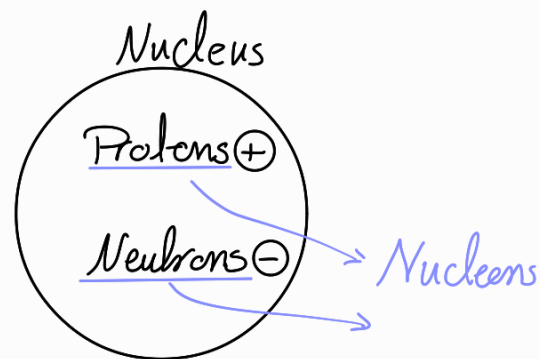


Nuclear Power

Nuclear energy	P 1-2
Radioactivity	P 2-4
Fission reactions	P 4-6
Uranium enrichment	P 6-7
Reactor design	P 7-10
Reactor power	P 11
Nuclear reactors	P 12-18

Involves changes in the nucleus

${}^A_Z X$ ← Atomic mass = # of P + # of N
 ↑ Atomic number = # P



Fusion and Fission

Fusion: energy is released by fusion of light-nuclei

Fission: energy is released by fission of heavy nucleus

Binding energy

$A < 56$
 $A > 56$

B.E = $\Delta m c^2$ ← light speed in vacuum

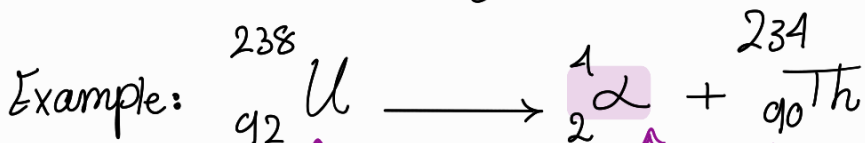
$$\Delta m = (m_p + m_n) - m_{\text{Nucleus}}$$

mass of P & N before nucleus formation

↳ = Atom mass - electrons mass

Radioactivity

- If the atomic number is > 84 , element has no stable isotopes so they decay which causes mass decrease
 ↳ α , β particles and γ radiation emitting



lost 2 protons & 2 neutrons
 Also 2 e^- were emitted

it will attract two free electrons

Alpha particles $\frac{4}{2}\alpha$

- Consists of two protons and two neutrons
- Its charge is +2
- Identical to helium atom ${}^4_2\text{He}$
- Highly ionizing and little penetrating ability

Beta particles ${}_{-1}^0\beta$

- High energy electrons
- has a negative charge -1

Gamma ray γ

- No charge (neutral)
- It is an electromagnetic radiation of very short- wavelength
- It represents excess energy emission
- Has high penetration abilities

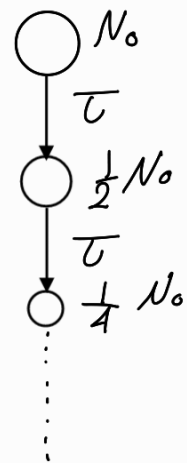
Radioactivity decay

Number of atoms at time $t \rightarrow N(t) = N_0 e^{-\lambda t}$ constant

Original number of atoms at $t=0$

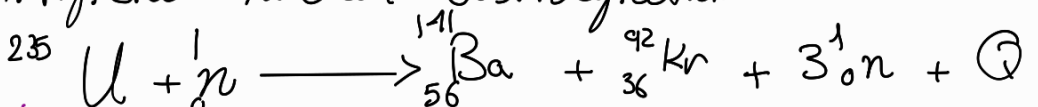
- Half life time τ

$$t_{\frac{1}{2}} = \frac{0.693}{\lambda}$$

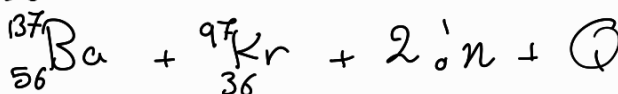


Remaining fraction = $\left(\frac{1}{2}\right)^n$ where n is the number of half lives.

Artificial nuclear disintegration



Bombardement

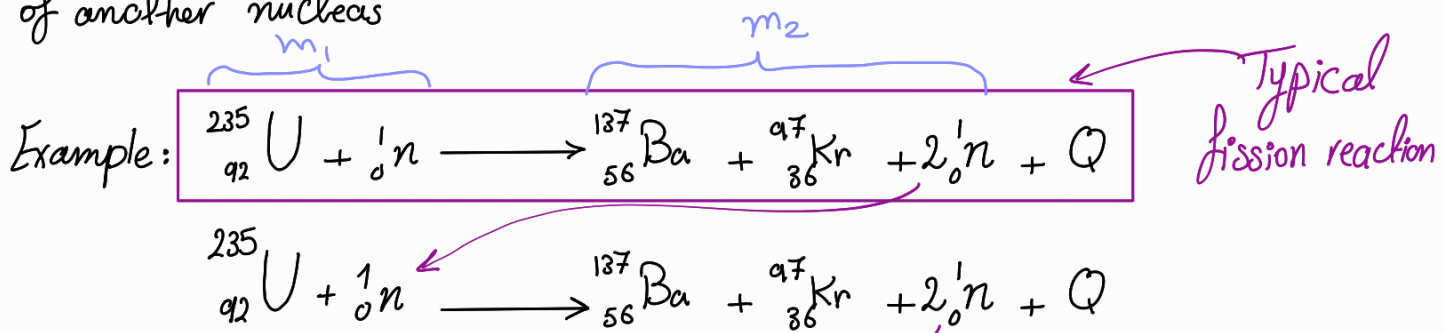


Energy released

- Large quantity of energy is released with each fission
 $\approx 200 \text{ MeV}$
↳ Kinetic energy (Most) of neutrons and fission fragments + small fraction as β & γ
- $E = \Delta m C^2$
↳ Energy released

