



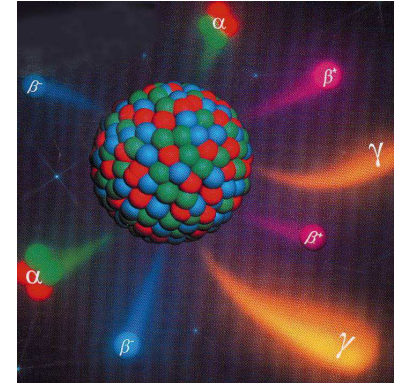
# Ionising Radiation Detection & Measurement

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# Ionising Radiation Detection & Measurement

- Introduction
  - Matter ?
  - Interaction Radiation – Matter
- Detector Types
  - Ionisation Chamber
  - Scintillation detectors
- Measurement of Radiation
- Dosimetry



# Introduction

If it is Green or Wriggles, it is  
**Biology**

- If it Stinks, it is  
**Chemistry**

If it makes a lot of noise, it is  
**Mechanics**

If it does not work, it is  
**Physics**



# Detection of radiation ?

- Radiation cannot be detected directly !
- The consequences of the interaction between radiation and matter can be detected
  - Ionisation
  - Excitation



# Matter = Atoms

## Protons

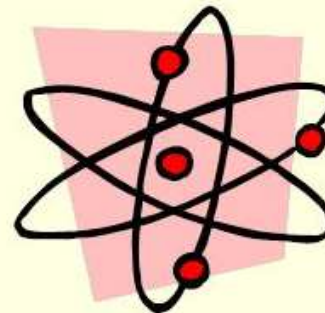
- Found in the nucleus of atom
- positive (+) charge
- Mass Value  $\approx 1$

## Neutrons

- found in nucleus of atom
- neutral (no) charge
- Mass value  $\approx 1$

## Electrons

- found in clouds orbiting around nucleus
- negative (-) charge
- Mass value  $\approx 0$

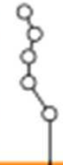


- Dimensions

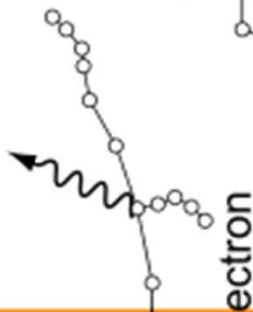
- Atom : 60 to 270 E<sup>-12</sup> m
- Nucleus: 2 to 15 E<sup>-15</sup> m ( $\sim 20\ 000$  times smaller than atom)

