



# SIMULATION OF THE OPTICAL PROPERTIES OF PLASTIC SCINTILLATING FIBERS FOR DOSIMETRY OF HIGH RESOLUTION

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# RADIATION DOSIMETRY

## WHAT IS IT?

Radiation dosimetry is the measurement and calculation absorbed by an object (in this case, the human body) exposed to ionizing radiation.

## IMPORTANT QUANTITIES

LET – Linear energy transfer

Absorbed dose – energy absorbed in a material per unit mass.

## HOW IS IT DONE?

Measurement: dosimeters

Calculations: analytical models and simulations



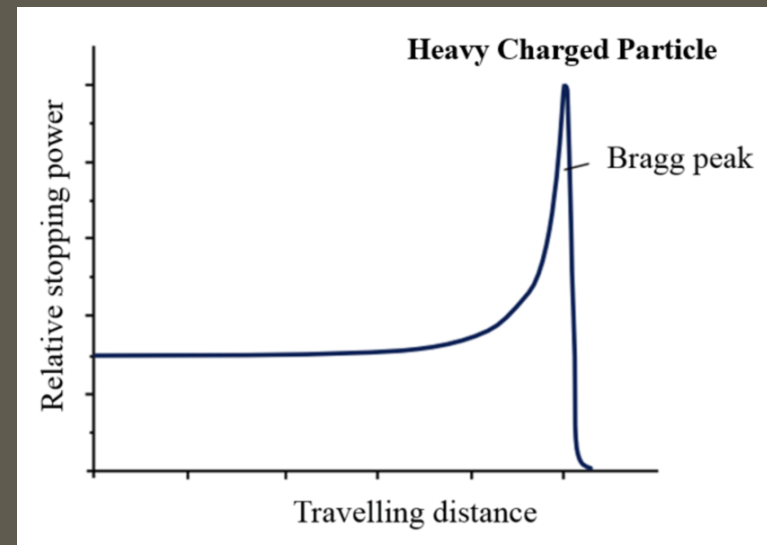
# LET AND BRAGG PEAK

## LET

Linear energy transfer (LET) is a measure of the ionizing energy that a particle transfers to the material traversed per unit distance. Corresponds the electronic stopping power

## BRAGG PEAK

The Bragg Peak is the region where charged particles deposit the maximum energy (highest LET, dose) in the material.





# PLASTIC SCINTILLATING FIBERS

## ADVANTAGES

- Plastic is similar to tissue
- Linear dose response (except in the Bragg peak)
- Temperature and pressure independent
- They are available with very thin diameter which allows for high-resolution dosimetry

## DISADVANTAGES

- The signal amplitude depends on the reading system
- Near the Bragg peak the signal is quenched (the signal output is saturated)
- Cross-talk signals can occur in juxtaposed fibers
- Dependence of the signal produced on Cherenkov light for higher energies



# BIRKS' LAW

## BIRKS' LAW

Birks' law is an empirical formula for the light yield per path length as a function of the energy loss per path length for a particle traversing a scintillator.

$$\frac{dL}{dx} = S \frac{\frac{dE}{dx}}{1 + k_B \frac{dE}{dx}}$$

$dL/dx$  – light yield per unit length travelled in the fiber

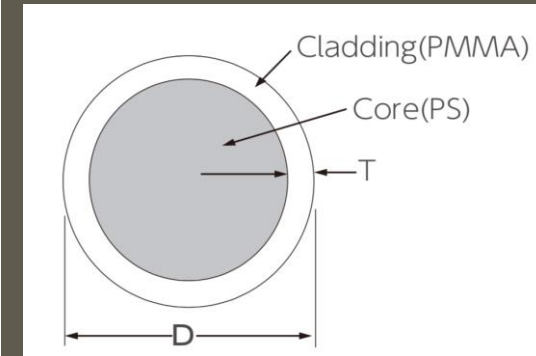
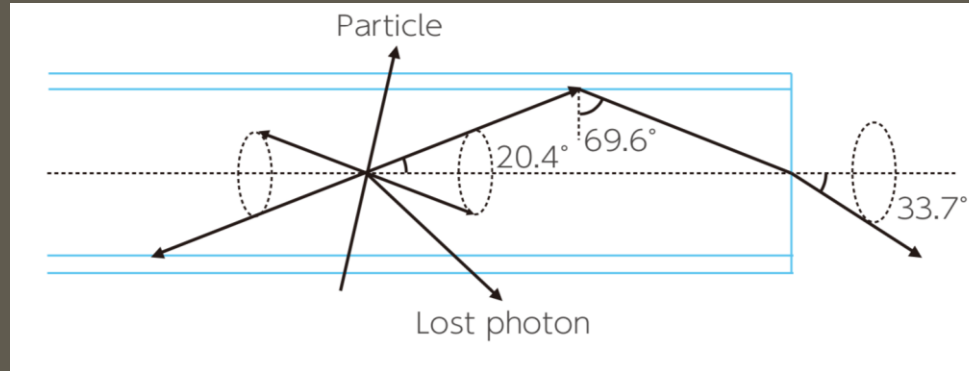
$S$  – scintillating efficiency

$k_B$  – Birk's constant that account for the non-linearity of the light output with the energy deposited (quenching)

