

SNAP Overview



Presented by

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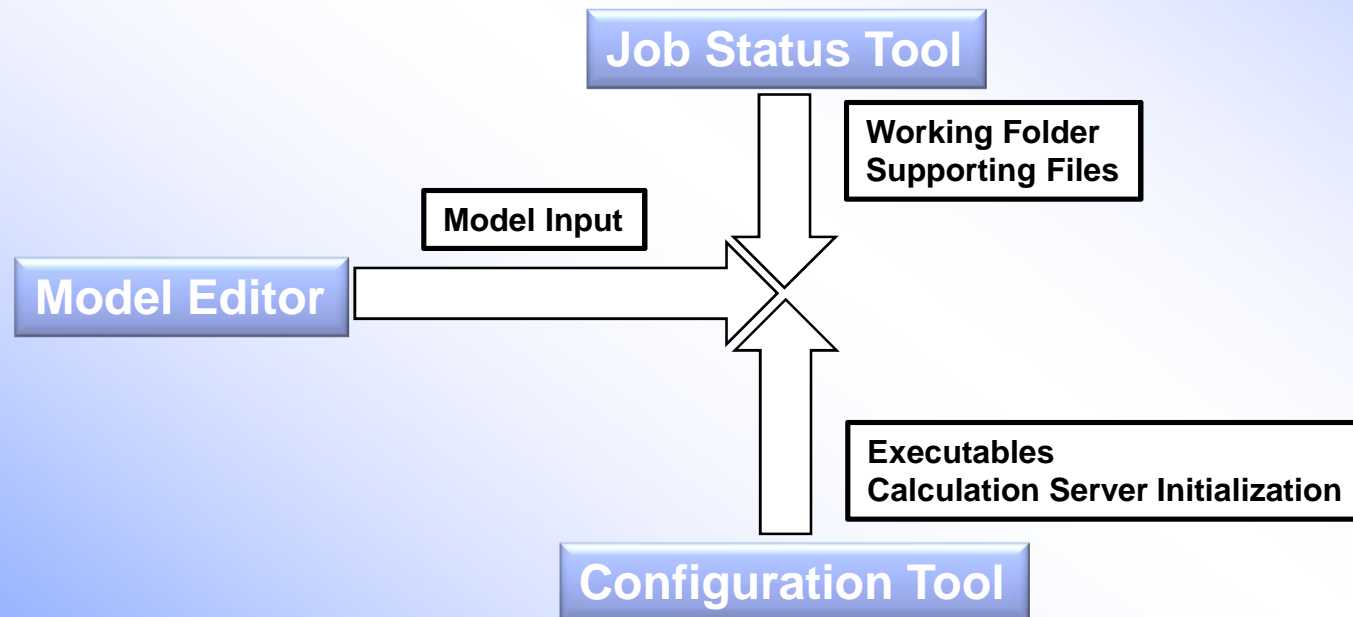
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Objective of Presentation

- **Introduce SNAP**
 - A breakdown of the Model Editor Graphical User Interface (GUI)
 - Discuss the various tools (Job Status, Configuration Tool)
 - General discussion of functionality regarding MELCOR
- **Demonstrate user input workflow**
 - MELGEN and MELCOR
 - » General “Packages” are maintained
 - » General User Guide information is accessible
- **Demonstrate job submittal**
- **SNAP is a very feature rich suite**
 - Therefore we'll focus on using it solely to create MELCOR input and perform calculations