# Interaction of ionizing radiation with matter

$\alpha$



bremmsstrahlung



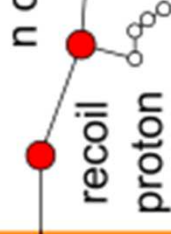
$\delta$ -electron

$\gamma$

$\gamma$



n








n capture photon

recoil  
proton

charged particles interact strongly and ionize directly

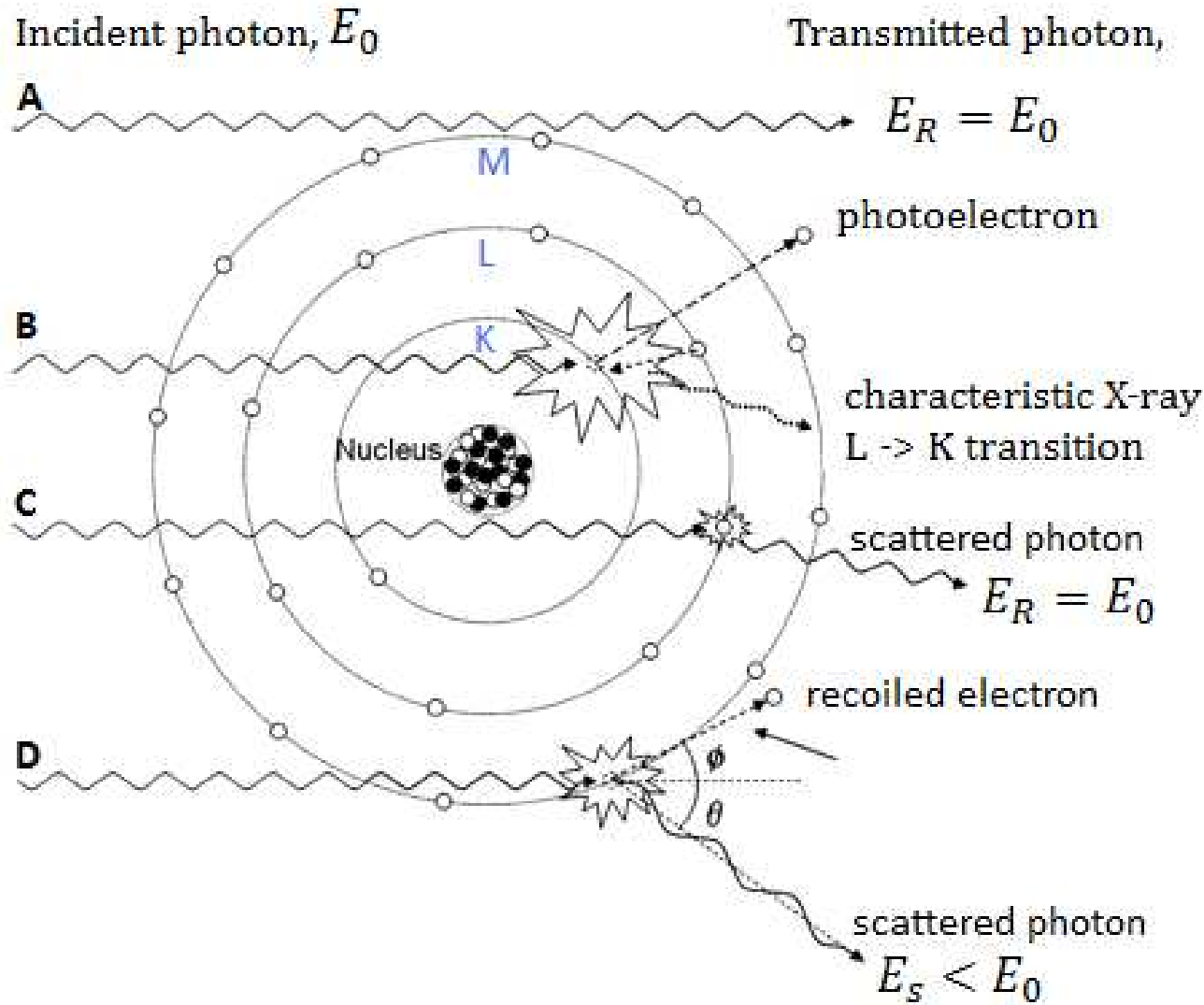
neutral particles interact less, ionize indirectly and penetrate farther

# Typical Range of Radiation in Tissue

Type of radiation	Source	Range in tissue
Alpha	$^{210}\text{Po}$ 5.3 MeV	 Range 0.037mm
Beta	$^{14}\text{C}$ 0.154 MeV maximum energy	 Maximum range 0.29mm (typically less)
Beta	$^{32}\text{P}$ 1.71 MeV maximum energy	 Maximum range 8mm (typically less)
Gamma	$^{125}\text{I}$ 0.035 MeV	 Average distance to collision 33mm
Gamma	$^{60}\text{Co}$ 1.33 MeV	 Average distance to collision 164mm

Source: Shapiro 1972.