$dE/dx \sim \text{LET}$



# PLASTIC SCINTILLATING FIBERS



	Materials	Refractive index	Density (g/cm <sup>3</sup> )	No. of atom per cm <sup>3</sup>
<b>CORE</b>	Polystyrene(PS)	n <sub>D</sub> =1.59	1.05	C: 4.9x10 <sup>22</sup> H: 4.9x10 <sup>22</sup>
<b>CLADDING</b>	Polymethylmethacrylate (PMMA)	n <sub>D</sub> =1.49	1.19	C: 3.6x10 <sup>22</sup> H: 5.7x10 <sup>22</sup> O: 1.4x10 <sup>22</sup>

Description	Emission		Decay Time (ns)	Attenuation Length (m)
	Color	Peak (nm)		
<b>SCSF-78</b>	Blue	450	2.8	>4.0

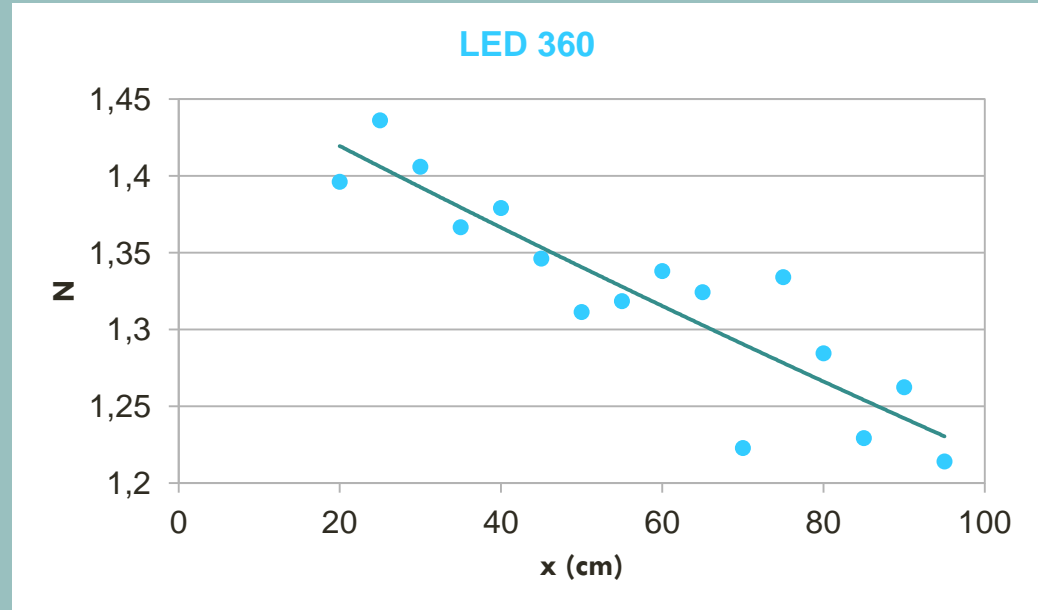
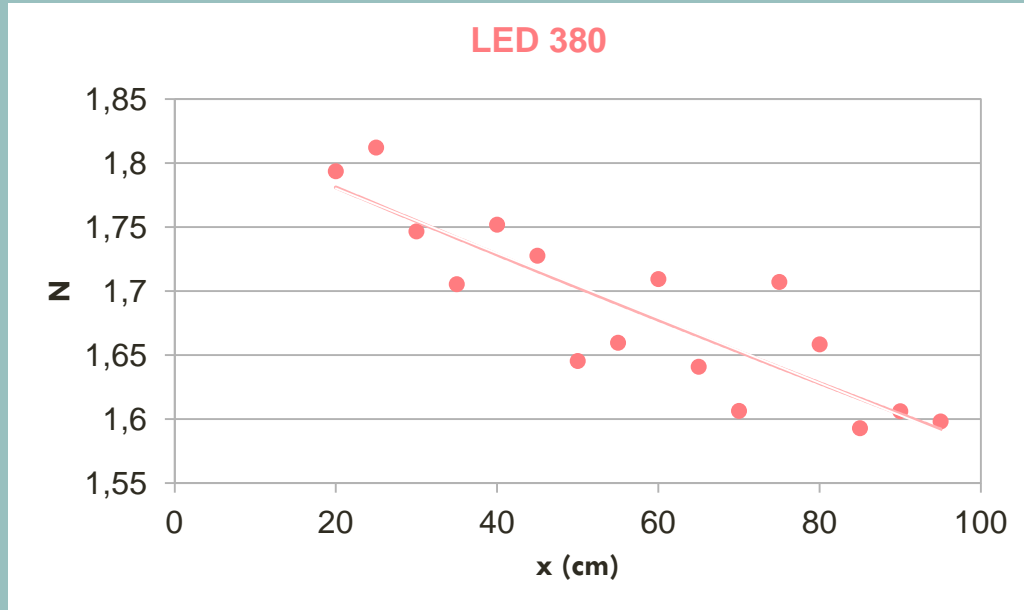


# EXPERIMENTAL METHOD



PHOTODETECTOR

# RESULTS: LED 380 VS LED 360



<b><math>N = N_0</math></b>		
	$N_0$	$\mu$ (cm-1)
<b>LED 380</b>	1,84	0,001
<b>LED 360</b>	1,47	0,002





# FLUKA

## WHAT IS IT?

FLUKA is a Monte Carlo simulation code, developed at CERN, for the interaction and transport of particles

## APPLICATIONS

HIGH ENERGY PHYSICS, RADIATION PROTECTION,  
DOSIMETRY

## Flair

Interface for FLUKA that facilitates the editing of FLUKA input files, execution of the code and visualization of the output files.