Simplistic Idea on Information Flow for Job Submittal

- From a simple user's understanding of information flow



SNAP Model Editor

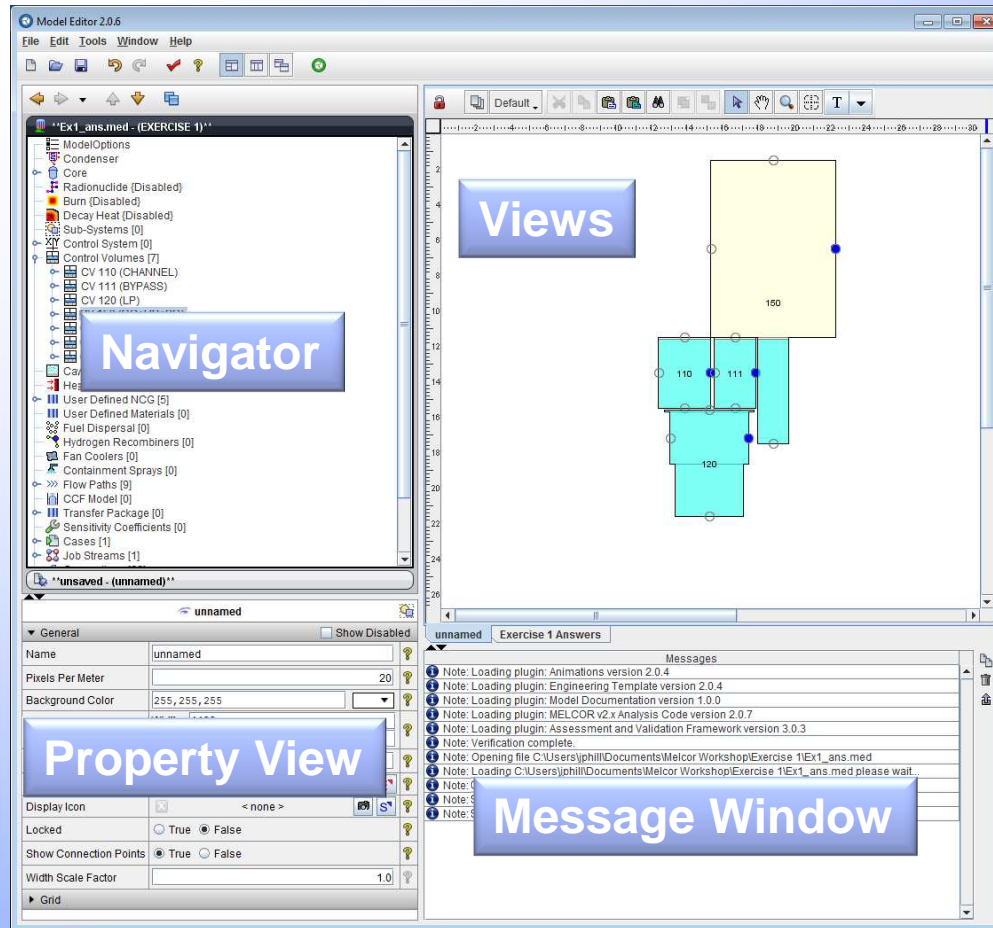
- **Model Editor**

- Unique plug-ins handle specific model details for a given code (MELCOR, RELAP, etc.)
- Stores both MELGEN and/or MELCOR user input
- Can convert older MELGEN/MELCOR 1.86 input to 2.x
- Submits input processed by executables (i.e. job submittals)
- Can create an Animation Model for post processing output


- **Model Editor Advanced**

- User Defined Numerics
- Engineering Template
- Automated Validation Framework
- And more.....

Model Editor Interface



Navigator View

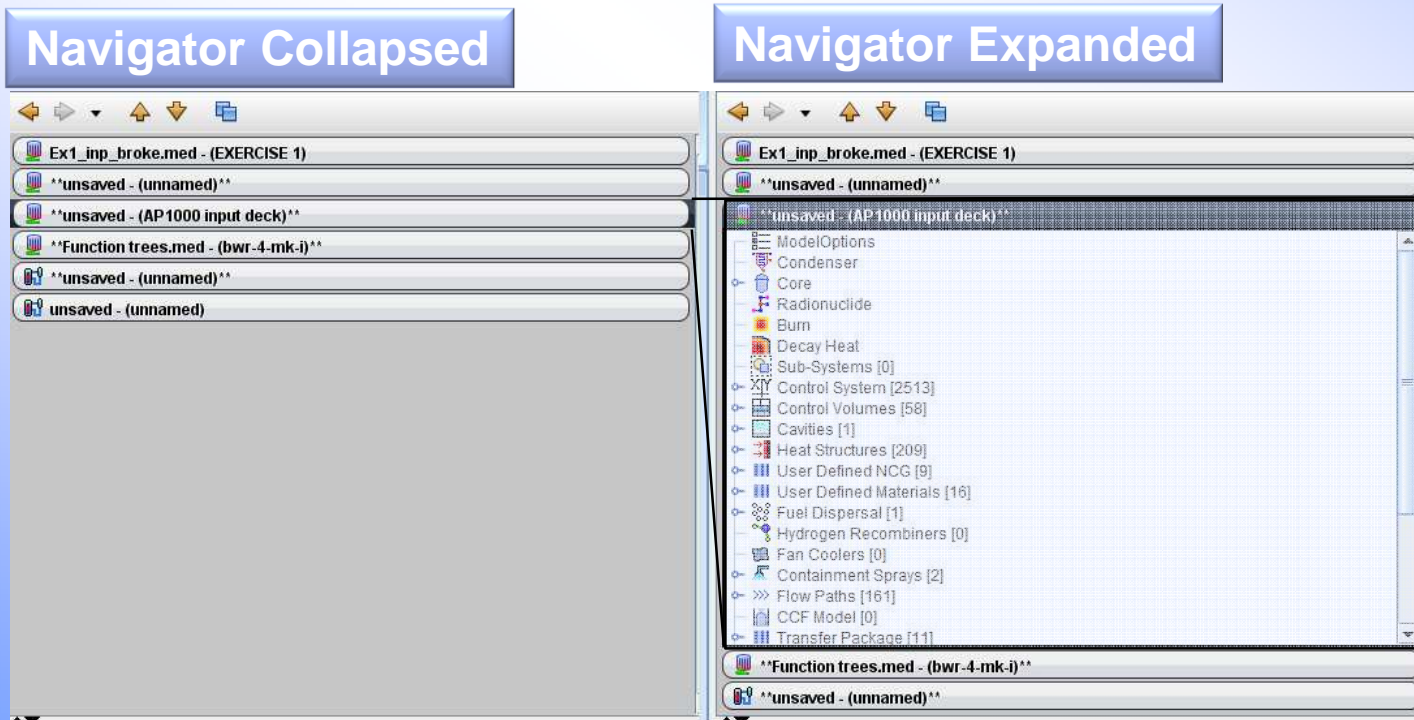
- **Nodal based tree for each package**
 - Blue node can be clicked to expand the tree 
 - Select the MELCOR component to view its properties in the Property view (Components can be selected in either the Navigator or the View port.)
 - Packages with different names
 - » Model/Options == EXEC package
 - » Control Systems == CF/EDF/TF packages
 - Internal Controls
 - » Cases – Where the MELCOR input is treated
 - » Job Streams – Identifies MELCOR input files and executables using an information flow map
 - » Connections – list component dependencies
 - » Numerics – user defined substitutions to input
 - » Views – List of views available in the View port

