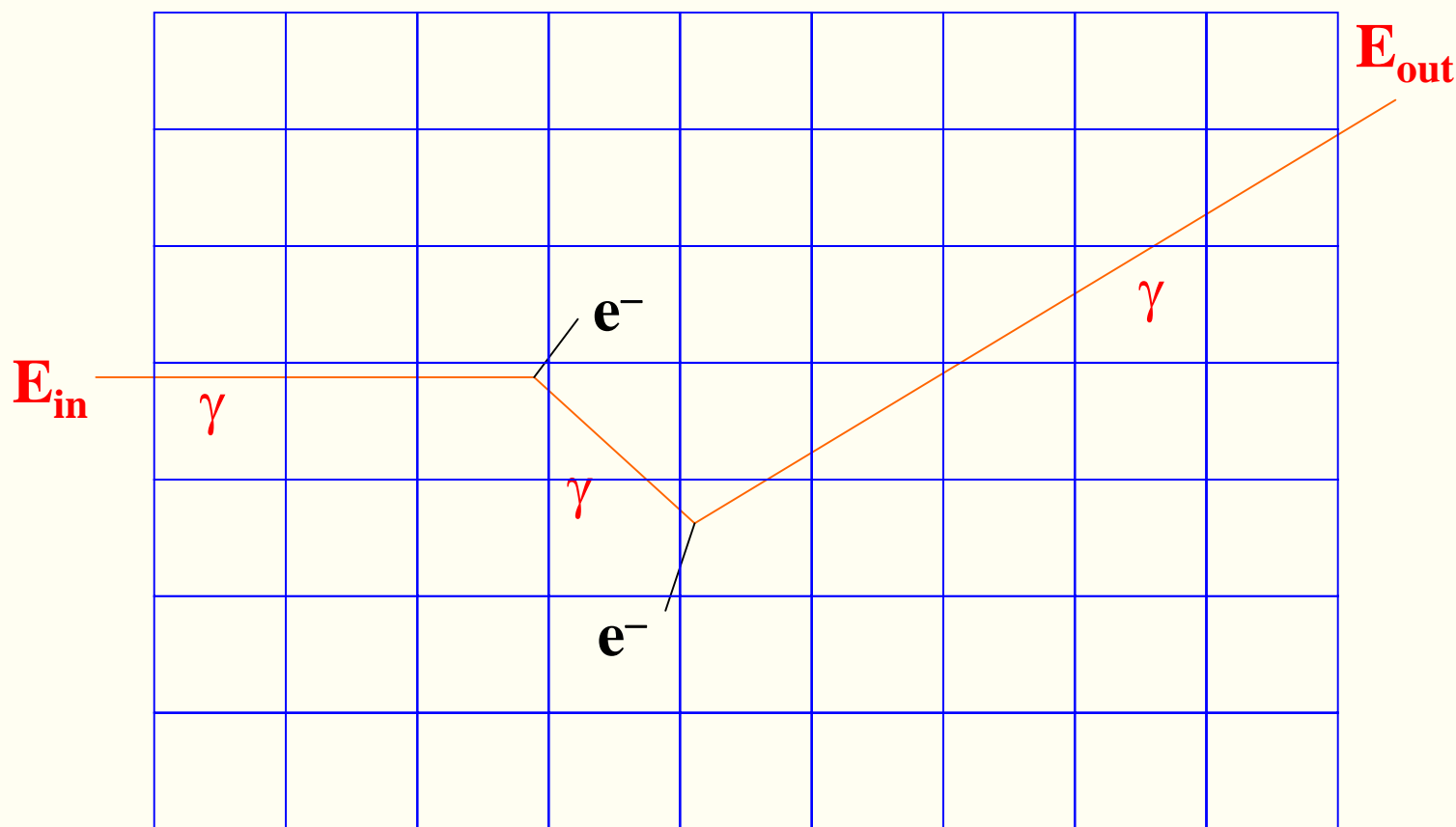
MCNP dose algorithm



$$\text{Dose} = (E_{in} - E_{out})/m$$