FLAIR

TITLE: My Basic Input example			
PRECISION			
BEAM	Beam: Momentum	p: 3.5	Part: PROTON
Ap: Gauss	Ap(FWHM): 0.082425	Ap: Gauss	Ap: 1.7
Shape(X): Rectangular	dx: 0.0	Shape(Y): Rectangular	dy: 0.0
BEAMPOS	x: 0.0	y: 0.0	z: -0.1
	cosx: 0.0	cosy: 0.0	Type: POSITIVE
Title			
SPH	blkbody	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
SPH	void	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
RCC	target1	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 0.0
		R: 5.0	Hx: 10.0
RCC	target2	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 0.0
		R: 5.0	Hx: 10.0
RCC	target3	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 0.0
		R: 5.0	Hx: 10.0
END			
REGION	BLKBODY	Neigh: 5	Volume:
	expr: -blkbody -void		
REGION	VOID	Neigh: 5	Volume:
	expr: +void -target1 -target2 -target3		
REGION	TARGET1	Neigh: 5	Volume:
	expr: -target1		
REGION	TARGET2	Neigh: 5	Volume:
	expr: -target2		
REGION	TARGET3	Neigh: 5	Volume:
	expr: -target3		
END			
GEOEND			
MATERIAL	Name: CHROMIUM	Z: 24.0	#
	Arc		A: dE/dx: 7.16
MATERIAL	Name: AMMONIA	Z: 0.0	#
	Arc		A: dE/dx: 0.79E-3
COMPOUND	Name: AMMONIA	M1: 1.0	M2: 3.0
	M1: NITROGEN	M2: HYDROGEN	
ASSIGNMA	Mat: BLKHOLES	to Reg: BLKBODY	Field:
	Mat(Decay):	Step:	
ASSIGNMA	Mat: VACUUM	to Reg: VOID	Field:
	Mat(Decay):	Step:	
ASSIGNMA	Mat: AMMONIA	to Reg: TARGET3	Field:
	Mat(Decay):	Step:	
ASSIGNMA	Mat: CHROMIUM	to Reg: TARGET1	Field:
	Mat(Decay):	Step: 1.0	
RANDOMIZ	Unit 01	Seed: 54217137	
START	No.: 1000	Core:	
	Time:	Repat: default	
STOP			



# FLAIR

My Basic Input example

DEFAULTS		PRECISIO	
BEAM	Momentum	p: 3.5	Part: PROTON
Ap: Gauss	Δp(FWHM): 0.082425	Δp: Gauss	Δp: 1.7
Shape(X): Rectangular	Δx: 0.0	Shape(Y): Rectangular	Δy: 0.0
BEAMPOS	X: 0.0	Y: 0.0	Z: -0.1
Color: 0.0	Copy: 0.0	Dir: POSITIVE	
Log: v	Acc: v	Opt: v	
Imp: v	Out: v	Post: COMBNAME	
Title:			
SPH	blkbody	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
SPH	void	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
RCC	target1	X: 0.0	Y: 0.0
		Hx: 0.0	Hx: 10.0
		R: 5.0	
RCC	target2	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 10.0
		R: 5.0	
RCC	target3	X: 0.0	Y: 0.0
		Hx: 0.0	Hx: 10.0
		R: 5.0	
END			
REGION	BLKBODY	Neigh: 5	Volume:
	expr: -blkbody -void		
REGION	VOID	Neigh: 5	Volume:
	expr: +void -target1 -target2 -target3		
REGION	TARGET1	Neigh: 5	Volume:
	expr: -target1		
REGION	TARGET2	Neigh: 5	Volume:
	expr: -target2		
REGION	TARGET3	Neigh: 5	Volume:
	expr: -target3		
END			
MATERIAL			
	Name: CHROMIUM	Z: 24.0	A: 7.16
		Arc: v	dE/dx: v
MATERIAL	Name: AMMONIA	Z: 0.0	A: 0.79E-3
		Arc: v	dE/dx: v
COMPOUND	Name: AMMONIA	M1: Atom	Elements: 1,3
		I1: 1.0	I2: 3.0
		I3: v	M2: HYDROGEN
ASSIGNMA	Mat: BLCKHOLE	Reg: BLKBODY	to Reg: v
	Mat(Decay): v	Step: v	Field: v
ASSIGNMA	Mat: VACUUM	Reg: VOID	to Reg: v
	Mat(Decay): v	Step: v	Field: v
ASSIGNMA	Mat: AMMONIA	Reg: TARGET3	to Reg: v
	Mat(Decay): v	Step: v	Field: v
ASSIGNMA	Mat: CHROMIUM	Reg: TARGET1	to Reg: TARGET2
	Mat(Decay): v	Step: 1.0	Field: v
RANDOMIZ	Unit 01	Seed: 54217137.	
START	No.: 1000.	Core: v	
	Time:	Repat: default	
STOP			



