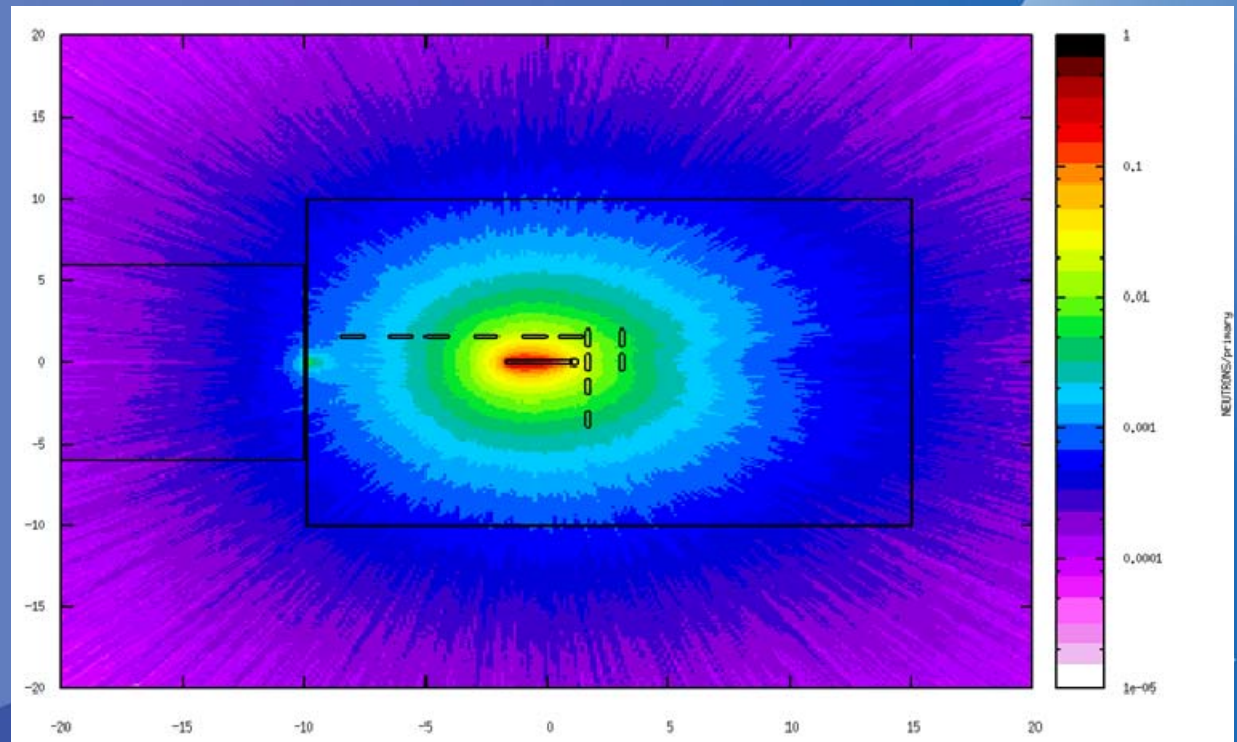
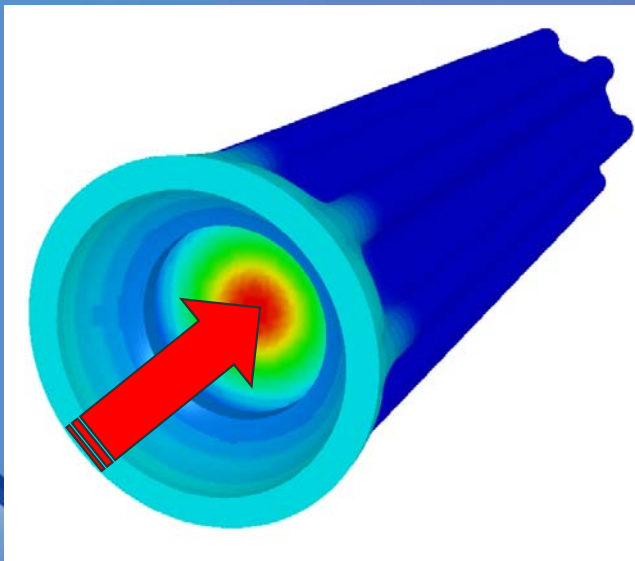


ADSR/Spallation Target R&D Session

N. Simos & F. Meot



ADSR: not just a reactor with a switch!