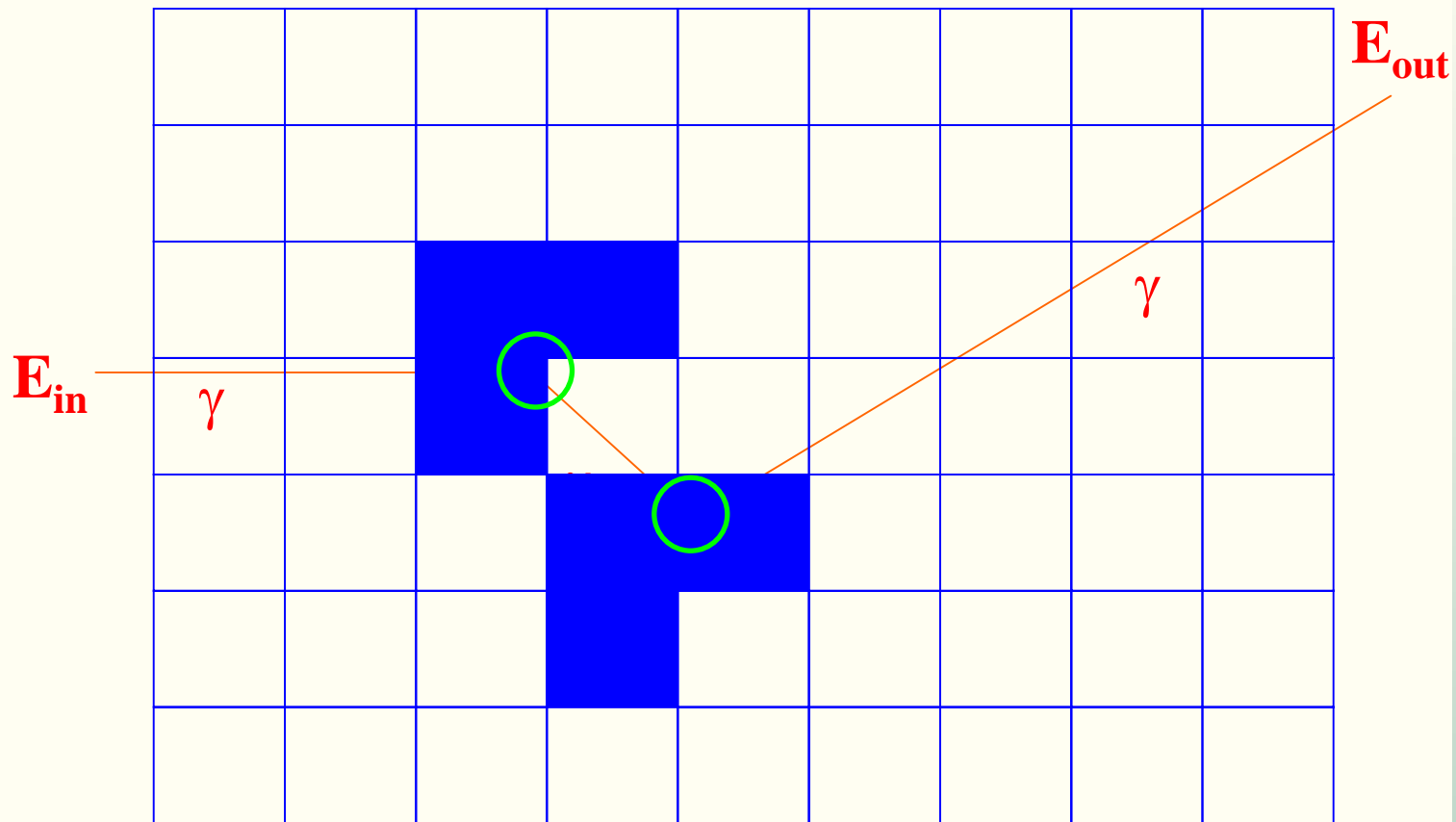
voxel
m=mass in voxel

MCNP dose algorithm



Dose = $(E_{in} - E_{out})/m$ for all voxels!