# GEOMETRY

# FLAIR



DEFAULTS		PRECISIO	
<b>BEAM</b>	Beam: Momentum	p: 3.5	Part: PROTON
Ap: Gausse	Ap(FWHM): 0.082425	Ap: Gausse	Ap: 1.7
Shape(X): Rectangular	dx: 0.0	Shape(Y): Rectangular	dy: 0.0
<b>BEAMPOS</b>	K: 0.0	y: 0.0	z: -0.1
cosx: 0.0	cosy: 0.0	Type: POSITIVE	
<b>GEOBEGIN</b>	Log: v	Acc: v	Opt: v
	Imp: v	Out: v	Post: COMBNAME
Title:			
<b>SPH</b>	blkbody	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
<b>SPH</b>	void	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
<b>RCC</b>	target1	K: 0.0	y: 0.0
		Hx: 0.0	Hr: 10.0
		R: 5.0	
<b>RCC</b>	target2	x: 0.0	y: 0.0
		Hx: 0.0	Hr: 10.0
		R: 5.0	z: 20.0
<b>RCC</b>	target3	K: 0.0	y: 0.0
		Hx: 0.0	Hr: 10.0
		R: 5.0	z: 40.0
END			
<b>REGION</b>	BLKBODY	Neigh: 5	Volume:
	expr: -blkbody -void		
<b>REGION</b>	VOID	Neigh: 5	Volume:
	expr: +void -target1 -target2 -target3		
<b>REGION</b>	TARGET1	Neigh: 5	Volume:
	expr: -target1		
<b>REGION</b>	TARGET2	Neigh: 5	Volume:
	expr: -target2		
<b>REGION</b>	TARGET3	Neigh: 5	Volume:
	expr: -target3		
END			
<b>MATERIAL</b>	Name: CHROMIUM	#	p: 7.16
	Z: 24.0	A:	dE/dx: v
<b>MATERIAL</b>	Name: AMMONIA	#	p: 0.79E-3
	Z: 0.0	A:	dE/dx: v
<b>COMPOUND</b>	Name: AMMONIA	M1: Atom	Elements: 1,3
	I1: 1.0	I2: 3.0	M2: HYDROGEN
	I3:		
<b>ASSIGNMA</b>	Mat: BLCKHOLE	Reg: BLKBODY	to Reg: v
	Mat(Decay): v	Step: v	Field: v
<b>ASSIGNMA</b>	Mat: VACUUM	Reg: VOID	to Reg: v
	Mat(Decay): v	Step: v	Field: v
<b>ASSIGNMA</b>	Mat: AMMONIA	Reg: TARGET3	to Reg: v
	Mat(Decay): v	Step: v	Field: v
<b>ASSIGNMA</b>	Mat: CHROMIUM	Reg: TARGET1	to Reg: TARGET2
	Mat(Decay): v	Step: 1.0	Field: v
<b>START</b>	No.: 1000.	Core: v	
	Time:	Repos: default	
<b>STOP</b>			



# MATERIAL

# FLAIR

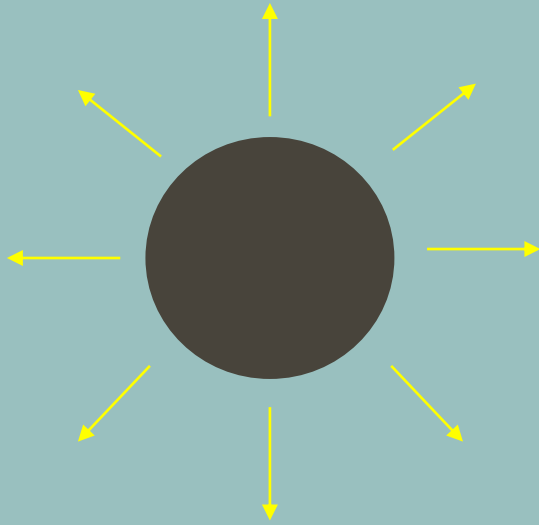


TITLE		My Basic Input example	
<b>DEFAULTS</b>			
<b>BEAM</b>	Beam: Momentum	p: 3.5	Part: PROTON
Ap: Gauss	Ap(FWHM): 0.082425	Ap: Gauss	Ap: 1.7
Shape(X): Rectangular	dx: 0.0	Shape(Y): Rectangular	dy: 0.0
<b>BEAMPOS</b>	x: 0.0	y: 0.0	z: -0.1
cosx: 0.0	cosy: 0.0	Type: POSITIVE	
<b>GEOBEGIN</b>	Log: Inp	Acc: Out	Fmt: COMBNAME
Title:			
<b>SPH</b>	blkbody	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
<b>SPH</b>	void	x: 0.0	y: 0.0
		R: 10000.0	z: 0.0
<b>RCC</b>	target1	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 0.0
		R: 5.0	Hx: 10.0
<b>RCC</b>	target2	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 0.0
		R: 5.0	Hx: 10.0
<b>RCC</b>	target3	x: 0.0	y: 0.0
		Hx: 0.0	Hx: 0.0
		R: 5.0	Hx: 10.0
<b>END</b>			
<b>REGION</b>	BLKBODY	Neigh: 5	Volume:
	expr: -blkbody -void		
<b>REGION</b>	VOID	Neigh: 5	Volume:
	expr: +void -target1 -target2 -target3		
<b>REGION</b>	TARGET1	Neigh: 5	Volume:
	expr: -target1		
<b>REGION</b>	TARGET2	Neigh: 5	Volume:
	expr: -target2		
<b>REGION</b>	TARGET3	Neigh: 5	Volume:
	expr: -target3		
<b>END</b>			
<b>GEOEND</b>			
<b>MATERIAL</b>	Name: CHROMIUM	Z: 24.0	Arc: #
			Arc: A: dE/dx: 7.16
<b>MATERIAL</b>	Name: AMMONIA	Z: 0.0	Arc: #
			Arc: A: dE/dx: 0.79E-3
<b>COMPOUND</b>	Name: AMMONIA	M1: 1.0	M2: 3.0
		M1: NITROGEN	M2: HYDROGEN
		M2: 3.0	
<b>ASSIGNMA</b>	Mat: BLCKHOLE	Reg: BLKBODY	to Reg:
	Mat(Decay):	Step:	Field:
<b>ASSIGNMA</b>	Mat: VACUUM	Reg: VOID	to Reg:
	Mat(Decay):	Step:	Field:
<b>ASSIGNMA</b>	Mat: AMMONIA	Reg: TARGET3	to Reg:
	Mat(Decay):	Step:	Field:
<b>ASSIGNMA</b>	Mat: CHROMIUM	Reg: TARGET1	to Reg: TARGET2
	Mat(Decay):	Step:	Field:
<b>RANDOMIZ</b>	Unit 01	Seed: 54217137	
<b>START</b>	No.: 1000	Core:	Repat: default
Time:			
<b>STOP</b>			

