# Modelling detector response functions to NORM and source radiation for arbitrary detector geometries

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#### **Uses of UAV-borne Gamma Radiation detection**



Contamination mapping from a radiological event



Environmental Survey for baseline studies, environmental management, resource exploration, mining plant management

#### Why the need to model



Understand minimum detectable activity (MDA) that a detector will see in the scene.



Determine optimal UAV flying height and speed to find a lost source of known strength.



Optimise detector geometries to suit operational parameters



Create large varying datasets for the development of inversion algorithms



#### Forward Models – Detailed vs Fast

Forward models are defined by propagating a scene to a detector. Given the scene, what does the detector see? They are an integral part of solving the inverse problem. Given what the detector sees, what can we infer about the scene To use statistical models to solve inverse problems, many realisations of forward models are used

## Monte Carlo

#### • Pros

- Simulation tool kits available like Geant4 and MCNP that have extensive validated physics
- Uses physics realistic processes to transport particles such as multiple scattering and absorption
- Fully stochastic, best mimic of real-world radiation transport – statistical variations to Bayesian solver
- Cons
  - Computationally expensive, requires
    supercomputer for useful number of realisations
    for realistic scenes

## **Fast** analytical

- Pros
  - Fast! Can provide multiple Poisson realisations of a complex scene in a fraction of the time
  - Fast and (potentially) accurate enough to be used for basic simulations, such as footprint calculations and on scene mission planning with limited time
- Cons
  - Limited physics, no scattering (or limited)
  - Non stochastic. Deterministic probability distribution for each realisation could lead to statistical artifacts





## Solid Angle

- Area projected onto unit sphere as a fraction of sphere surface area
- Energy independent
- Characterised for all azimuth and elevation combinations. Can be reduced for symmetry
- Simple shapes such as cylinders, cuboids, and spheres solid angle can be accurately estimated with simple geometry (fastest method)
- More complex shapes, the points projected to the sphere and meshed.
- Girard's Theorem can be used to obtain exact area of spherical polygon





#### **Interaction Probability**

- Fraction of incident radiation that interacts with detector
- Path lengths calculated using ray tracing
- Rays are generated within shadow
- 5000 rays
- Interaction probability calculated using NIST mass attenuation coefficients
- Interaction probabilities for each path are averaged
- Process repeated for each energy
- Rays are all parallel (small error)
- Output stored in an interpolation function









# DaisyRad 200

Material:

Density:

Volume:

Mass:















#### **Detector Response to complex scene**

Mesh complex environment into cells

#### Each Cell Contains:

- Solid angle
- Attenuation
- Detector Interaction Probability
- Distance (r<sup>2</sup>)

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- Background Flux
- Background Angular Dependance
- Cell area

Source Strength calculated for each cell

Background calculated for whole environment



# BACKGROUND MODEL



characterised from surface flux

Doughney, T, IEEE NSS & MIC, Milano, Italy 2022

THE UNIVERSITY



#### **Detector Footprints**

- 99% of total background incident at detector is contained
- Reduces computational resources required

#### How?

- 1° slice extending out to horizon
- Source strength measured at 1m intervals
- Cumulatively summed
- Determine where 99% contribution is



#### **Resampling the terrain**





#### <u>Why</u>

- Old mesh can be too big
- Deals with obstructions.
- Reduces errors.
- Angular error now less than 1<sup>o</sup>







#### Summary:

- Solid angle and Average Detector Interaction probability calculated for detector geometry
- Method works with simple and complex geometries
- Measured for a set of all Azimuths and Elevations, stored in interpolation function
- Background radiation used from Surface Distribution model
- Source and background projected through space to detector
- Resampled terrain using ray tracing
- Footprint for background created to reduce computation time

### Next Steps

Fast Forward Model

Full Monte Carlo Model

Real World Data



# QUESTIONS?







NORM: 40<sup>K</sup> – 238<sup>U</sup> – 232<sup>Th</sup>



Periodic Boundary model in Geant4. Sensitive **Detector in Red** 



Energies (keV) Depth weighted probabilities for first 10 energies in the <sup>232</sup>Th chain

800 500 400









Energy and elevation from surface

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# Driving (or flying) at 50km/h = 13.8m/s



Sorce counts at LaBr3 detector at 5m detector heights. Black represents below threshold. Lines represents UAV path relative to source at lateral placements of [5,50,150,250,350] m



5m high LaBr3 detector profiles for varying lateral standoff distances with a source strength of 19 GBq

Simple model does not include:

- Shielding from (Car, terrain, rocks, shielding, a little old rock
- Cosmic Radiation
- Background variations (material, height, concentrations)
- Detector counting efficiency
- Detector noise

