

Development of a gamma radiation detector system for localisation and mapping of distributed sources.

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- A middle-income country, with a population of around 2.5 million people.

BBC NEWS



World's second-largest
diamond found in Botswana

- A middle-income country, with a population of around 2.5 million people.
- A major diamond producer.



Botswana Institute for Nuclear Science and Technology (BINST)

BIUST and other local stakeholders in partnership with the IAEA to build a national facility in Botswana

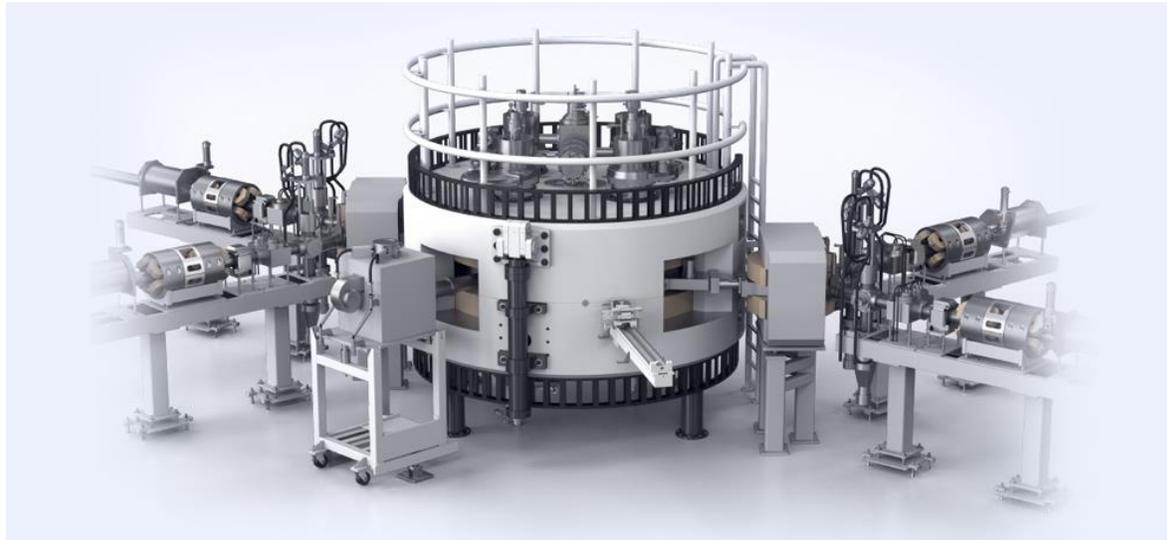


IAEA
International Atomic Energy Agency

- Nuclear Science is still at infancy stage in Botswana but it is fast developing through partnerships with the IAEA.
- The mandate is to build human capacity and transition from a mining-based economy towards a knowledge based economy.

- 3 MV tandem particle accelerator for ion beam analysis.

- 18 MeV compact proton accelerator (for production of PET isotopes)



- Isotope hydrology lab
- Environmental nuclear metrology lab
- Secondary standards dosimetry lab
- Detector development lab

To be commissioned in 2 – 3 years

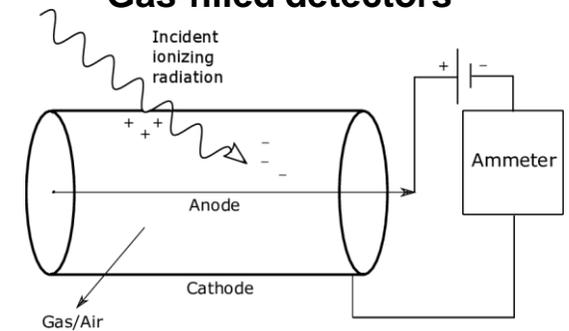


Development of a gamma radiation detector system for localisation and mapping of distributed sources.

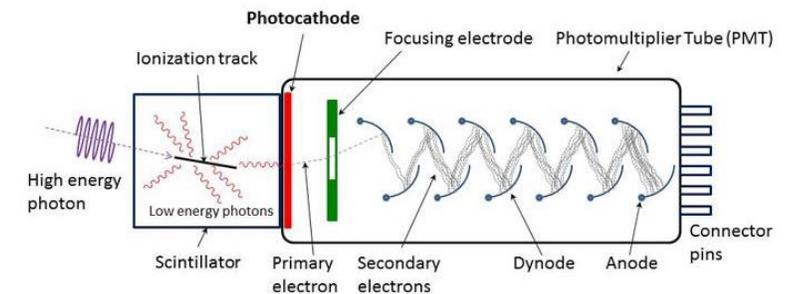
“Making the invisible, visible”

- Identification of radiation contaminated hotspots requires the use of radiation detectors.
- Potential applications in nuclear decommissioning and environmental monitoring.
- Localising distributed sources is challenging due to a 'blurring' effect that overestimates the source's edges.
- A scanning system and techniques are proposed, that will allow for more accurate source localisation and mapping.