# Interaction of $\gamma$ -Radiation with Matter



## A. TRANSMITTED

### UNAFFECTED

No interaction

## B. PHOTOELECTRIC

### ABSORPTION

Collision with a tightly bound inner-shell electron

## C. RAYLEIGH

### SCATTERING

Elastic collision with a bound outer-shell electron

## D. COMPTON

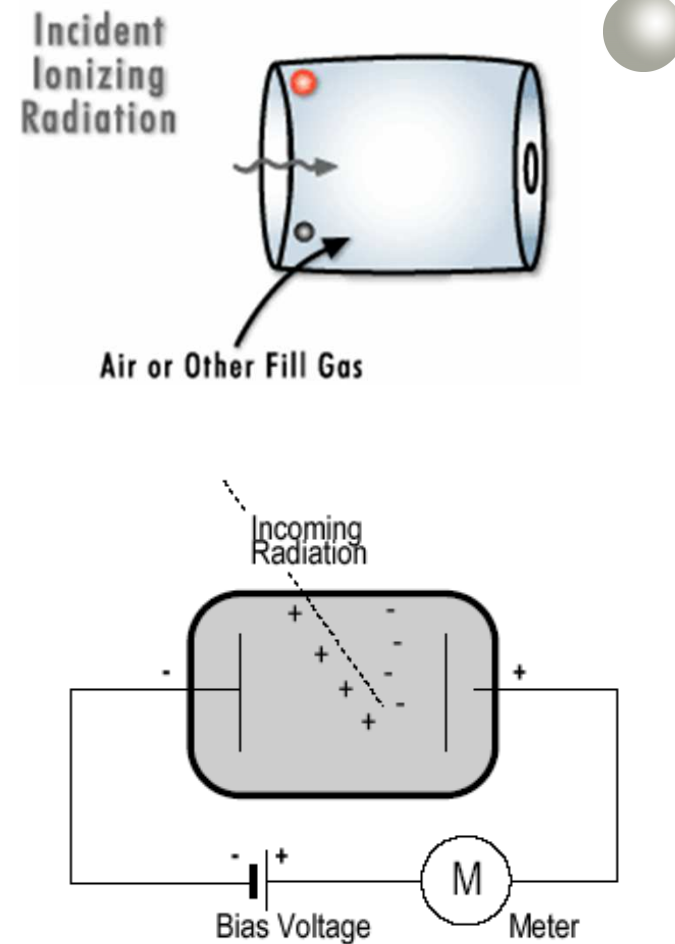
### SCATTERING

Inelastic collision with weakly bound outer-shell electron

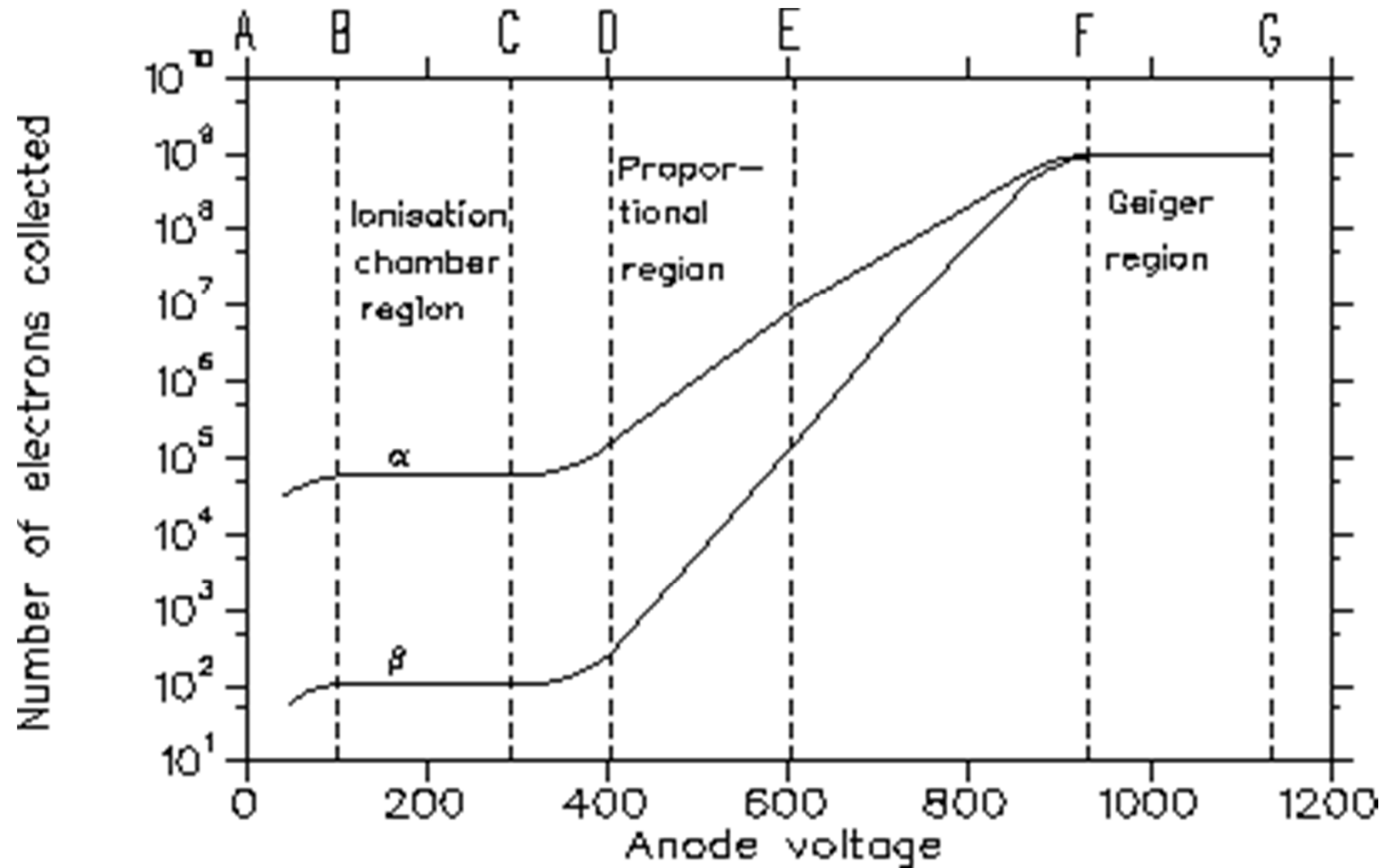


# Ionisation Chamber - Principle

- Gas-Filled Chamber
- 2 electrodes
- Ionisation of the gas (creation of charges)
- Behaviour of the Chamber depends on :