Sub-Systems

- **Sub-Systems allows user input to be grouped logically into system sets**
 - Components can be added to a sub-system from the currently available component
 - Exporting a text files will maintain sub-systems in independent files (a typical practice for MELCOR file organization where components are stored in unique files)
 - » **Example**
 - RHR components may include
 - Pumps, reservoir water sources, heat exchangers, etc.
 - Their associated flow paths, controls volumes, controlling logic are often kept primarily in one input file for bookkeeping purposes





Navigator View

- Multiple models can be open in one SNAP instance
 - Harmonica Display



Properties and Message View

- **Properties View**

- Where all user input is accepted
 - » Both MELCOR and/or SNAP components
- Editable fields
- Drop down menu
- Editable window pop-ups 
- Selectable elements 
- Model notes 
- User guidance 

- **Message**

- Where error messages associated with SNAP are placed.
- MELCOR error messages are still written to the MELCOR files
 - » Message file, diagnostic file, output file, etc.

View Port

- **New Views are created in the Navigator tree**
 - Right click View, select new to create a new view component
- **View components have several internal drawing methods for various components**
 - Components can be place in the view by right clicking on the component in the navigator tree and selecting 'add to view'
 - Control Volumes utilize the CV_VAT information (Volume and Altitude Table) when determining the depiction
 - Flow paths utilize Connections (see Navigator tree) to determine which Control Volumes to connect. Location of the connecting line is taken from the FL_FT record versus the CV_VAT input
 - Core, Control Functions, Database Variables, etc.