It is an integrated system that involves:

Power (it is a multi-MW system)

**Desired spectra & spatial distribution
(challenges in its optimization)**

Target and its Configuration

proton beam window

spallation target

System power management

Radiation effects on materials

radiation damage from protons and neutrons

thermo-mechanical shock and thresholds

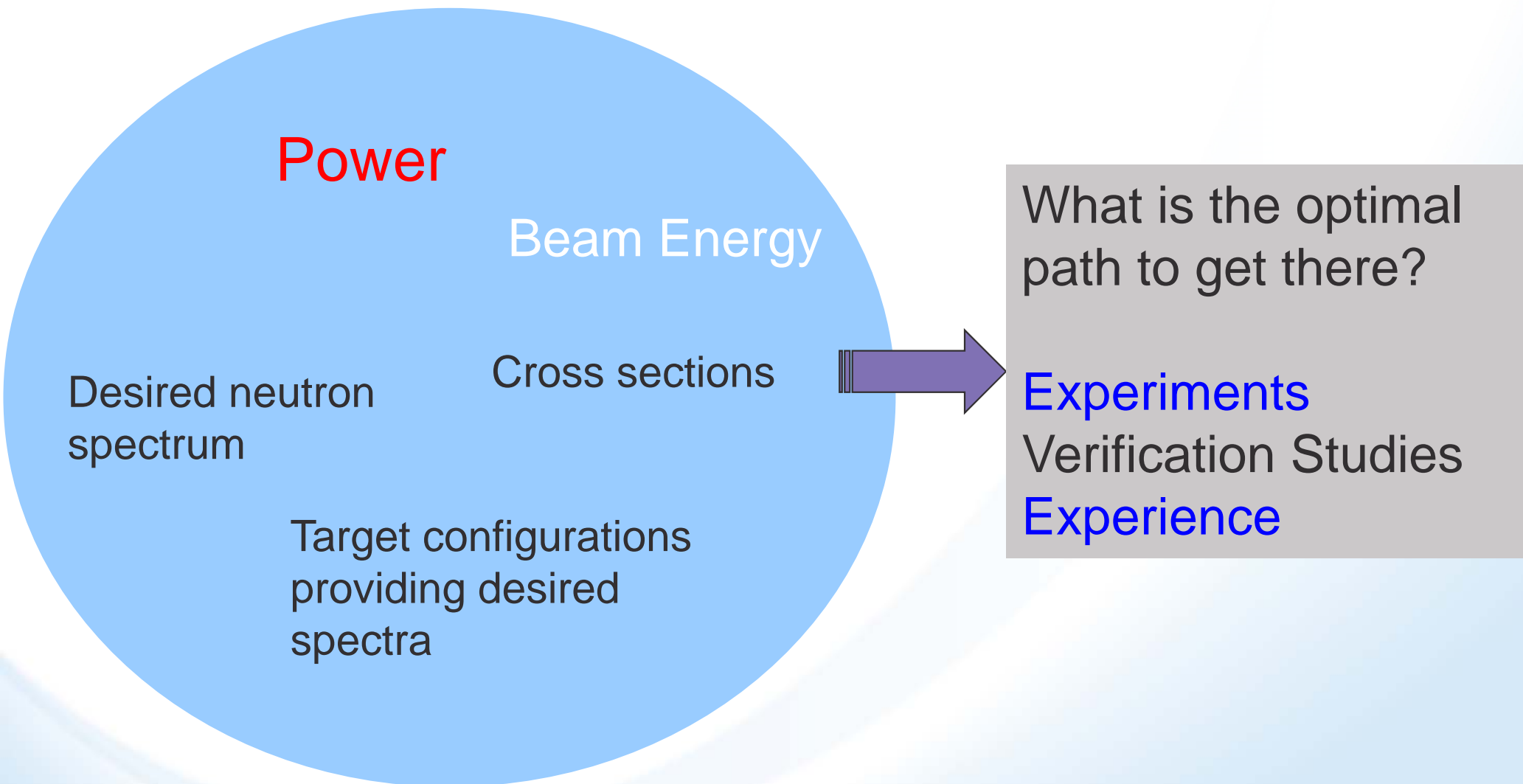
OBJECTIVE is to hear from the community thoughts on:

ADSR: Reality check and future prospects

Experience in operating high power accelerators and the issues that surfaced along the way (SNS, ISIS, etc.)

Relevant experimental activities or dedicated beamlines addressing one or more issues that are of direct or indirect relevance to ADSR (e.g. HiRadMat)

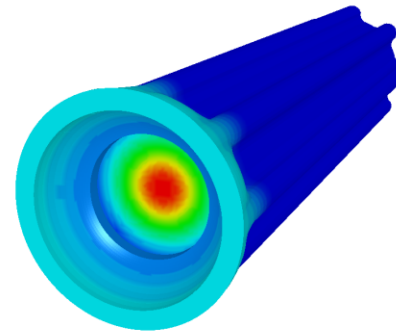
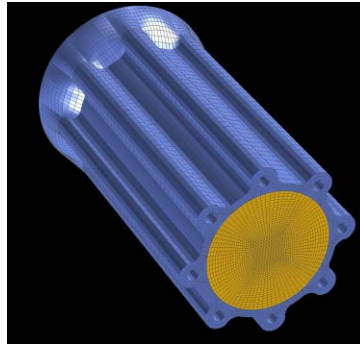
What is the “optimal” Parameter Space?



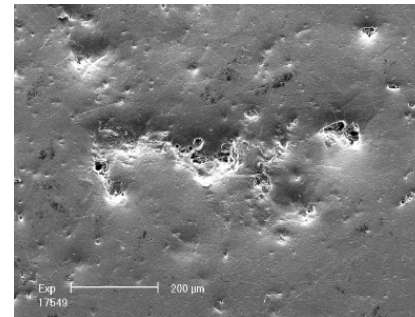
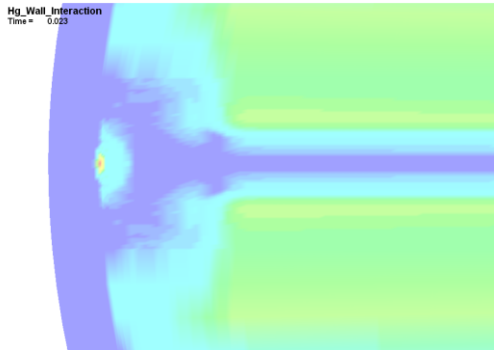
4+ MW Proton Drivers - Realistic ?

- An order of magnitude higher of operating drivers
- Are sub-systems capable in dealing with such power?
- Target may represent a tiny portion of the overall infrastructure, its role in the functionality of the system is, however, paramount
- Since no **one-size-fits all** works, the target choice must satisfy accelerator parameters that are set by physics
- Unfortunately, it is a two-way negotiation !!!!

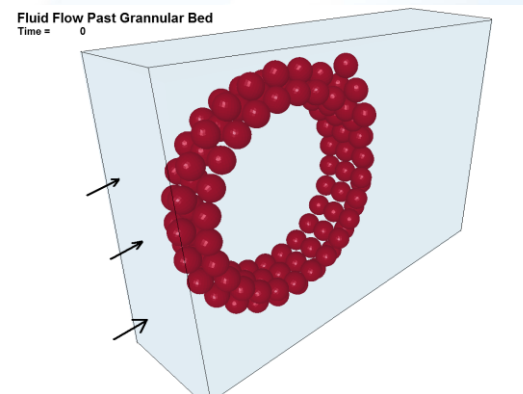
Solid?
Limitations?