  - Composition of the gas
  - Gas pressure
  - Electric field across the electrodes
  - How the created charges are collected

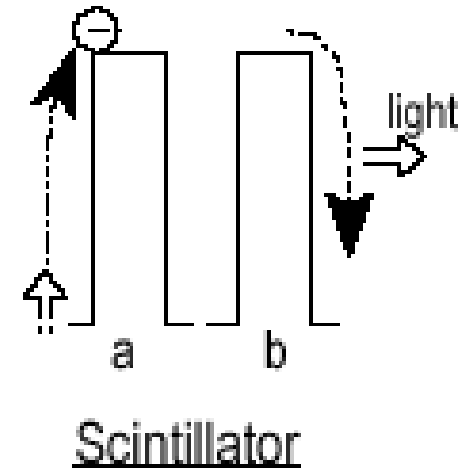


# Ionisation Chamber – Electric Field



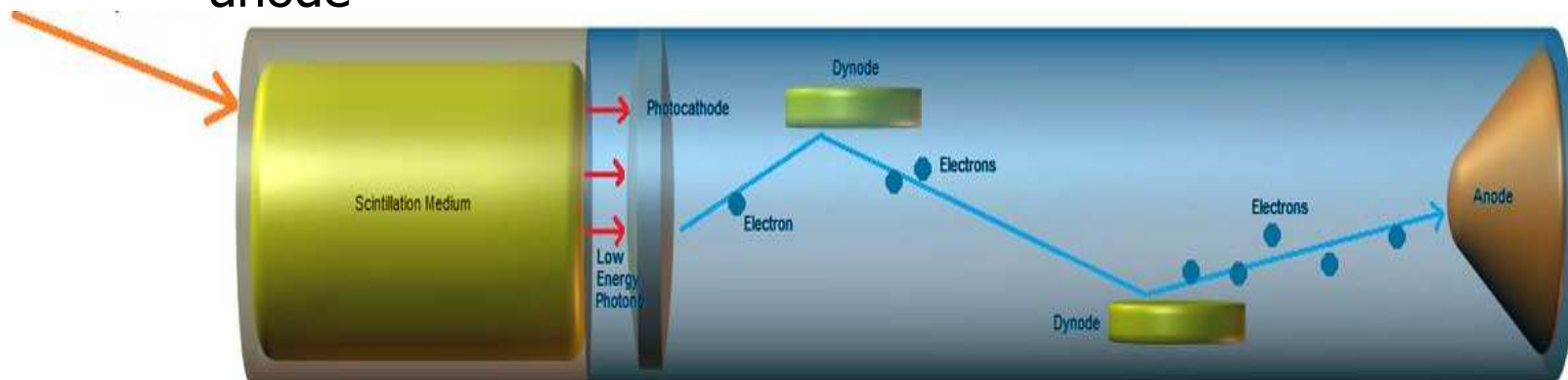
# Scintillation Detector

- Based on excitation of electrons (Compton or photo-electric effect)
- De-excitation of excited electron provides a pulse of light
- Pulse of light is amplified in a photomultiplier tube to provide an electric signal
- Signal is proportional with the energy of incoming photon, and hence can be used for spectrometry