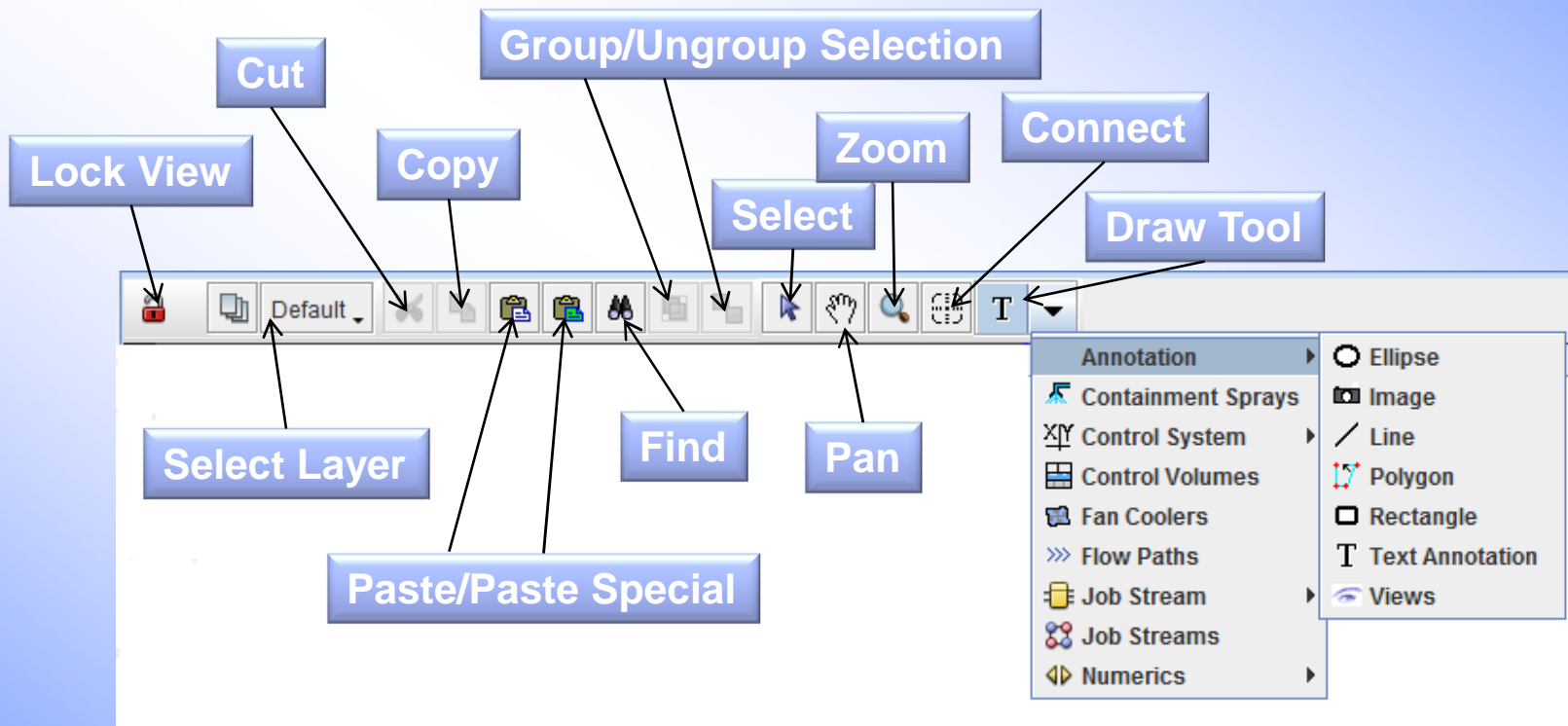
Drawing in the View Port

- **Drawing is very straight forward. Experiment to learn**
 - **Tools available**
 - » **Layers**
 - Drawn components are assigned to a given layer
 - Layers can be made visible or invisible making editing easier
 - » **Docking**
 - View can be detached from the view port and moved about the desktop
 - Right click the view in the Navigator>Undock View
 - » **Standard copy/cut/past/zoom/pan controls**
 - CNT+C / CNT+X / CNT+P / CNT+MouseWheel / MouseWheel(Shift+MouseWheel)
 - » **Grouping components, found in tool bar**
 - » **Lasso select (left click hold and drag)**
- (Continued)

Drawing in the View Port

- Tools available (continued)
 - » Connection Tool
 - Components (Control Volumes, Flow Paths, and a few others can be initialized in the view port, likewise connections can be created between such components with the connection tool)
 - » Drawing Tools
 - Annotate
 - Add text, lines, shapes, etc.
 - MELCOR components
 - Sprays, Control Volumes, Flow Paths, etc.
 - Job Stream information flow maps
- Toolbar

View Port Toolbar



View Port Notes

- **Interactive elements can only be selected from the View Port if the view is locked**
 - This is to prevent accidental interactions while editing the view components
- **If the screen is locked you cannot edit any of the components**
- **Individual layers can be locked to prevent editing certain components**
- **Connections can only be made in the View Port for the following**
 - Flowpaths to Control Volumes, Sprays to Control Volumes, and Fan Coolers to Control Volumes

Example: Import MELGEN File

- **Importing a pre-existing MELCOR model**
 - **File > Import > MELGEN 2X**
 - » **Make sure the Code Version is correct**
 - » **Select the root file**
 - **Note R*I*F or INCLUDE files are read with regard to their hosting file not the main root file. (MELCOR performs these functions with regard to the root file only.)**
 - **Hosting file is the file with the R*I*F or INCLUDE file location**
 - **Root file has the main MELGEN or MELCOR block**
 - » **Name options can be specified by the user**
 - **Preserve existing component names as reasonable (16 character limit and repeated names will have an _# appended to the end of the name)**
 - **Generate with number**
 - **With package prefix i.e. CV###**
 - **Without prefix i.e. #####**