Steady state chain reaction

- When each neutron produced by fission affects a successive fission of another nucleus



Note: $m_1 > m_2$

Fast neutrons

- When fission neutrons collide with another nucleus, they lose K.E but does not cause fission
- However, slow neutrons can cause fission

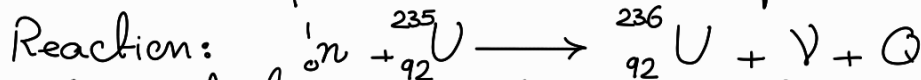


Neutron Stability methods :

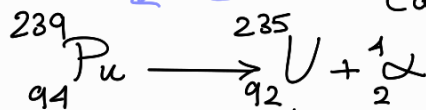
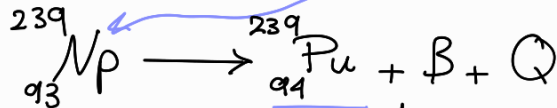
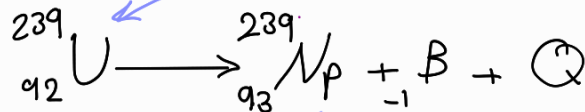
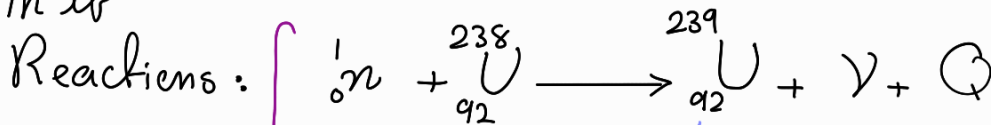
1. Fission

2. Inelastic scattering : a process in which a neutron is ejected for each neutron absorbed

3. Neutron absorption (resonance capture) : neutrons are lost



- Nuclear fuel produced in converter reactor is consumed in it



Considered
to be Conversion

↳ has a higher fission ability
Can be used for fueling reactors

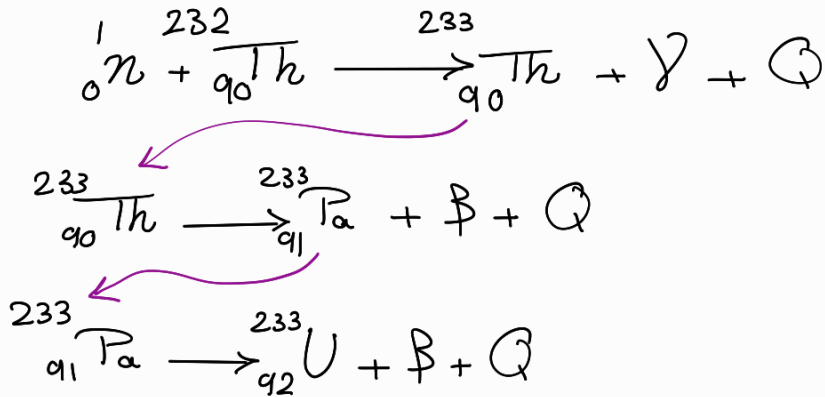
↳ can reach ${}^{207}\text{Pb}$ in 11 steps with energy release

Conversion and breeding

Breeding: when the reactor produces more than one new fissionable nucleus for each fissioned nucleus

Conversion: when the production of a new fuel in quantity is less than the amount consumed

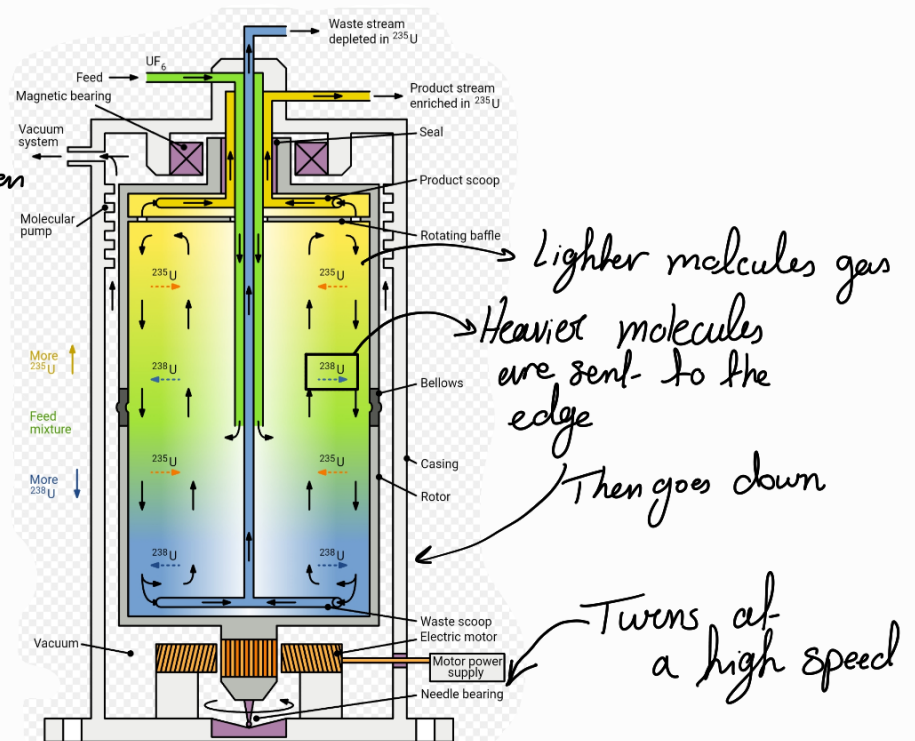
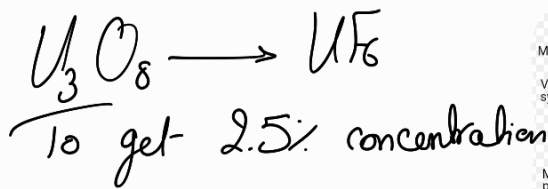
• Breaching reaction