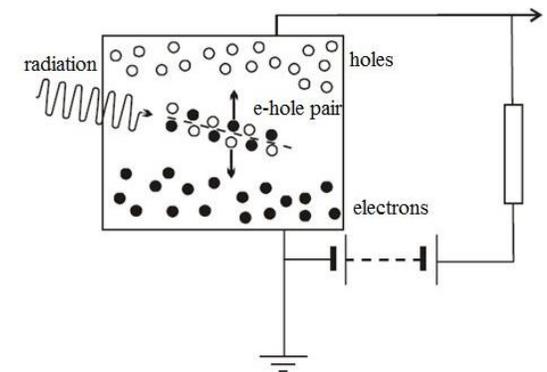
Gas-filled detectors



Scintillation detectors

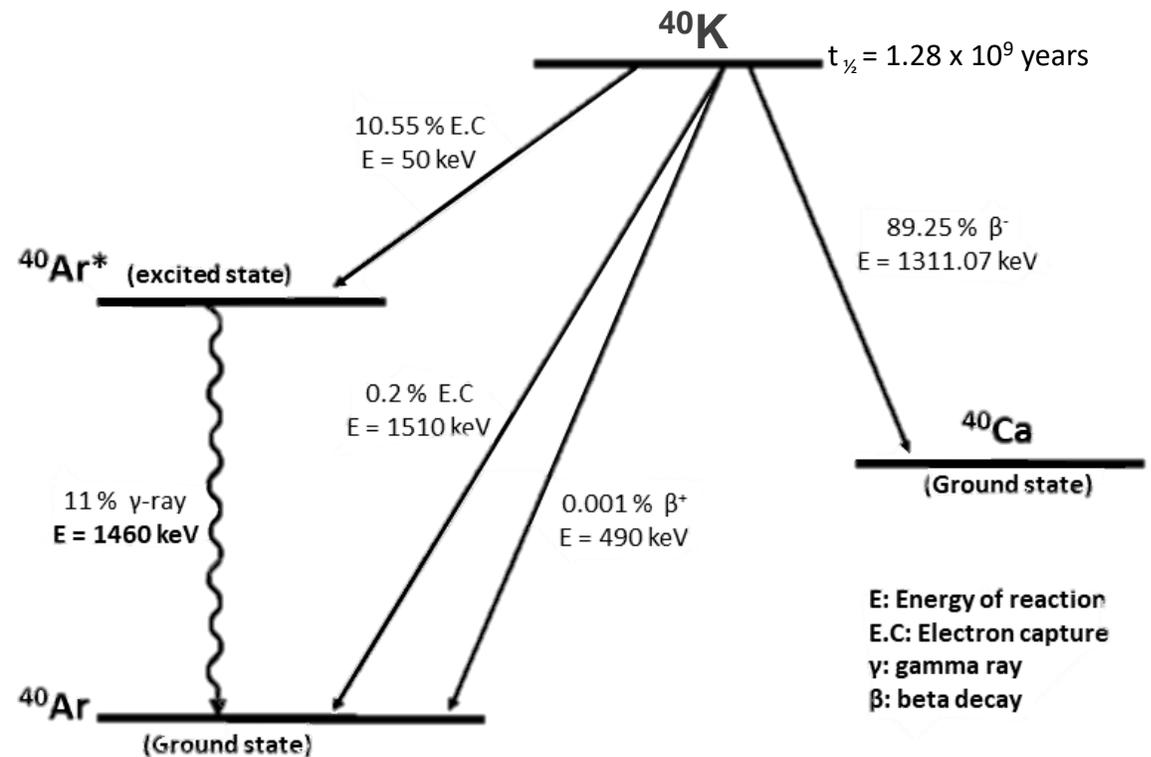


Semiconductor detectors



Radioactive source

- ^{40}K , is a naturally occurring radioisotope found in potassium-rich materials.
- Potassium sulphate (K_2SO_4) fertiliser containing 50% potassium was used as a radiation source and sand as the control.
- Directional detection of the 1460 keV γ -rays can help localise and map out the sources.