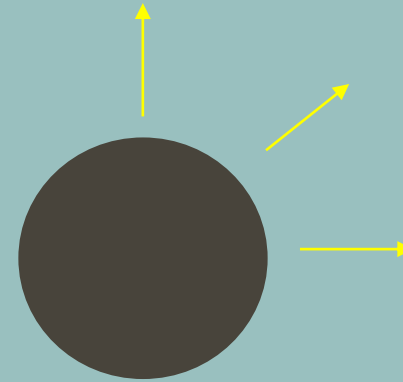


# START

# ISOTROPIC VS DIVERGENT

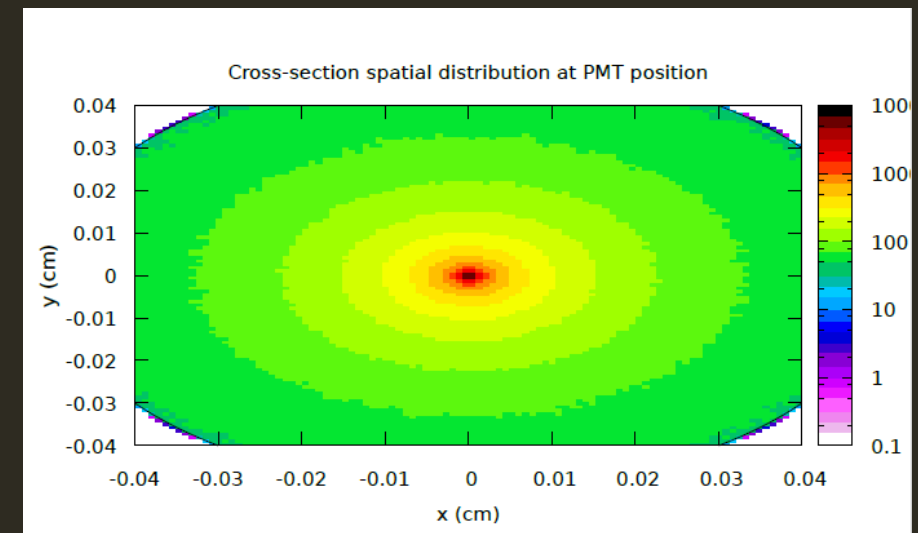
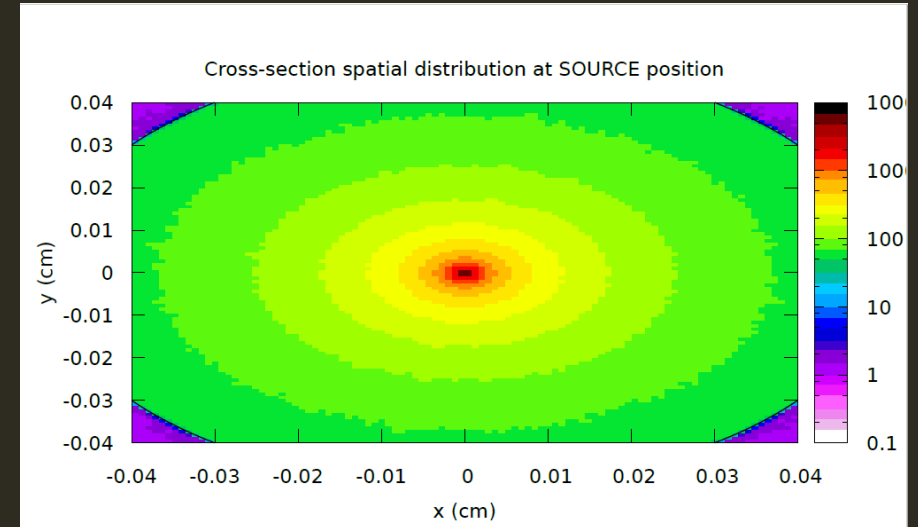
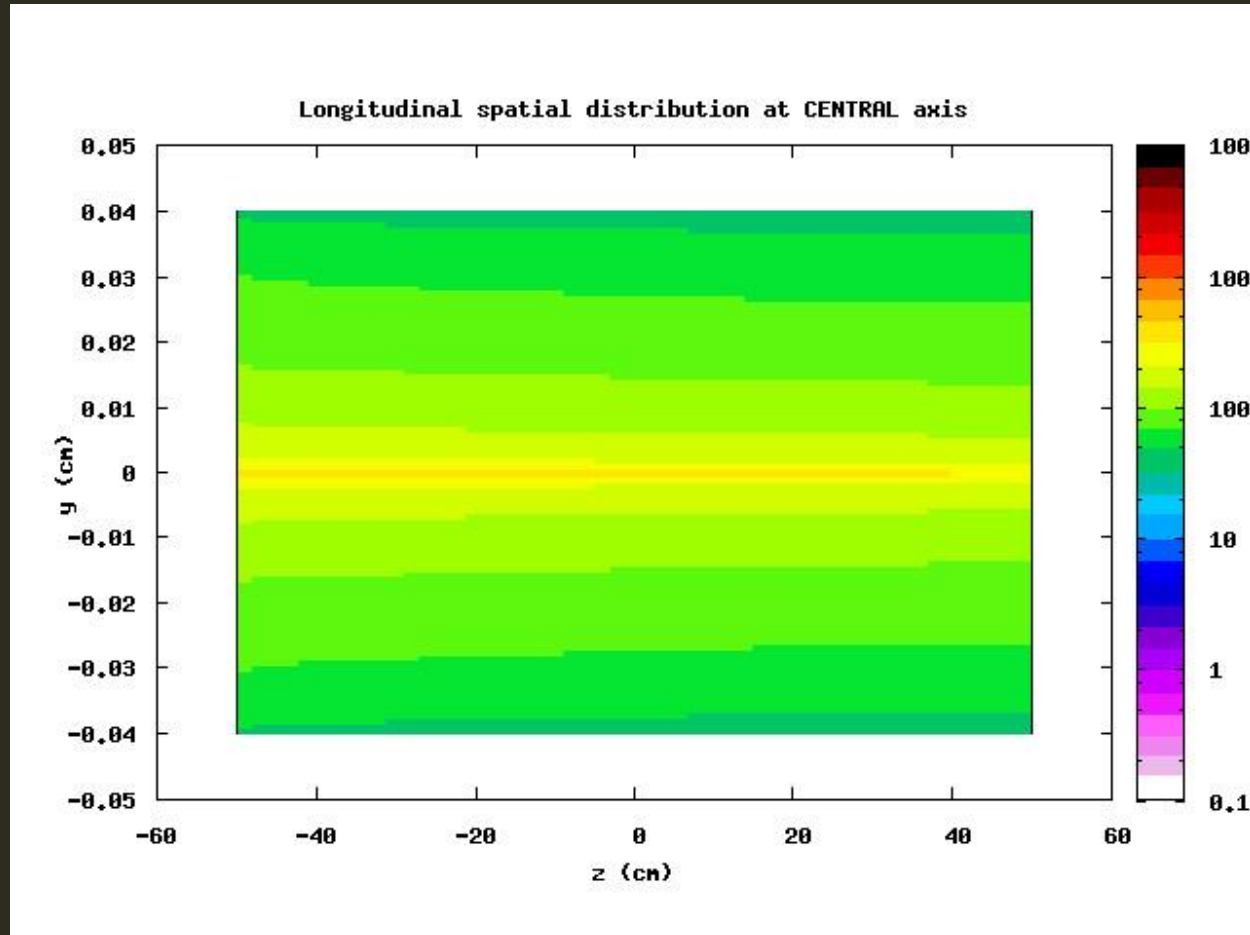