Liquid?



or something in-between?



RECOMMENDATIONS on ONGOING Experimental activities at BNL geared towards ADSR open issues

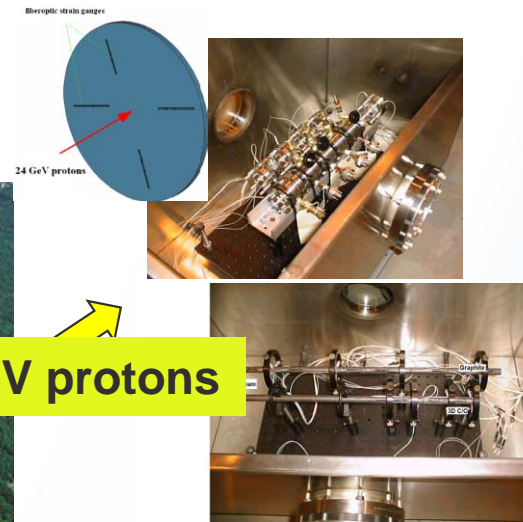
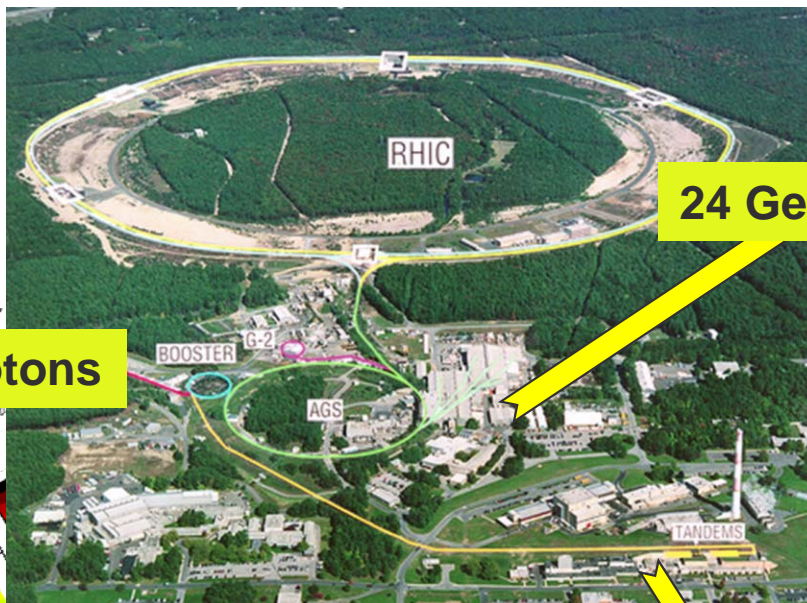
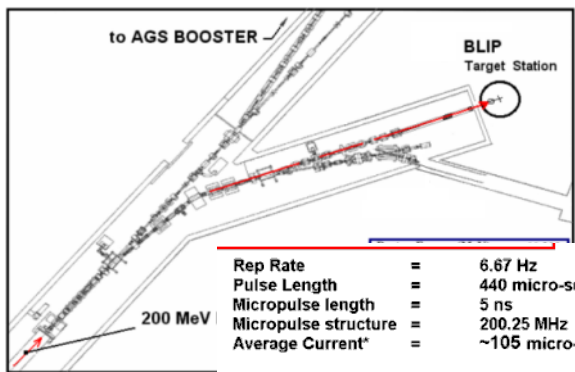
BNL Activities cover radiation damage to materials