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ORANGE dose algorithm



Dose = $(E_{in} - E_{out})/m$ per *interaction*
(for just a few voxels!)



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Speed of Orange

6 MV beam on a (30 cm)³ water phantom

#voxels	MCNP	SpeedTally	Orange
3 ³	1.1	0.6	0.6
10 ³	60.7	1.0	0.7
30 ³	5487.0	4.8	1.7
60 ³	86731.1	73.8	3.0

(CPU minutes)



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Speed of Orange

#voxels	MCNP	Mesh Tally 3	Orange
3^3	1.1	0.7	0.6
10^3	60.7	0.9	0.7
30^3	5487.0	10.0	1.7
60^3	86731.1	65.5	3.0

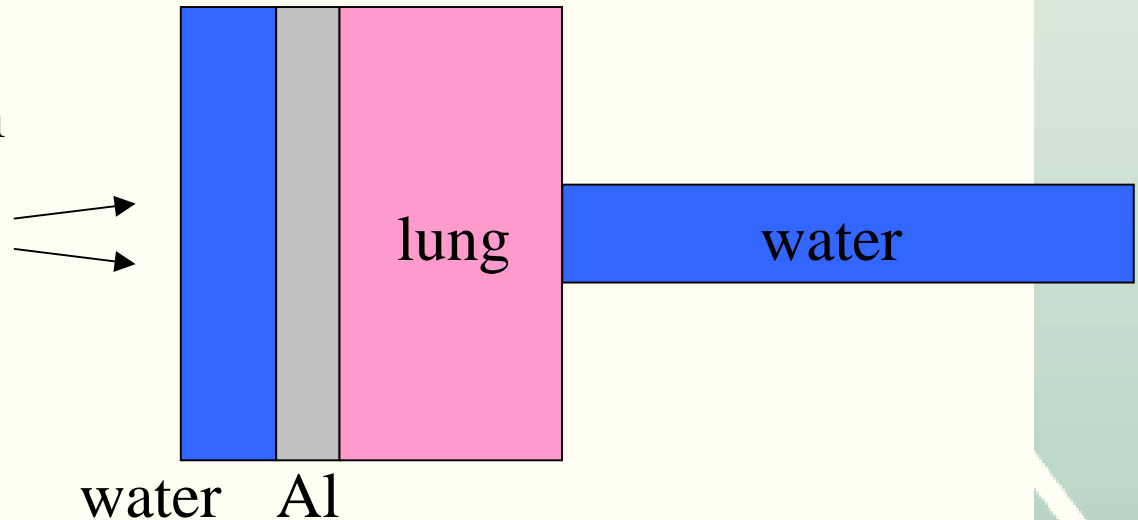


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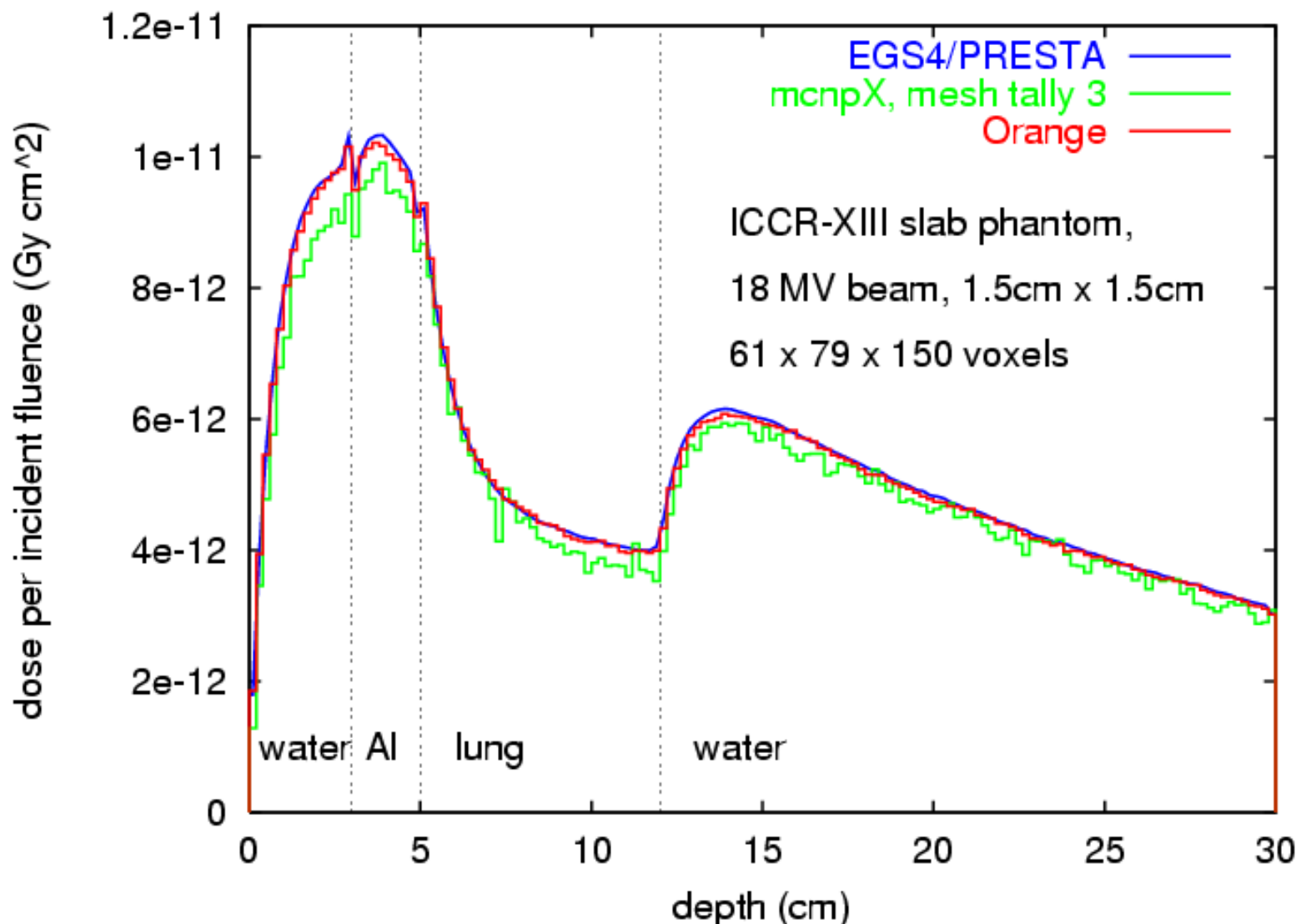
Calculational benchmark (ICCR)

- ❖ Uniform 18 MV beam, $1.5 \times 1.5 \text{ cm}^2$
- ❖ Voxel size $0.5 \times 0.5 \times 0.2 \text{ cm}^3$
- ❖ Phantom:
 - 3 cm water
 - 2 cm Aluminium
 - 7 cm lung
 - 18 cm water