**ISOTROPIC**



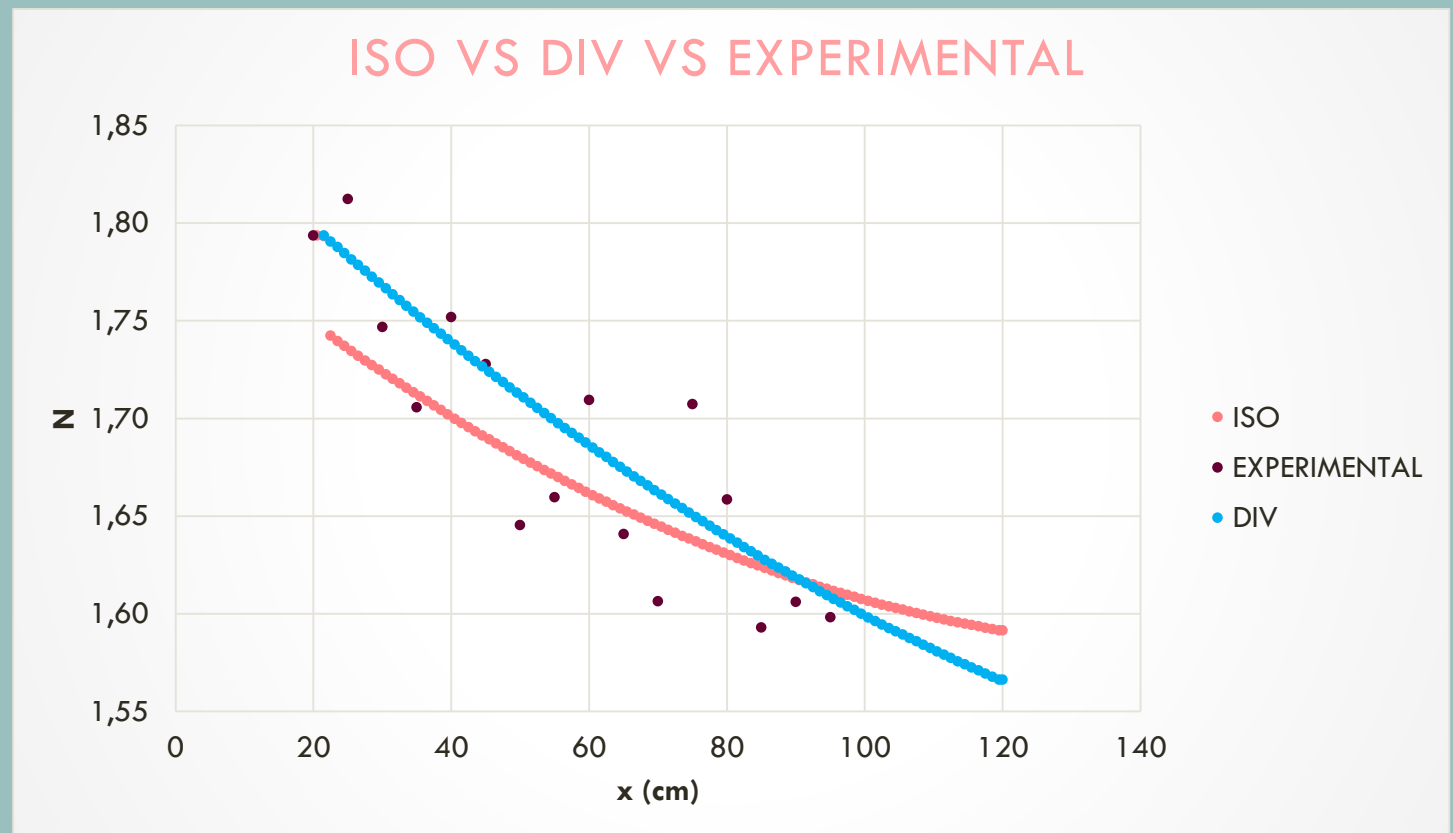
**DIVERGENT**

# RESULTS: PLOTS



# RESULTS: ISO VS DIV VS EXPERIMENTAL

