

2011 Serpent International Users Group Meeting General program

	Thursday, Sep tember 15 th		
8:00	Bus to HZDR from the IBIS hotel		
9:00	Welcome address		
9:15	Introduction to Serpent	Jaakko Leppänen	VTT
10:00	Solving Burnup Equations in Serpent: Matrix Exponential Method CRAM	Maria Pusa	VTT
10:30	Introduction of the Resonance dependent scattering kernel in SERPENT	Ron Dagan	KIT
11:00-11:30	Coffee break		
11:30	Some remarks on few-group XS generation with Serpent	Emil Fridman	HZDR
12:00	Generation of Homogenized Cross Sections for High Conversion LWRs	Eugene Shwageraus	BGU
12:30	On the use of SERPENT for cross section generation for Sodium Fast Reactors	Raquel Ochoa	UPM
13:00-14:00	Lunch at HZDR		
14:00	Monte Carlo cross section generation via MCNP versus SERPENT	Mohamed Belal	NECSA
14:30	Pebble bed reactor modeling using Serpent	Heikki Suikkanen	LUT
15:00	The use of the SERPENT code in safety studies of fast reactors	Youpeng Zhang	KTH
15:30-16:00	Coffee break		
16:00	High Conversion Th-U233 fuel assembly for current generation of PWRs	Daniela Baldova	HZDR
16:30	Neutronic optimization of high conversion square and hexagonal PWR fuel assemblies using BGCore and Serpent codes	Dan Kotlyar	BGU
17:00	Neutronic analysis of BWRs Th-233U self-sustainable assembly with BGCore system and Serpent Monte-Carlo based Codes	Yaniv Shaposhnik	BGU
18:00	Bus from HZDR to the "Augustiner an der Frauenkirche" restaurant		

	Friday, September 16 th		
8:30	Bus to HZDR from the IBIS hotel		
9:45	Serpent 2 - status and future plans	Jaakko Leppänen	VTT
10:30	On fly Doppler broadening in Serpent	Tuomas Viitanen	VTT
11:00-11:30	Coffee break		
11:30	Introduction to Sensitivity and Uncertainty Analysis in Reactor Physics	Maria Pusa	VTT
12:00	Uncertainty in burnup calculations - the total Monte Carlo method	Steven van der Marck	NRG
12:30	Improved time integration methods for burnup calculations with Monte Carlo neutronics	Jaakko Leppänen	VTT
13:00-14:00	Lunch at HZDR		
14:00	Panel discussion		
16:00	Bus from HZDR to the IBIS hotel		