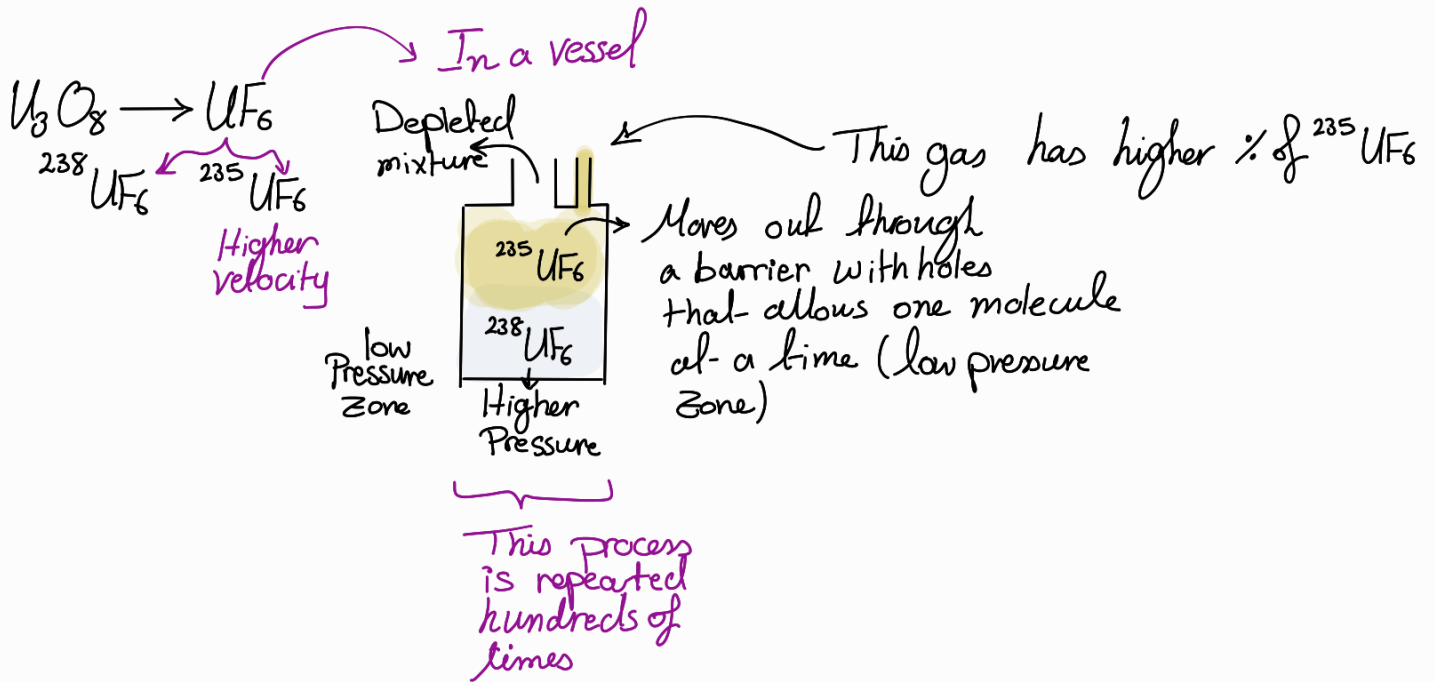
Uranium enrichment

- To enrich uranium, a process of isotopes separation is done (nonchemical)
- Separation methods:
 - 1- Gas separation in large centrifuges
 - 2- Gaseous diffusion
- Ore which contains 2.5 Kg of U_3O_8 per ton
 ↳ Contains uranium isotopes

- Centrifugation



- Gaseous diffusion



- The enriched UF_6 is chemically processed into uranium dioxide UO_2
↳ refined and compacted into fuel pellets
Diameter $\approx 8mm$

Reactor Design

• Reactors can be:

1. Fast reactors: e^- energy $> 1000 eV$
2. Intermediate reactors: $0.05 < e^-$ energy $< 1000 eV$
3. Thermal reactors: e^- energy < 0.05

↳ Uses a moderator to reduce energy to lower than 0.05

- has little capability for absorbing neutrons
- has low atomic weight

- Examples: Hydrogen introduced as Heavy water / Graphite / Helium moderator and reflector

- Microscopic cross section

- It is the probability that a particular interaction between a nucleus and a moving particle will occur. (σ)
 - Unit is barn = $1 \times 10^{-24} \text{ cm}^2$
 - $\sigma_T = \sigma_c + \sigma_f + \sigma_s$
 - σ_c : capture cross section
Area of absorption without fission
 - σ_f : fission cross section
Area for neutron to strike and cause fission
 - σ_s : scatter cross section
Area that scatters or deflect a striking neutron
- σ_a : absorption cross sectional area

Total Microscopic cross section

$$\Sigma = N\sigma$$

↳ number of nuclei per $\text{cm}^3 \Rightarrow N = \# \text{ of moles/cm}^3 \times \text{Avogadro number}$

$$\lambda = \frac{1}{\Sigma} = \frac{P}{\text{Molecular weight}} \times 6.023 \times 10^{23} \frac{\text{atoms}}{1 \text{ g.mole}}$$

↳ Mean free path

- Criticality

- It represents the maintainance of the fission chain reaction at a constant rate
- Classification of reactors based on criticality:
 1. Supercritical: fission rate is increasing
 2. Subcritical: fission rate is decreasing