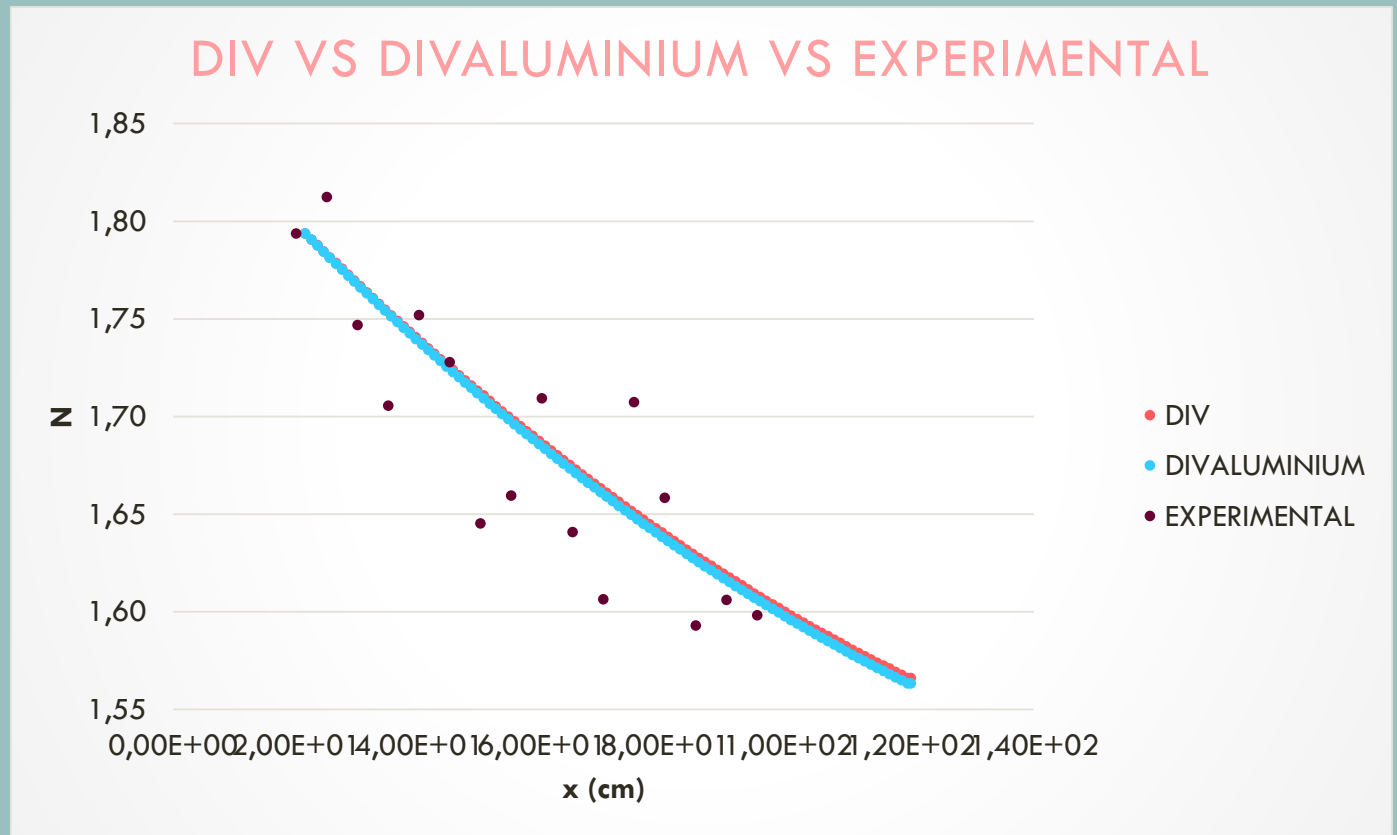
N = N <sub>0</sub>		
	N <sub>0</sub>	L (cm)
<b>EXPERIMENTAL</b>	1,84	668
<b>ISO</b>	1,77	1031
<b>DIV</b>	1,84	721