# NaI(Tl) Scintillator

- Photon excites scintillation material
- De-excitation of electron to lower energy and emission of a light pulse
- Light pulse captured on photocathode and produces 1 or more electrons
- Acceleration and multiplication of electrons by a series of dynodes to create an electric pulse that is captured on the anode



FAN

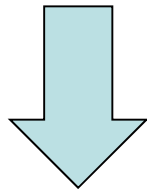
# Detecting Radiation $\neq$ Measuring Radiation

- **Detector Efficiency**
  - Not all emitted radiation is detected: radiation needs to hit the detector
  - Not every particle or photon will interact with the detector
  - Energy Dependency
    - Energy compensated GM-tubes

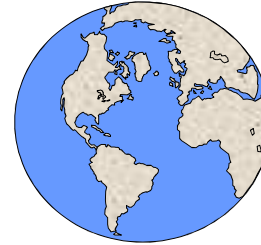
$$\epsilon_{abs} = \frac{\# \text{ detected events}}{\# \text{ emitted events}}$$

# “Background”-Radiation

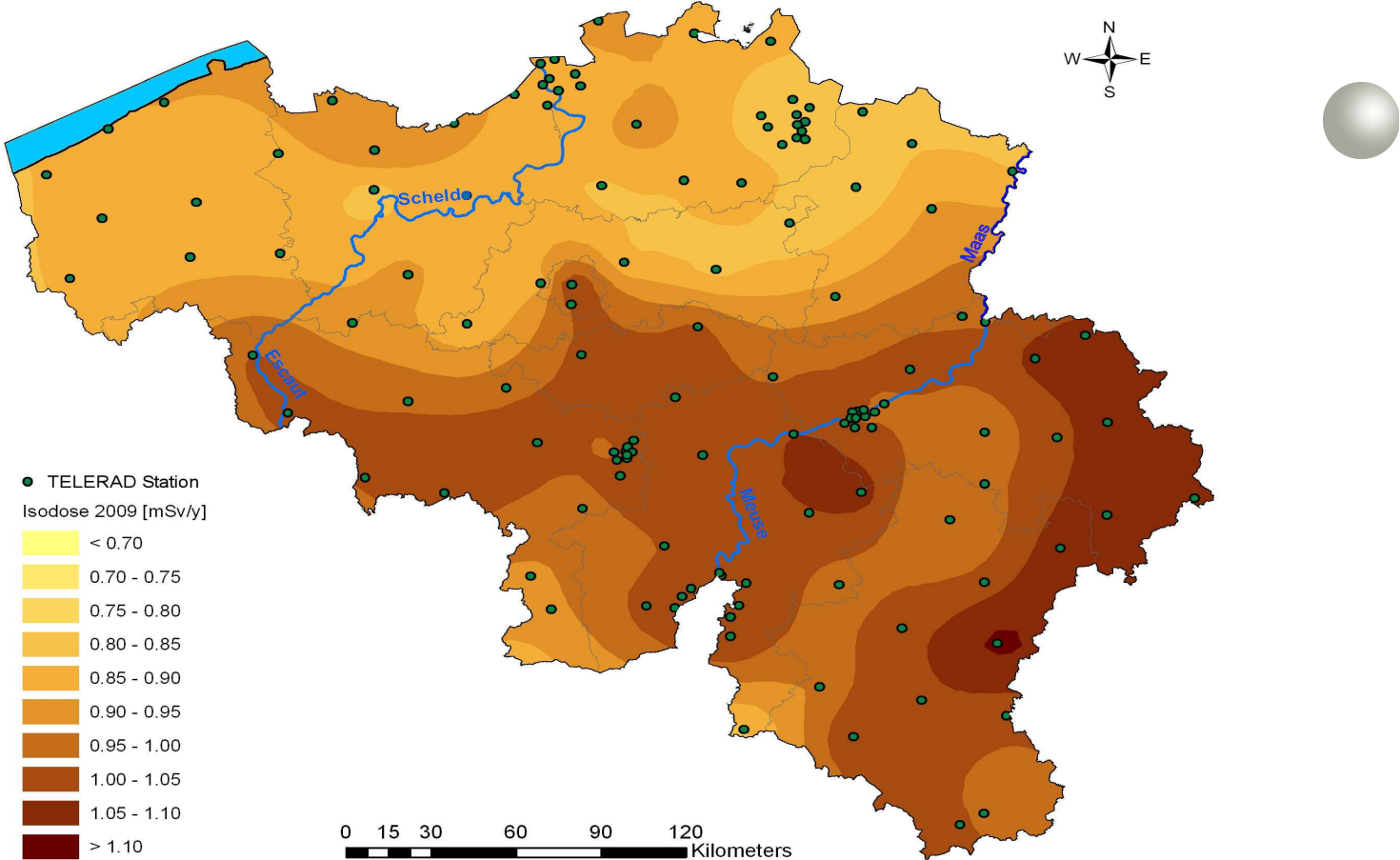
- Cosmic Radiation
- Other natural radiation sources
- Other nearby radioactive sources