- Reflector

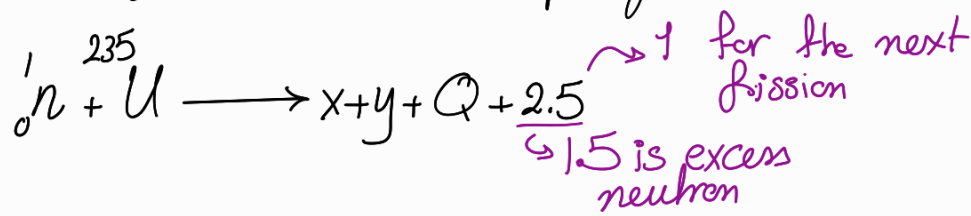
- It is placed around the reactor core to return neutrons escaping from the core
- Made of:
 - Low atomic weight \rightarrow For thermal reactors
 - High atomic weight \rightarrow For fast reactors

- The reactor should be shielded to prevent harmful α , β and γ radiations
 intercepts with the neutron by large masses of concrete placed around the reactor vessel
 caught in reactor structure

Reactor Control

- Fissioning rate is proportional to the quantity of fissionable material in the core and the neutron density
 Power level is controlled by

- Number of neutrons emitted per fission in a critical reactor is 2.5



- To control the reactor:

- A constant neutron production must remain constant unless the power output of the reactor is needed to change

- Effective neutron multiplication factor

$$K_{\text{eff}} = \frac{\text{neutron production}}{\text{neutron leakage} + \text{neutron absorption}}$$

> 1 Supercritical reactor
 $= 1$ Constant power level
 < 1 Subcritical reactor

- It is the ratio of neutron population in each generation to the population in the previous generation

- Reactivity ρ

$$\rho = \frac{K_{eff} - 1}{K_{eff}}$$

- Neutron life time τ^*

It is defined as the average time between successive neutron generations or the mean time that elapses between the production of neutron by fission and the subsequent fission effective by these neutrons or loss of neutrons from the reaction

- Neutron density

n : # of N existing in a unit volume

$$n = n_0 e^{\frac{\rho}{\tau^*} t}$$

neutron density at $t=0$ Neutron life time

$$\frac{n}{n_0} = \frac{P}{P_0}$$

• Production can be altered by changing the neutron absorption or neutron leakage

↳ Cannot be controlled

Achieved by altering the quantity of neutron absorbing material in the reactor

- Control rods are composed of a substance that has a high thermal cross section for absorption.

- These are moved singly or in groups

Note: reactors (in practice) are designed larger than their critical size (Why? in slide 49)

Reactor power

- The highest fission rate in the reactor core occurs at the geometric center of the composite structure

- Energy release rate:

$$q_v = \Sigma_f \phi C_{fn}$$

Σ_f Effective Microscopic fission cross section [cm^{-1}]
 ϕ neutrons flux [$\text{neutrons/s}\cdot\text{cm}^2$]
 C_{fn} Energy per reaction [MeV/fission] = 180 eV
 specific energy release rate [$\text{MeV/s}\cdot\text{cm}^2$]
 وحدة الطاقة لكل تفاعل

$$\Sigma_f = \sigma_f N_{ff}$$

σ_f [cm^2]
 N_{ff} [Nuclei/cm^3]
 عدد ذرات اليورانيوم لكل سنتيمتر مكعب

$$\Sigma = \left(\frac{P}{M.W} \times A \cdot N \right) \cdot \sigma$$

cal/cm/1gmole

$C_{fn} \approx 1$ or 1.08 for water reactors

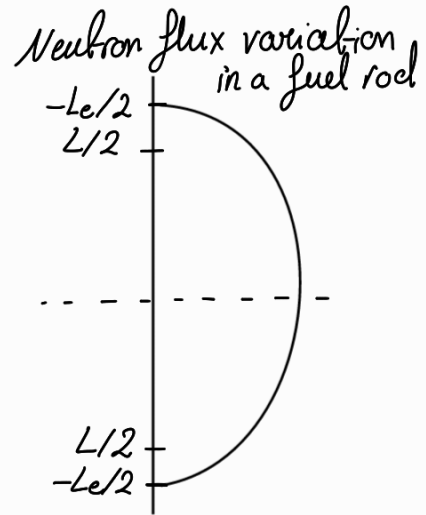
$N_{ff} = 2.872 \times 10^{22}$ ^{235}U nuclei/ cm^3 for UO_2 fuel

Heat generated in the fuel rod

- Neutron flux longitudinal variation in neutron flux can be approximated by a function of z

$$q_t = \frac{2}{\pi} q_{v,c} A_t L$$

q_t Thermal energy of the fuel rod
 $q_{v,c}$ specific energy release at the fuel rod center
 A_t transverse area of rod
 L Length of rod



Heat generated in the reactor core

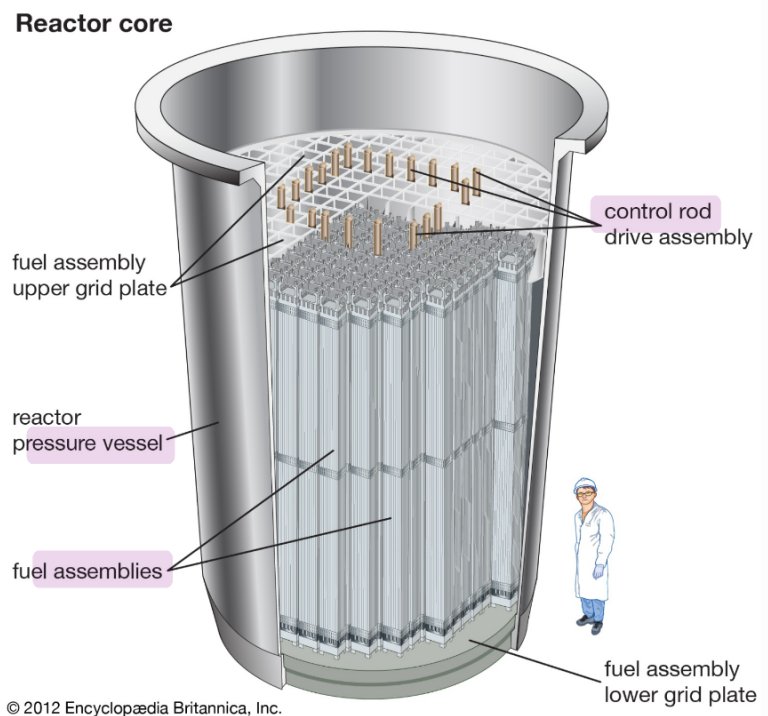
$$q_c = K \pi A_t L q_{v,c}$$

q_c Heat Generation rate (characteristics of the reactor)
 K number of fuel rods in the reactor core
 πA_t transverse area of a single fuel rod
 L height of the reactor core = Active length of fuel rods
 $q_{v,c}$ specific energy release rate at the geometric center