Example: Import MELCOR File

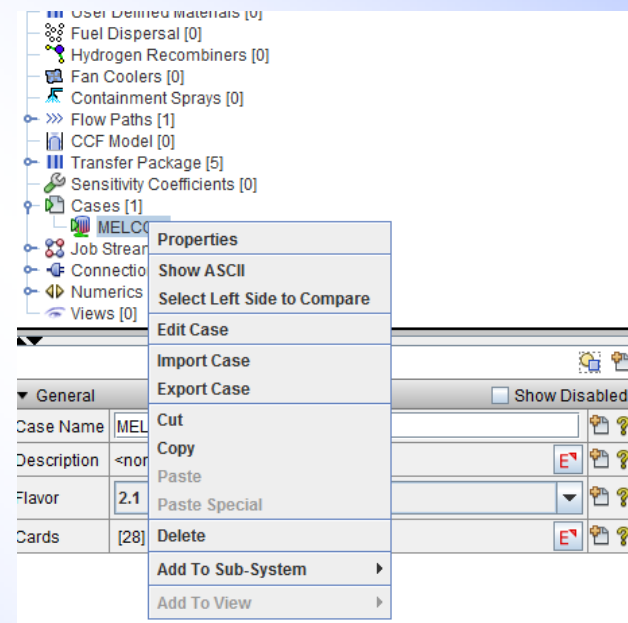
- **Within the Navigator Tree**
 - Add a Case if none exists (right click case select new)
 - » This will create a MELCOR Case
 - Right Click the newly created MELCOR Case and select Import Case
 - Navigate to file location
 - » If error Messages are overwhelming
 - The “Code Version” didn’t match the file type
 - 1.86 vs 2.x mismatch

Notes on Importing

- **Review the Message View for import errors**
 - May require some corrections
 - Once again if the error messages are overwhelming
 - » 1.86 vs 2.x mismatch likely occurred
- **Import the MELCOR case BEFORE changing the “Code Flavor” i.e. from 1.86 to 2.x or reverse**
 - SNAP is anticipating like versions

Converting the Models

- **MELGEN Input**
 - Select Model/Options within the Navigator Tree
 - Adjust Code Flavor within the Properties View to the desired input structure
- **MELCOR Input**
 - Expand Cases in the Navigator Tree
 - Right click the desired MELCOR input within the Navigator Tree
 - Select Edit Case



Converting the Models

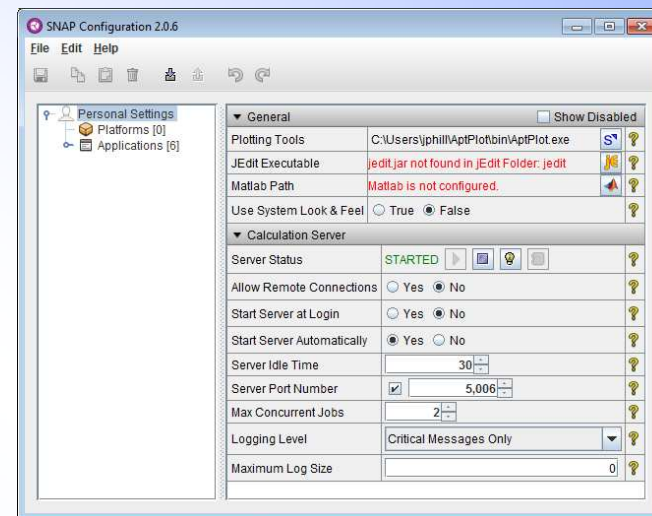
- A new Navigator Tree for the MELCOR input will be generated
- The functionality is very similar to the MELGEN input Navigator Tree
 - Select Model/Options within the Navigator Tree
 - Adjust Code Flavor within the Properties View to the desired input structure
 - Click the Save Icon near the top of the Navigator Tree (which will close the MELCOR Navigator Tree)



Configuration Tool

- **General Use**

- Lets SNAP know where the executables are located
 - » MELGEN/MELCOR
 - » APT Plot (Not necessary but useful for Post Processing)
- Initiates the Calculation Server
 - » Calculation Server is where the calculations are performed
 - » By default your current machine is assumed to be the calculation server
 - Therefore if your machine is the one to perform the calculations you will not need to adjust this setting