- Detector Shielding
- Evaluate & Take into account background



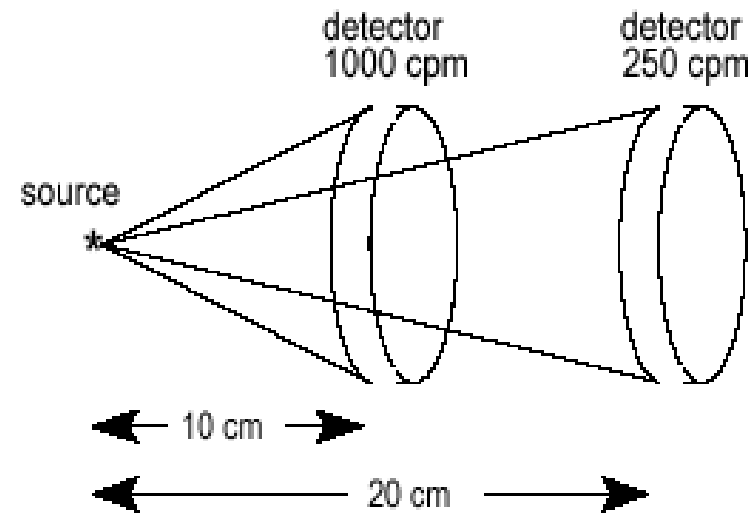
# Dose Rate in Belgium from Natural Radiation