Note: q_t is the power generated in fuel & cladding

Reactor core construction (Back to slide 60)

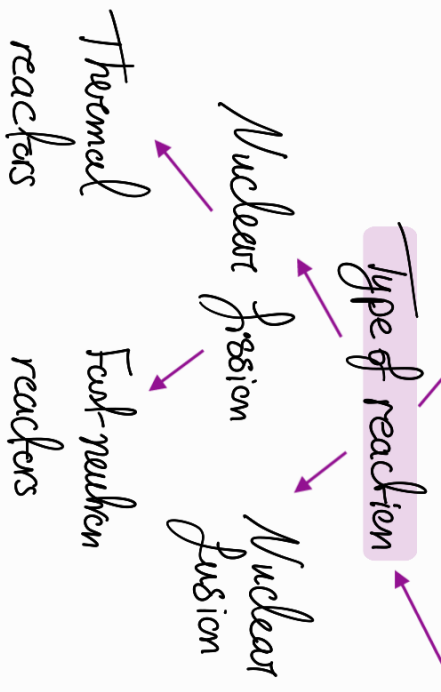
- **Fuel**: Small cylindrical UO_2 fuel pellets are encased in the thin walled tubes to form **fuel rods**
- A **fuel assembly** consists of a square array of 200-300 **fuel rods**
 - ↳ 200-250 fuel assembly in a reactor
- Stainless steel or zirconium are used for structure:
 1. To endure high T
 2. To resist corrosion



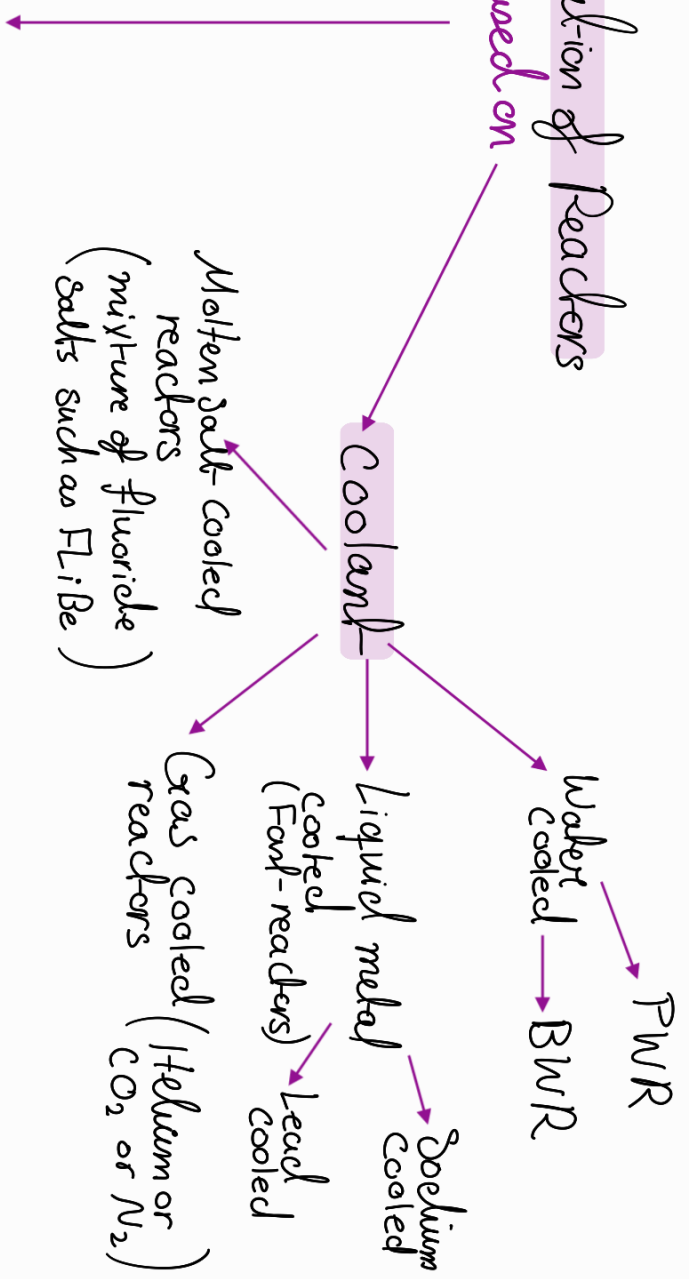
- A **coolant** enters the core (liquid or gas) to transfer heat from the core (coolant characteristics in slide 62)
- **Control rods** are made with neutron absorbing material. They are used to control the rate of the reaction by inserting or removing it
- **Pressure vessel** is a steel vessel containing the reactor core and moderator/coolant
- **Containment**: the structure around the reactor. It is used to protect it from outside intrusion and to prevent radiation
 - Made of concrete and steel structure