Configuration Tool Setup

- **Personal Setting**

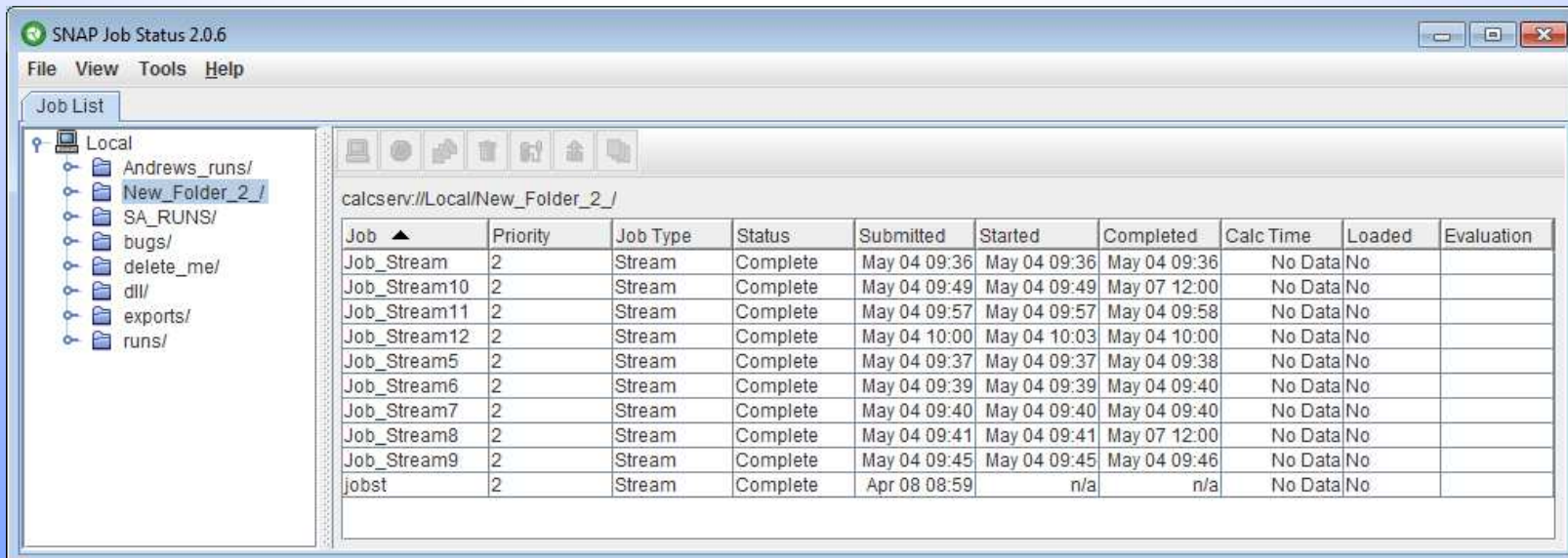
- APT Plot location can be specified
 - » As well as other tools if so desired
- Server Status
 - » Click the play button, there are several other user actions that can start the Server.

- **Applications**

- Right click Applications > New > MELGEN > location of MELGEN
- MELCOR (same as MELGEN)
- Specify the Server
 - » If your machine will perform the calculations no further work is necessary

Job Status Tool

- **Job Status Tool**
 - Keeps track of prior performed jobs
 - Only displays the folder list and jobs when the Calculation Server has been started



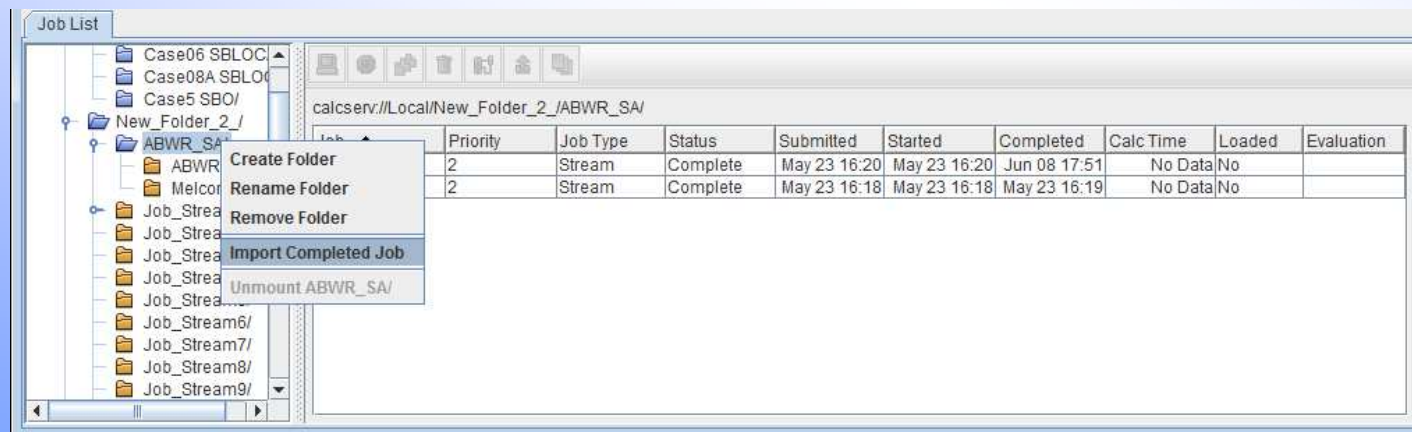
Job ▲	Priority	Job Type	Status	Submitted	Started	Completed	Calc Time	Loaded	Evaluation
Job_Stream	2	Stream	Complete	May 04 09:36	May 04 09:36	May 04 09:36	No Data	No	
Job_Stream10	2	Stream	Complete	May 04 09:49	May 04 09:49	May 07 12:00	No Data	No	
Job_Stream11	2	Stream	Complete	May 04 09:57	May 04 09:57	May 04 09:58	No Data	No	
Job_Stream12	2	Stream	Complete	May 04 10:00	May 04 10:03	May 04 10:00	No Data	No	
Job_Stream5	2	Stream	Complete	May 04 09:37	May 04 09:37	May 04 09:38	No Data	No	
Job_Stream6	2	Stream	Complete	May 04 09:39	May 04 09:39	May 04 09:40	No Data	No	
Job_Stream7	2	Stream	Complete	May 04 09:40	May 04 09:40	May 04 09:40	No Data	No	
Job_Stream8	2	Stream	Complete	May 04 09:41	May 04 09:41	May 07 12:00	No Data	No	
Job_Stream9	2	Stream	Complete	May 04 09:45	May 04 09:45	May 04 09:46	No Data	No	
jobst	2	Stream	Complete	Apr 08 08:59	n/a	n/a	No Data	No	