- ❖ Comparison:
Orange vs EGS

Results for ICCR benchmark





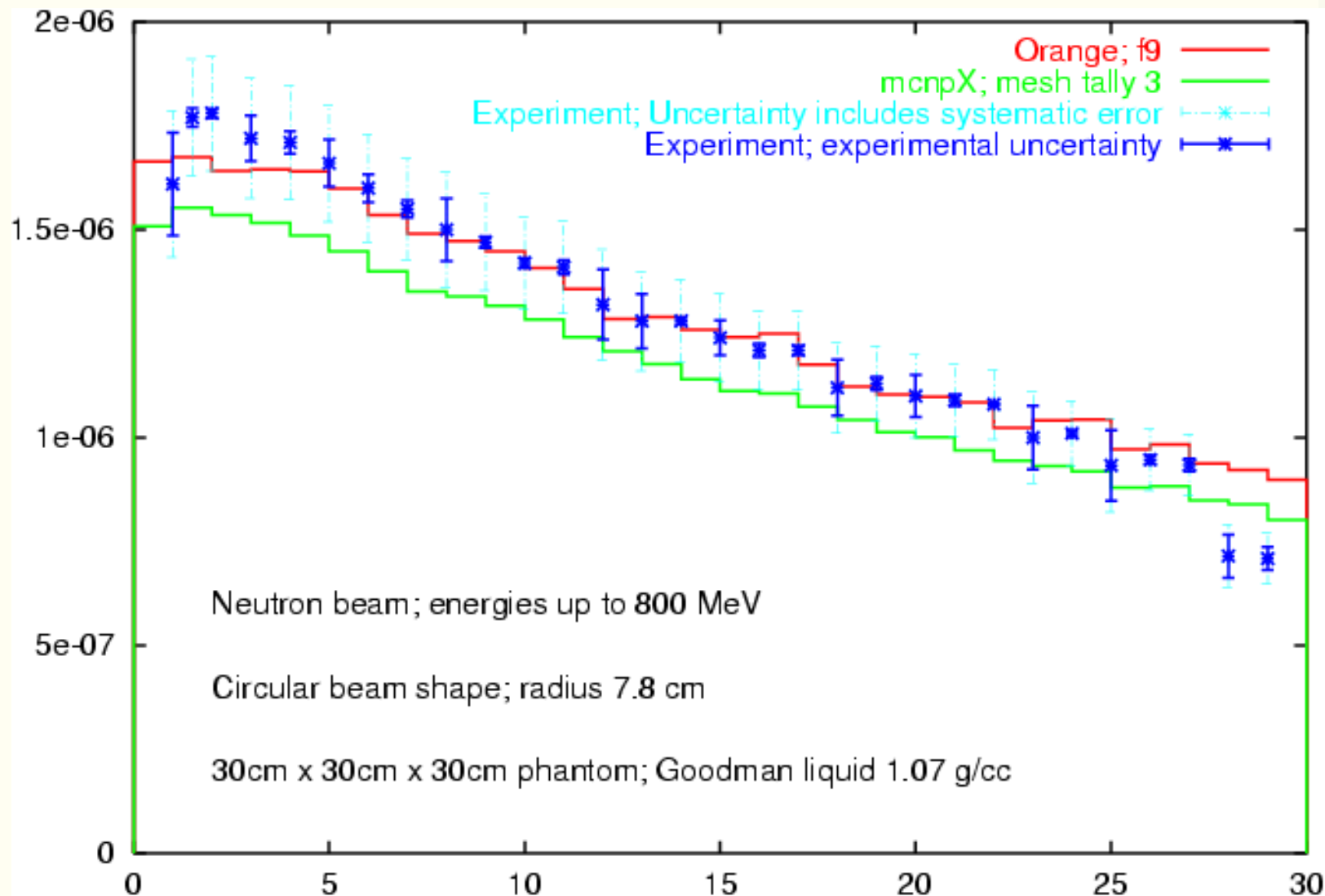
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Sutton experiment at LANL

- ❖ M.R. Sutton, ‘High energy neutron dosimetry’
PhD thesis, Georgia Inst. Techn. (2001)
- ❖ Neutron beam, $E < 800 \text{ MeV}$, peak around 300 MeV
- ❖ Circular beam shape, radius 7.8 cm
- ❖ $(30 \text{ cm})^3$ phantom, Goodman liquid, 1.07 g/cc
- ❖ 5 beams (1 unfiltered + 4 filtered with Pb or CH_2)
- ❖ PDDs and profiles at several depths