Classification of Reactors

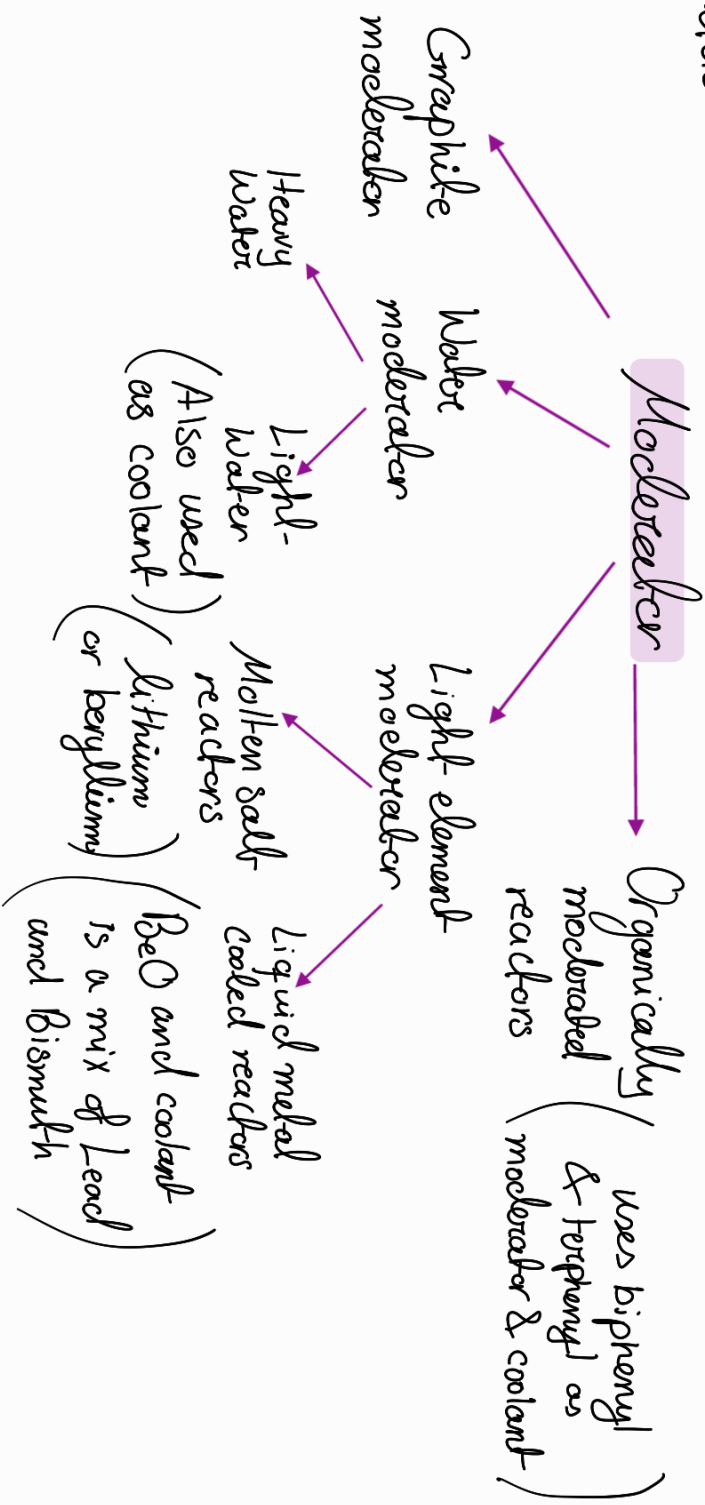
Radiactive decay
Such as: radioisotope
Thermoelectric generators



Based on

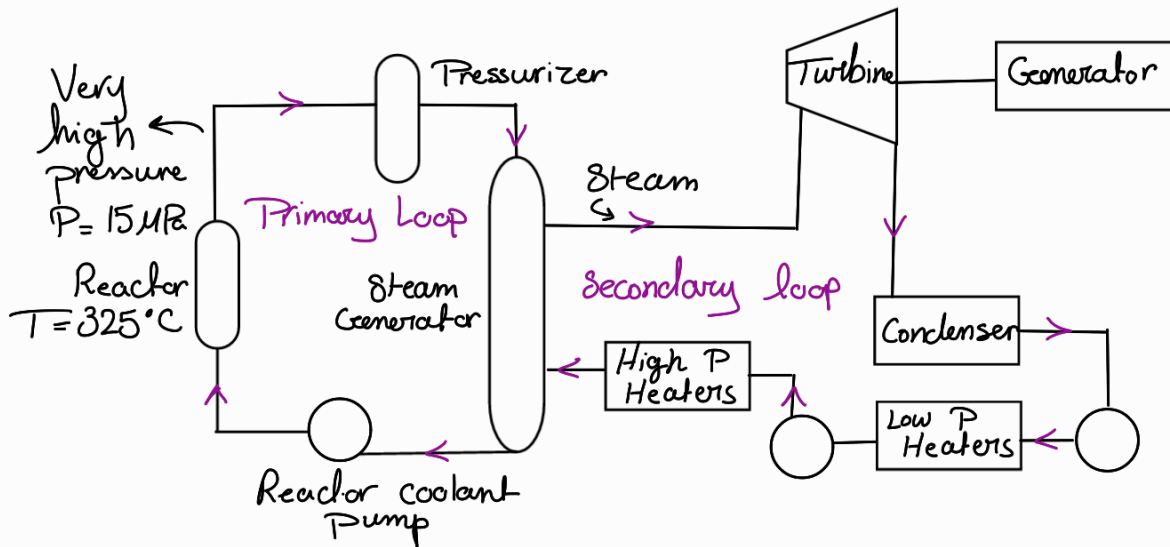


Moderator

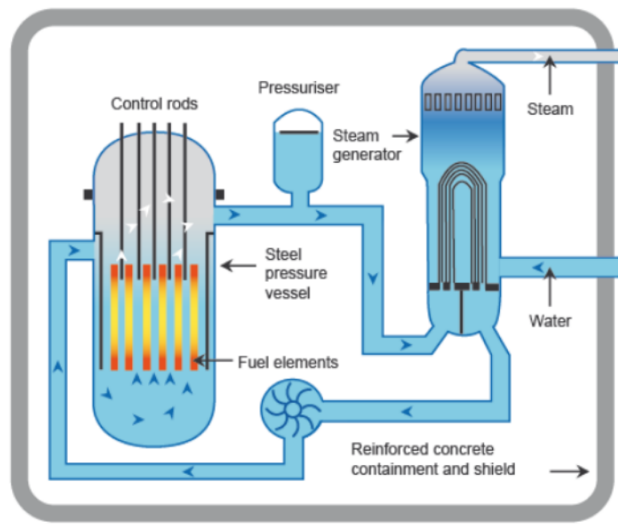


Pressurized water reactor

- Moderator & Coolant: Light water
Water is circulated the Primary loop to prevent boiling