200 MeV protons

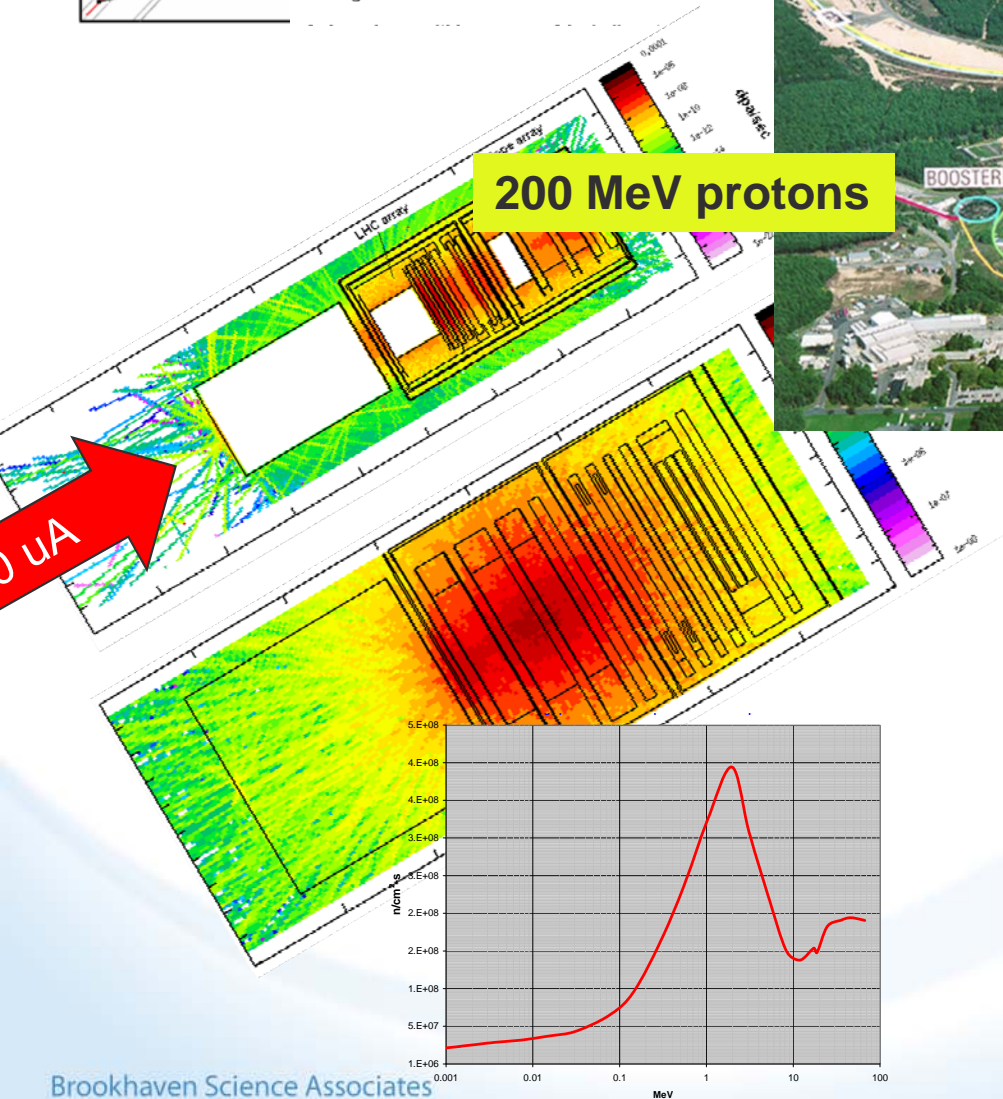
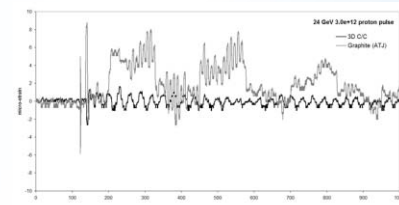
Fast Neutrons