# RESULTS: DIV VS DIVALUMINIUM VS EXPERIMENTAL

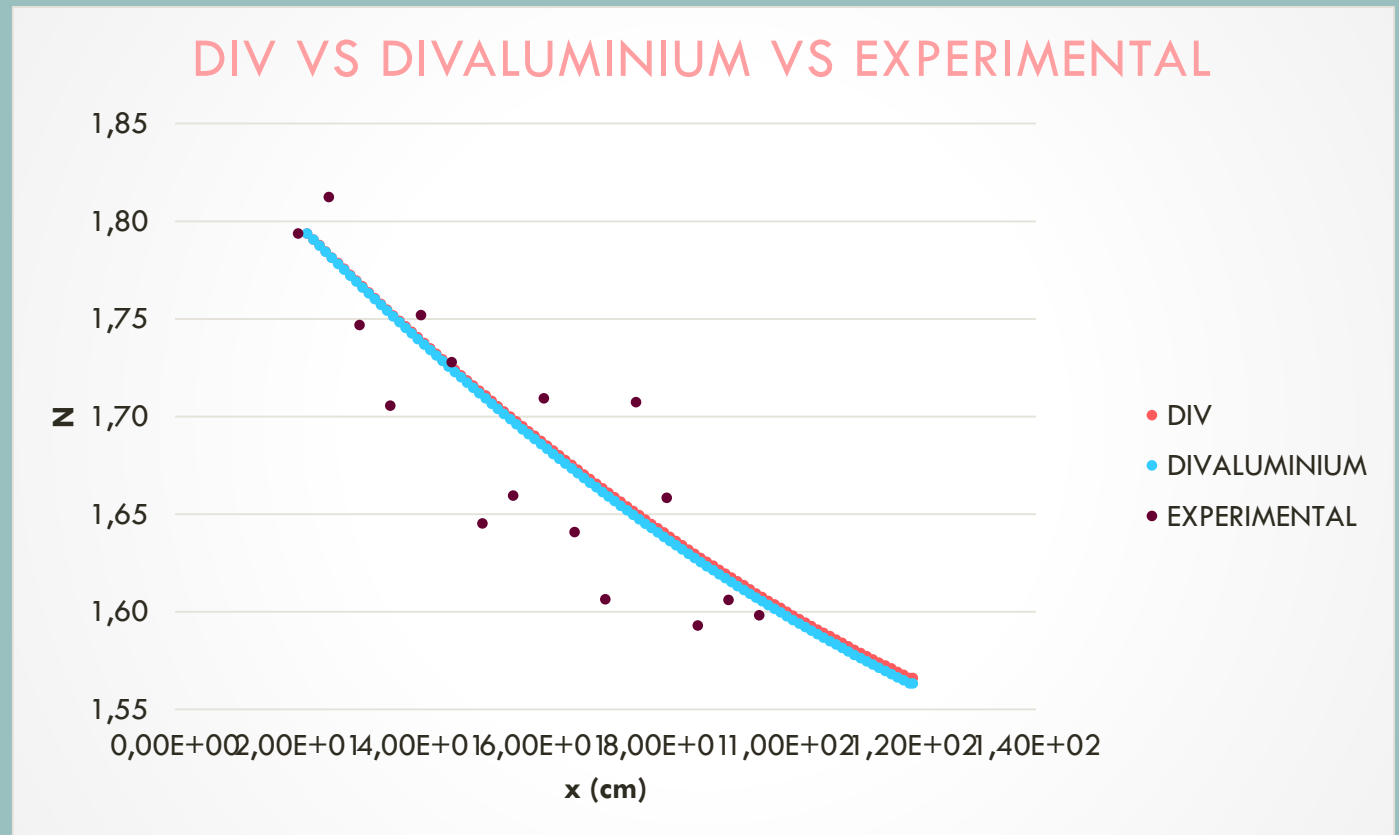
N = N <sub>0</sub>		
	N <sub>0</sub>	L (cm)
<b>EXPERIMENTAL</b>	1,84	668
<b>DIVALUMINIUM</b>	1,84	712
<b>DIV</b>	1,84	721



# RESULTS: DIV VS DIVALUMINIUM VS EXPERIMENTAL

N = N <sub>0</sub>		
	N <sub>0</sub>	L (cm)
EXPERIMENTAL	1,84	668
DIVALUMINIUM	1,84	712
DIV	1,84	721

?





# CONCLUSION

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**THANK YOU.  
QUESTIONS?**