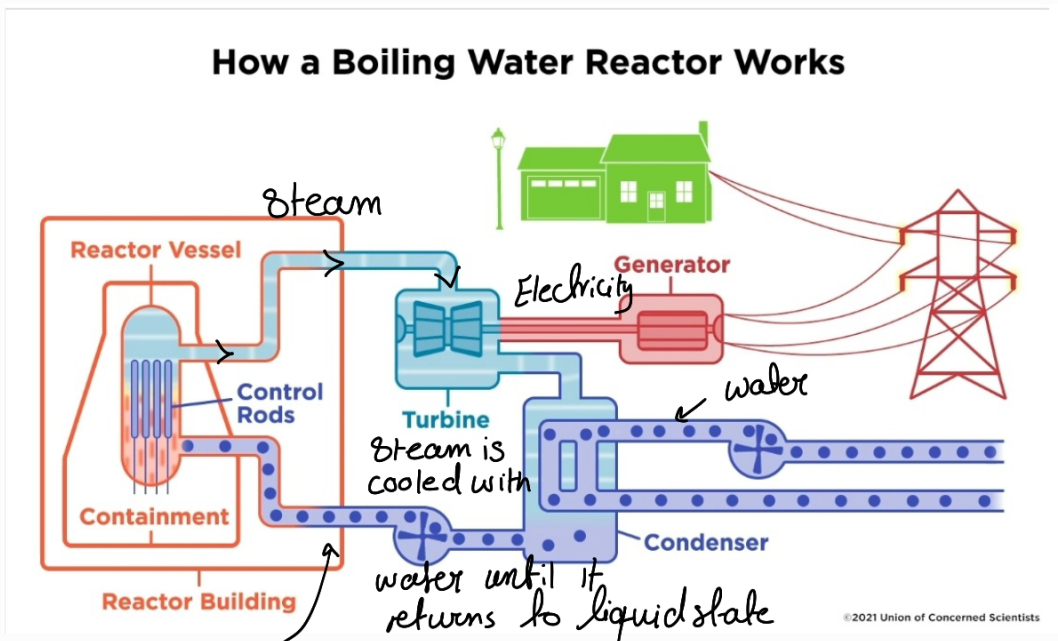


- The Pressurizer maintains the pressure of the coolant within the prescribed limits
- Fuel is UO_2 enriched / 200-300 fuel rods / fuel assembly / 150-250 fuel assemblies



Boiling Water Reactor

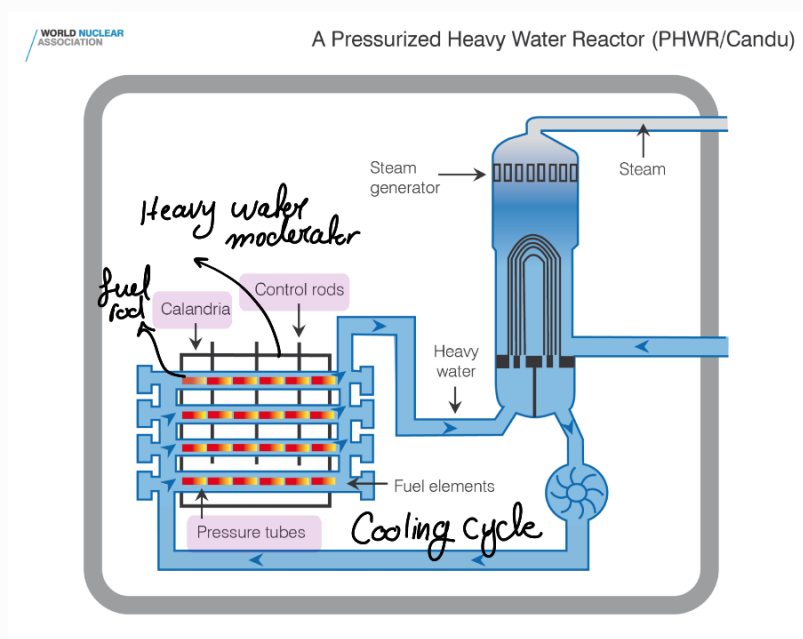
- Moderator & Coolant: Light or ordinary Water
Fuel: UO_2 enriched
- Pressure = 7 MPa to allow water boiling within the core
→ When water boils, its abilities as a moderator are reduced,