Tandem van de GRAAFF 28 MeV protons and ions

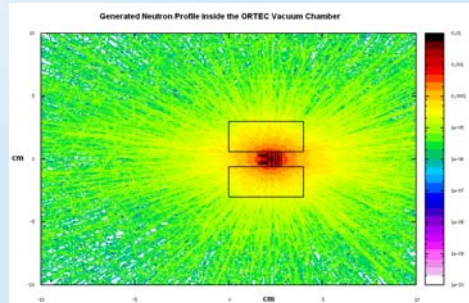
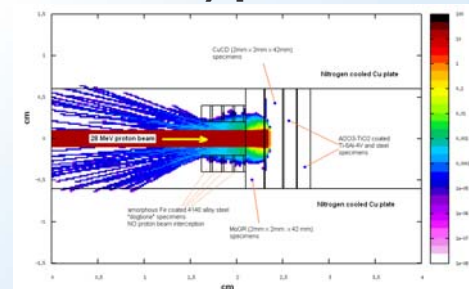
ADS and Spallation Target Experiments



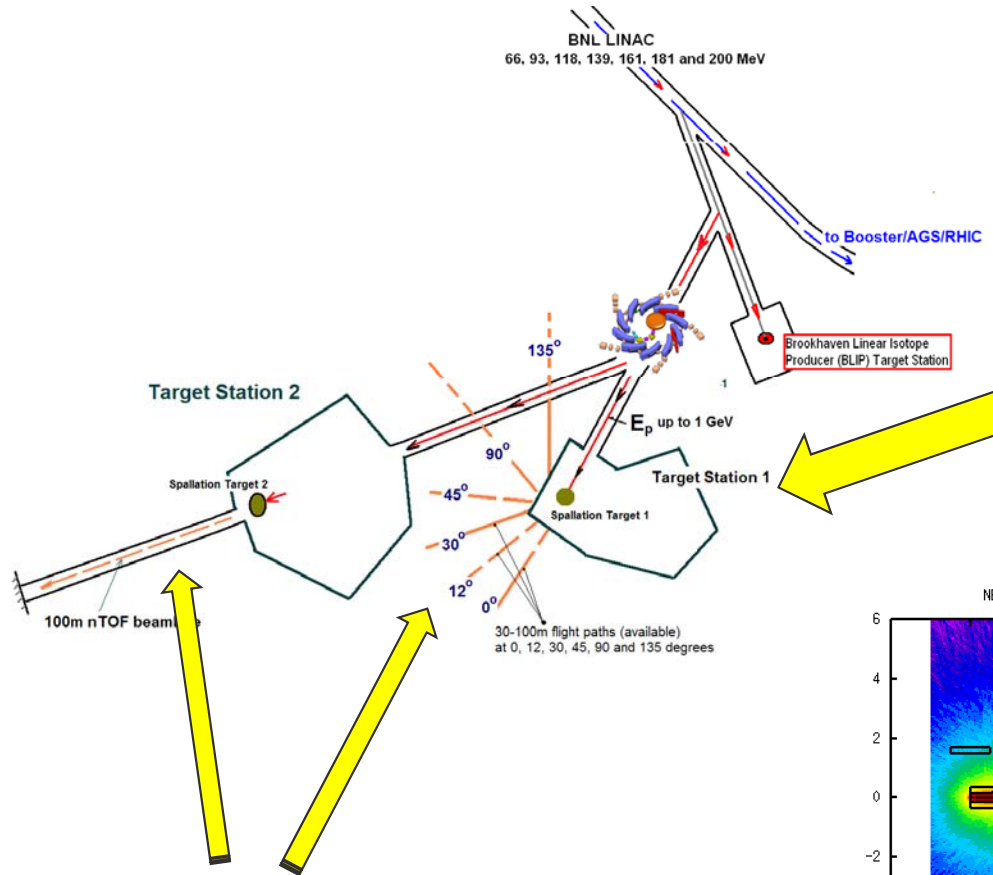
24 GeV protons



28 MeV (1 u₀ 200 x 200 um x um) protons



Beamlines & Experiments under study



Unique potential for Nuclear Cross Sectional data