Job Status Tool Setup

- **User will need to create a working folder**
 - Right click Local > Mount Root Folder
 - Specify the working folder
- **Job Streams can be submitted to any mounted root folder**
 - The files submitted and produced by MELGEN and MELCOR will be located in \Root Folder\Job Stream Name
- **From an existing Job**
 - Files associated with the run can be viewed with the Job Status Tool
 - Data can be plotted with APT Plot from the Job Status Tool
 - Jobs viewable from the Job Status Tool will be available for post processing with an Animation Model from the Model Editor

Importing a Standalone Job with the Job Status Tool

- » The Job must reside in a folder within the working directory of a mounted Root Folder
- » Navigate down to the folder where the Job files reside
- » Right click the folder>Import Completed Job
- » Select the applicable application
- » Click Next then input a Job Name if desired
- » Click Next then select the location of all desired files



Creating a Job Stream

- **Job Stream**

- Created within the Model Editor
- Performs MELGEN and/or MELCOR runs
 - » Can be either or both
- Submits the input files to the MELGEN/MELCOR executables and specifies the folder where the results will be placed
- Produces a new Job within the Job Status Tool
- Can specify the post processing tool to generate a set of plots
- Has several default Job Streams which can be selected to simplify the setup process

Setting Up a Job Stream

- **Checklist before setting up a Job Stream**
 - MELGEN/MELCOR executables setup in the Configuration Tool
 - Calculation Server started
 - Root Folder present in the Job Status Tool where the resulting files will be located
- **Set-up**
 - In the Navigator right click Job Streams>New
 - Select Basic Stream
 - Select calculation type (Two-Step)
 - A new View will be created containing an information flow diagram
 - » The MELGEN input and MELCOR input will be present
 - » A MELGEN and MELCOR executable will be selected from the Configuration Tool automatically

Job Stream

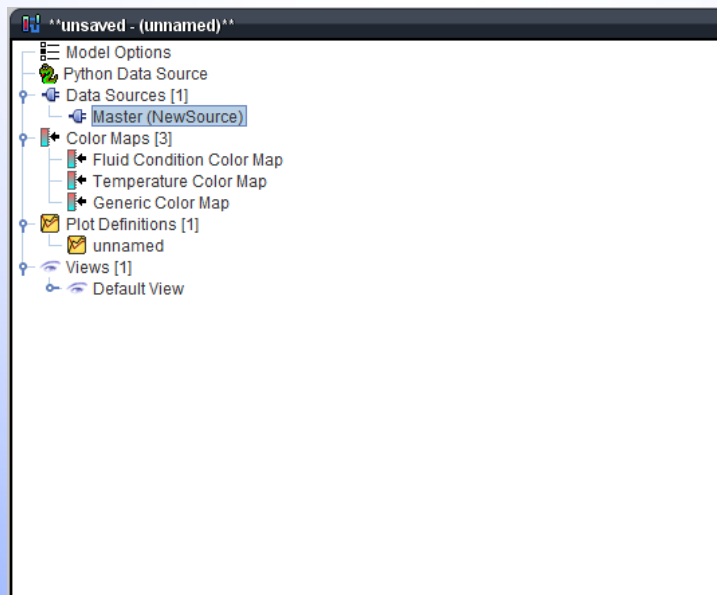
- **Independent files can be specified in the Job Stream**
 - Restart Files, ASCII Input Files, etc.
- **Sensitivity cases can be performed**
 - If a Numeric has been included in the model it can be used to perform various like calculation where the Numeric value is varied
 - » Create a new numeric by expanding Numeric tree and right clicking desired Numeric type
 - » Create a Numeric Job Stream and edit the Parametric Properties
 - » Edit the Parametric Tasks