Results for Sutton experiment





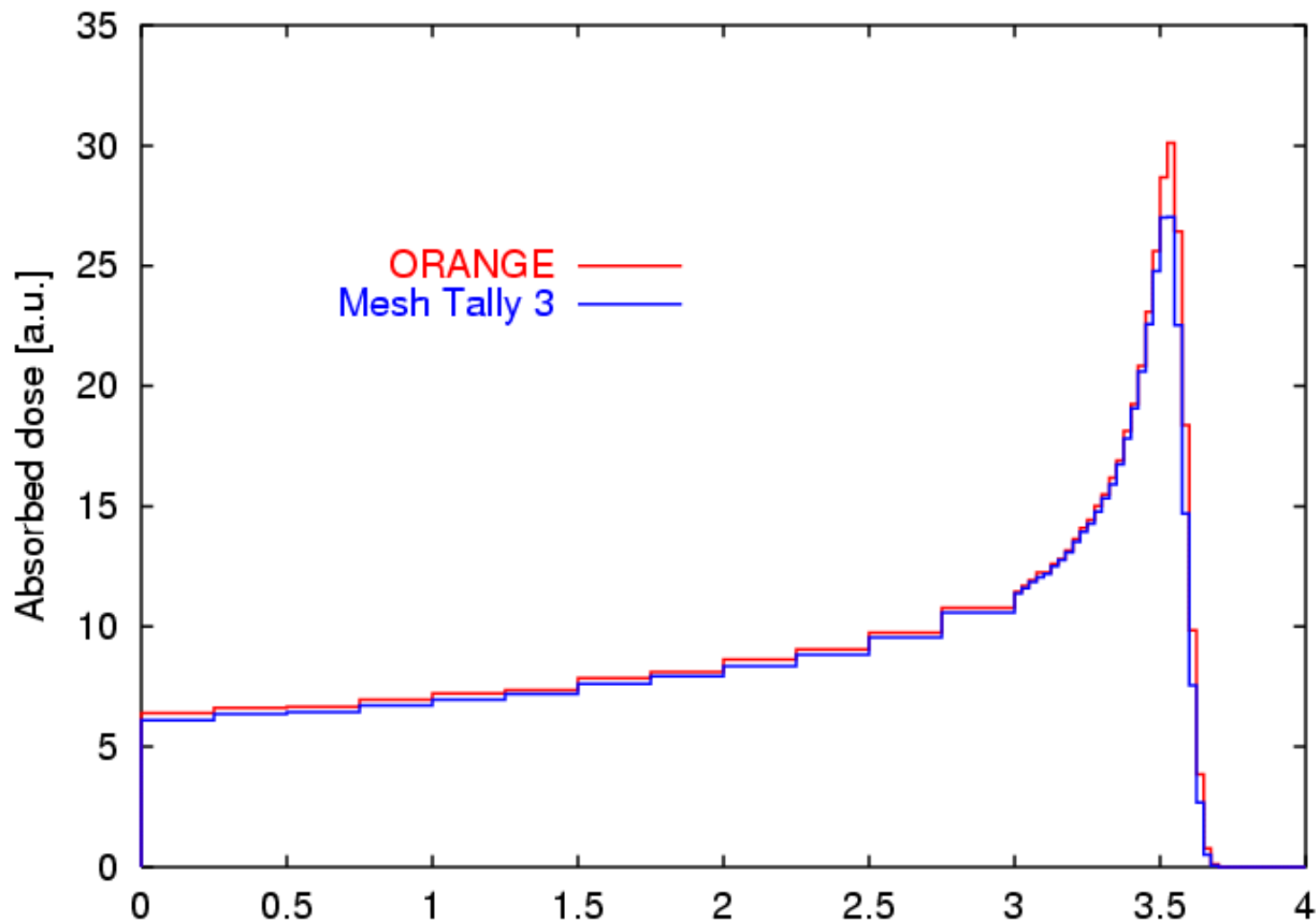
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Proton dose

- ❖ Orange version based on MCNPX: can also handle protons, deuterium, α , π^{\pm} , π^0 , ...
- ❖ Example
 - Water phantom
 - 65 MeV proton beam
 - Compare with “Mesh tally 3” from MCNPX

Results for proton beam





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Conclusions

- ❖ Transport algorithms in MCNP(X) are good
Dose algorithms: not the same quality
- ❖ Orange is *general purpose* Monte Carlo
- ❖ For a general purpose code, it is *fast*
- ❖ At small scale it is not as accurate as EGS, Penelope
- ❖ It can handle ‘all’ particles (e^- , γ , n, p, ...)