cooled steam
(water) is pumped back
to the core

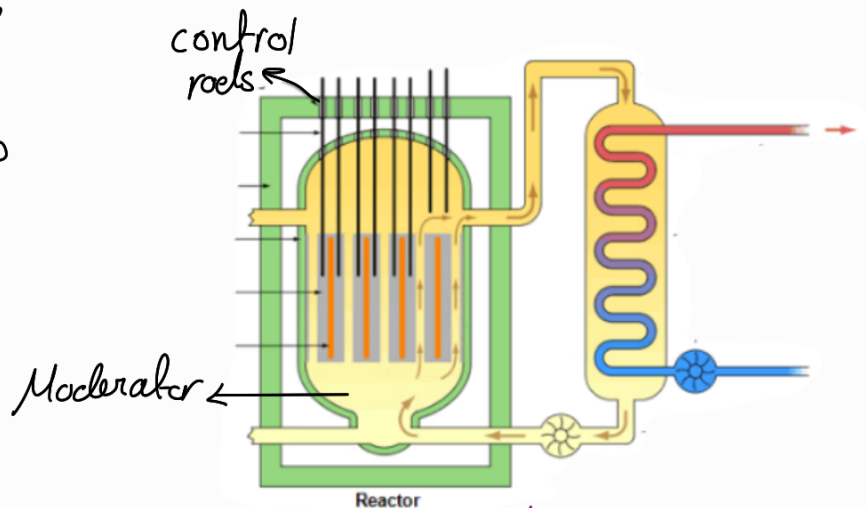
Pressurised heavy water reactor

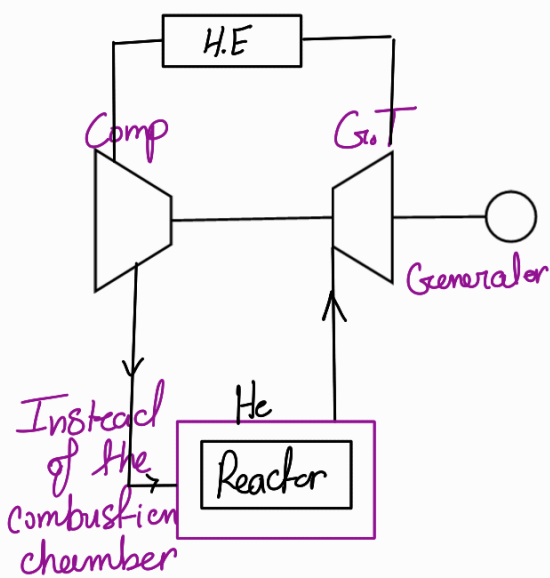
- Fuel: natural uranium (0.7% ^{235}U) oxide
- Moderator: needs to be more efficient . e.g: Heavy water
- Cooler: heavy water or light water
- Pressure tubes: horizontal tubes that form fuel channels



Advanced Gas-cooled reactor (AGR)

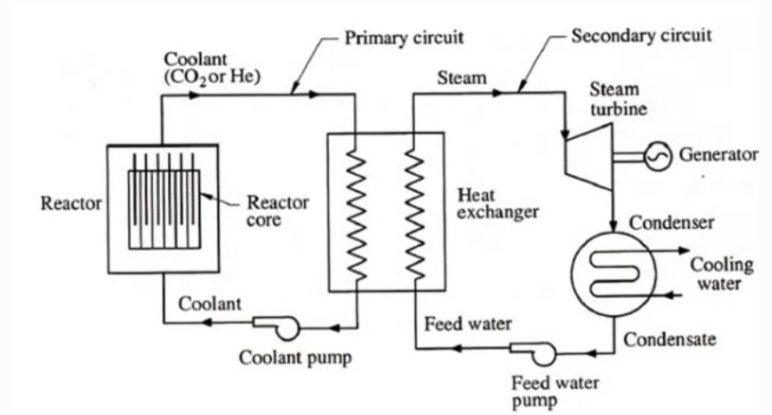
- Moderator: graphite
- Coolant: carbon dioxide
- Fuel: uranium oxide pellets enriched (2.5-3.5%) in stainless steel tubes
- Works on high temperature since no liquids exist
- It can be coupled to a gas turbine with He as a working fluid





AGR coupled with a gas turbine

schematic



AGR coupled with a steam turbine

Fast neutron reactors (FNR)

- Does not have a moderator since fast neutrons are used
- Fuel: ^{238}U converted to fissionable plutonium (^{239}Pu) mixed with UO_2 (15% enrichment needed)
- High Temperature (540°) and pressure (24 MPa)

(Back to Slide 9)

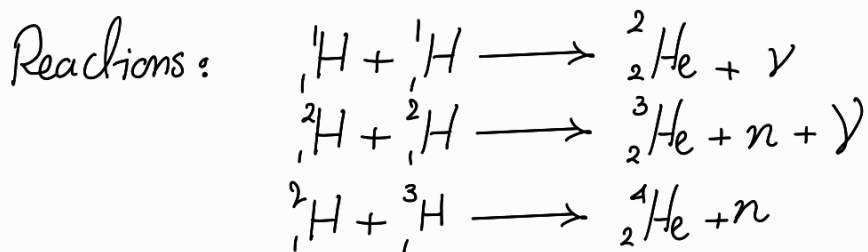
Liquid Metal Fast breeder reactor

- Uses fast neutrons for fission so no moderator needed
- Produces more fuel than it consumes (breeds fuel) since they produce fissionable fuel
- Coolant: liquid metal (low density and high atomic weight needed)
 - Sodium cooled: prevents corrosion / explodes with H_2O / becomes radioactive producing gamma rays

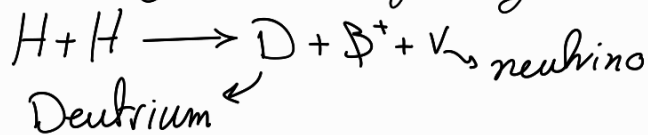
- Lead cooled: Excellent radiation shielding / Fewer neutrons are lost in coolant / Does not become radioactive / Toxic and not easy to dispose

Nuclear fusion

- Nuclear reaction in which two atoms nuclei collides at a very high speed and form a new nucleus



- Star burning results from fusion of H atoms



- Energy barrier should be overcome for fusion to occur
overcoming repulsion forces

- Fusion approaches:

- Magnetic confinement: magnetic field is used to hold particles & energy of a hot plasma in place
- Inertial confinement: a small pellet of solid hydrogen fuel is hit on all sides by many laser beam until it reaches fusion temperature