From 60 to 130 nSv/h depending on the region

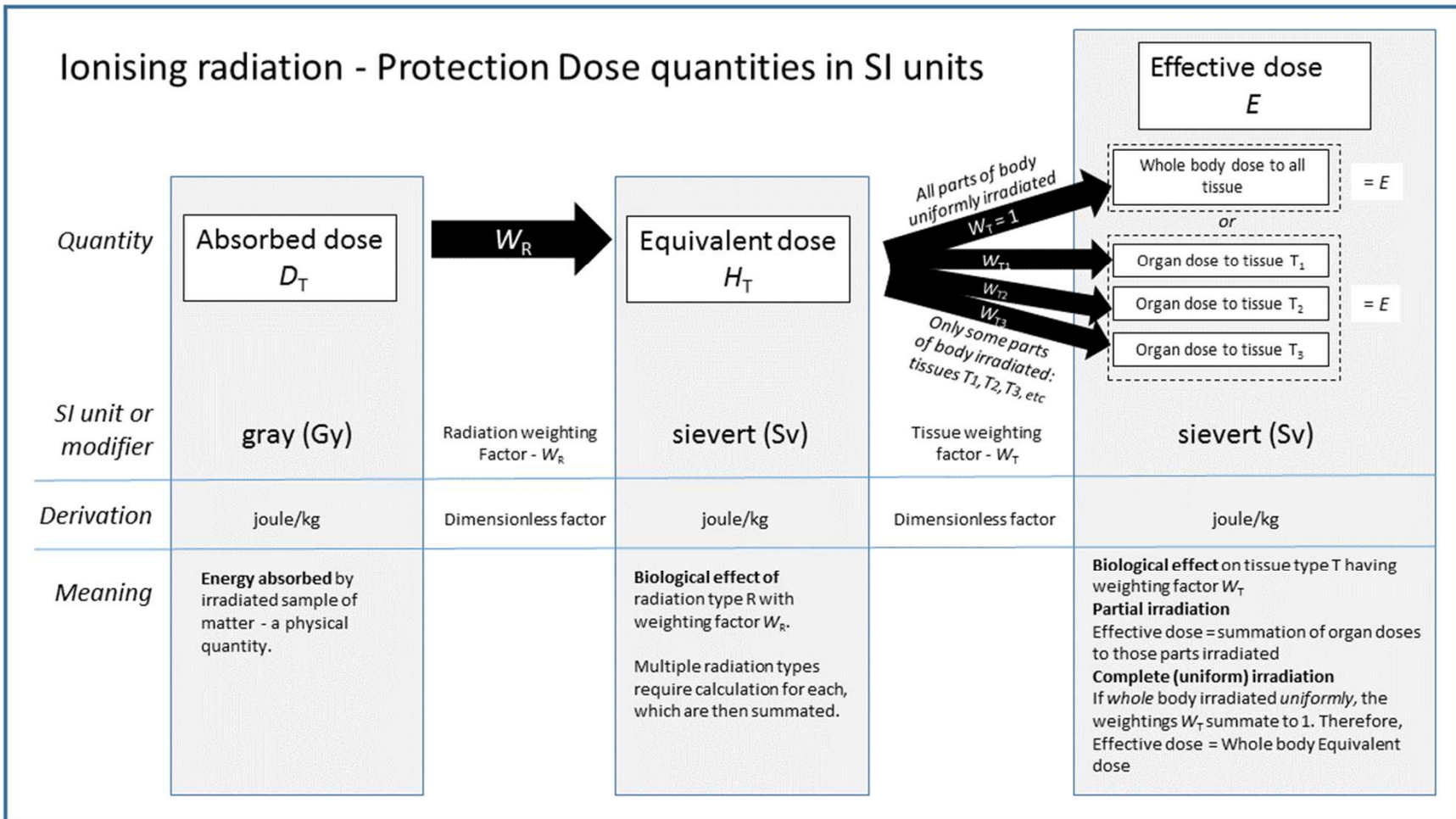
# Other factors that can influence measurements

- Geometry between source and detector
- Nearby absorbing or reflecting materials
- $R^2$ -law
- Self Absorption of the source
- Reflecting material on the detector





# Detecting Radiation $\neq$ Measuring Radiation



# Dose Rate Measurements

Be Carefull with the Units !!!

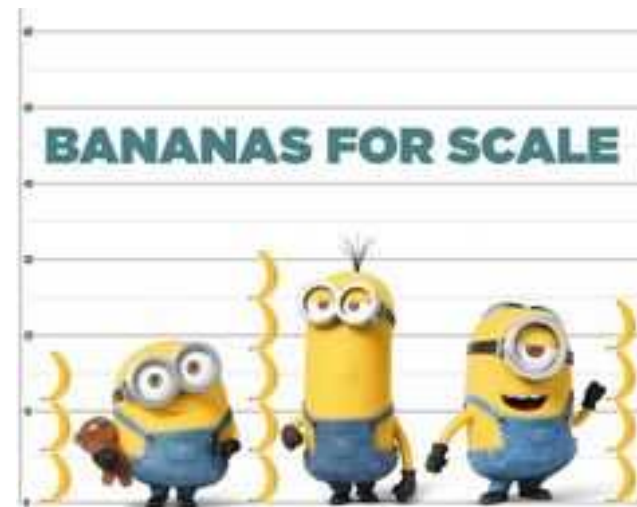
- mSv/h



- $\mu$ Sv/h



- nSv/h



# Some Examples & Demos



# ● Questions ?