Example: Continuation of Import Example with Job Stream Creation

- **Performed during the workshop**

Post Processing with SNAP


- **Animation Model is a separate model from the MELCOR model**
 - **File>New select Animation model**



Creating a Basic Animation Model

- **Attaching a plotfile**

- Two Steps

- » Click on Master in the Data Source Tree in the Navigator and set the Source Run URL in the Properties to a completed Job
 - » Click the Data Connector Icon 

- **Create a Color Map**

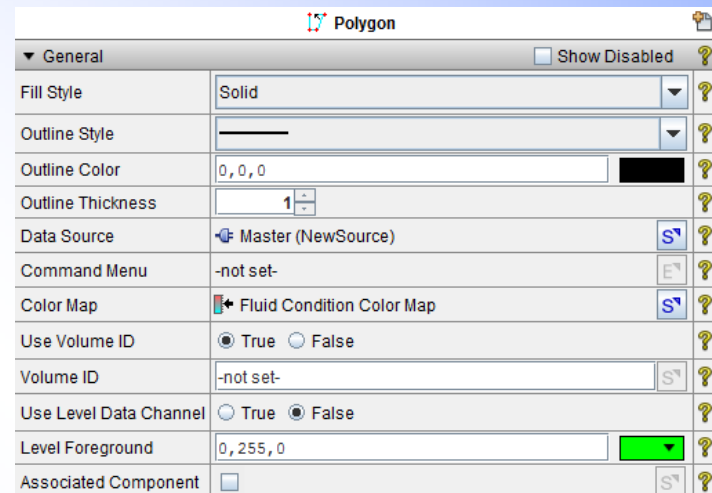
- Three steps

- » Right Click Color Maps in the Navigator>New
 - » Right Click the new Generic Color Map>Add To View
 - » Adjust some Properties
 - Set Color Map Type to Generic
 - Specify Dynamic as True
 - Set Channel Name Pattern to MELCOR “CVH-P_%V”
 - Review the MELCOR User’s Guide to see all the available plot channels
 - %V is a place holder for the components Control Volume number (see notes for a detailed description on its use)



Creating a Basic Animation Element

- **Creating a Polygon**
 - Select Polygon from the Annotation section of the View Port Toolbar (review earlier slides if you can't remember what the Toolbar looks like)
 - Start clicking in the View port and the drawing logic will become clear (left click to set a point, right click to remove the last point)
 - If you click on top of an old point it will close the polygon and the instance will be complete.



CVH-FL Example Problem: Drawing the Wetwell

- **Set the following**
 - Color Maps
 - Enable Use Level Data / set the Liquid Level Data Channel
 - Specify Volume IDs
 - Max and Min Levels
 - Adjust the Upper Phase Mode to One Phase

The screenshot displays the 'Polygon' object properties panel on the left and a 2D cross-section of a wetwell on the right. The panel settings are as follows:

Property	Value
Fill Style	Solid
Outline Style	—
Outline Color	0, 0, 0
Outline Thickness	1
Fill Background	<input type="radio"/> True <input checked="" type="radio"/> False
Data Source	Master (MC_Step)
Command Menu	-not set-
Lower Color Map	Fluid Condition Color Map
Lower Use Volume ID	<input checked="" type="radio"/> True <input type="radio"/> False
Lower Volume ID	200
Lower Phase Mode	One Phase
Upper Color Map	Fluid Condition Color Map
Upper Use Volume ID	<input checked="" type="radio"/> True <input type="radio"/> False
Upper Volume ID	200
Upper Phase Mode	One Phase
Use Level Data Channel	<input checked="" type="radio"/> True <input type="radio"/> False
Level Data Channel	CVH-LIQLEV_200
Level Foreground	0, 255, 0
Maximum Level	-5.0
Minimum Level	-25.0

The 2D view shows a rectangular cross-section of a wetwell. The upper portion is colored yellow, and the lower portion is colored blue. A vertical line on the right side of the wetwell is labeled 'Pool Level'. A color scale legend on the left of the 2D view ranges from +30.0 (K) (red) to -30.0 (K) (blue), with 'Sat. Steam' and 'Sat. Liquid' markers.