Choice of detector

Things to consider:

- ✓ High detection efficiency
- ✓ Good energy resolution and spatial resolution
- ✓ Compact and portable

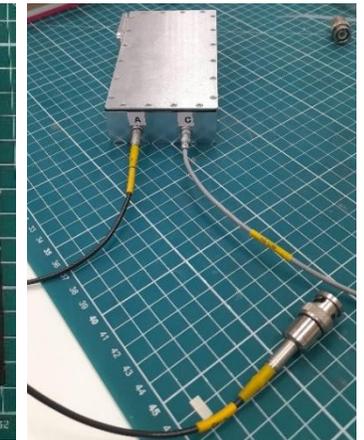
- Bismuth Germanate (BGO) efficiently absorbs γ -rays.
Bismuth, $z = 83$
Density = 7.13 g/cm^3
- BGO crystal (10.125 cm x 5.8 cm x 2 cm).
- Relatively fast decay time of 300 ns.



Photo-coupled to a
BGO crystal using
silicone grease

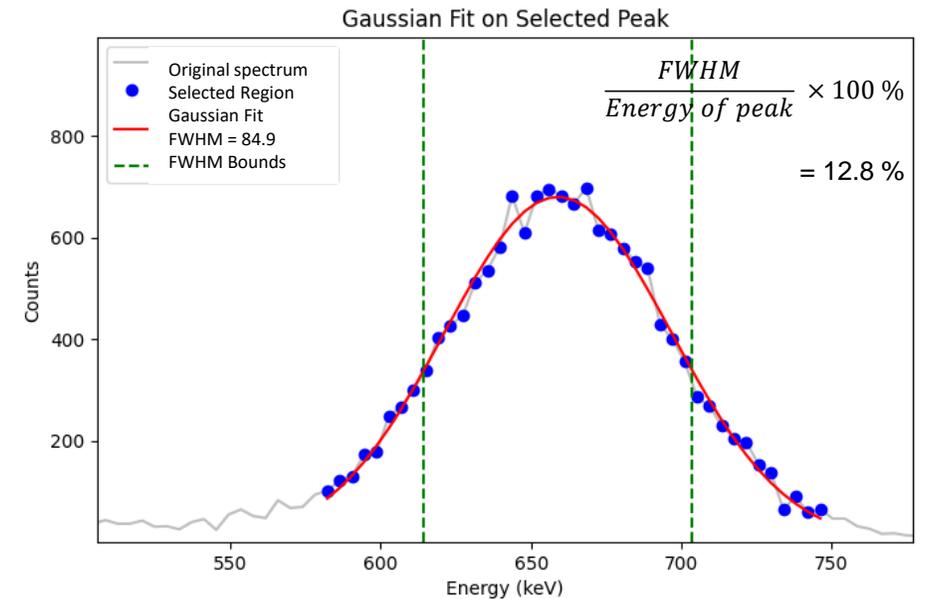
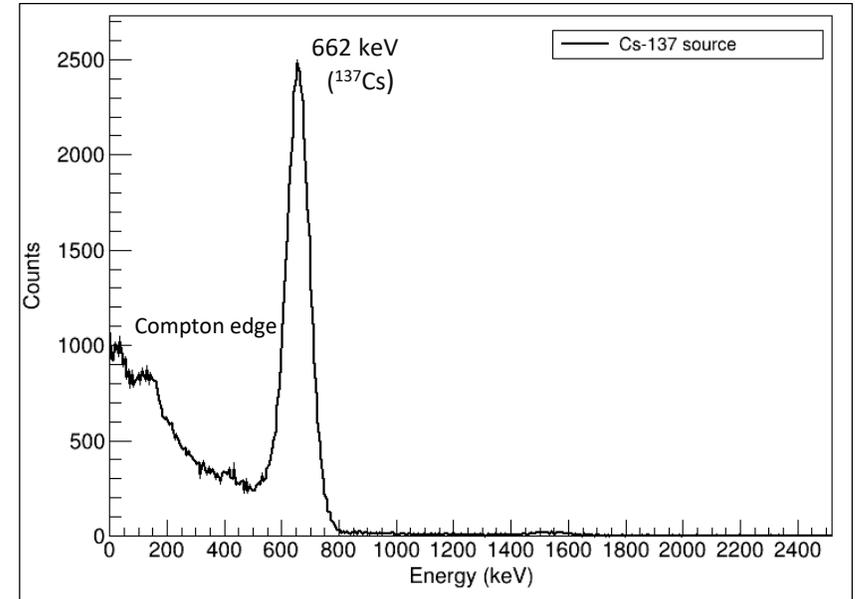
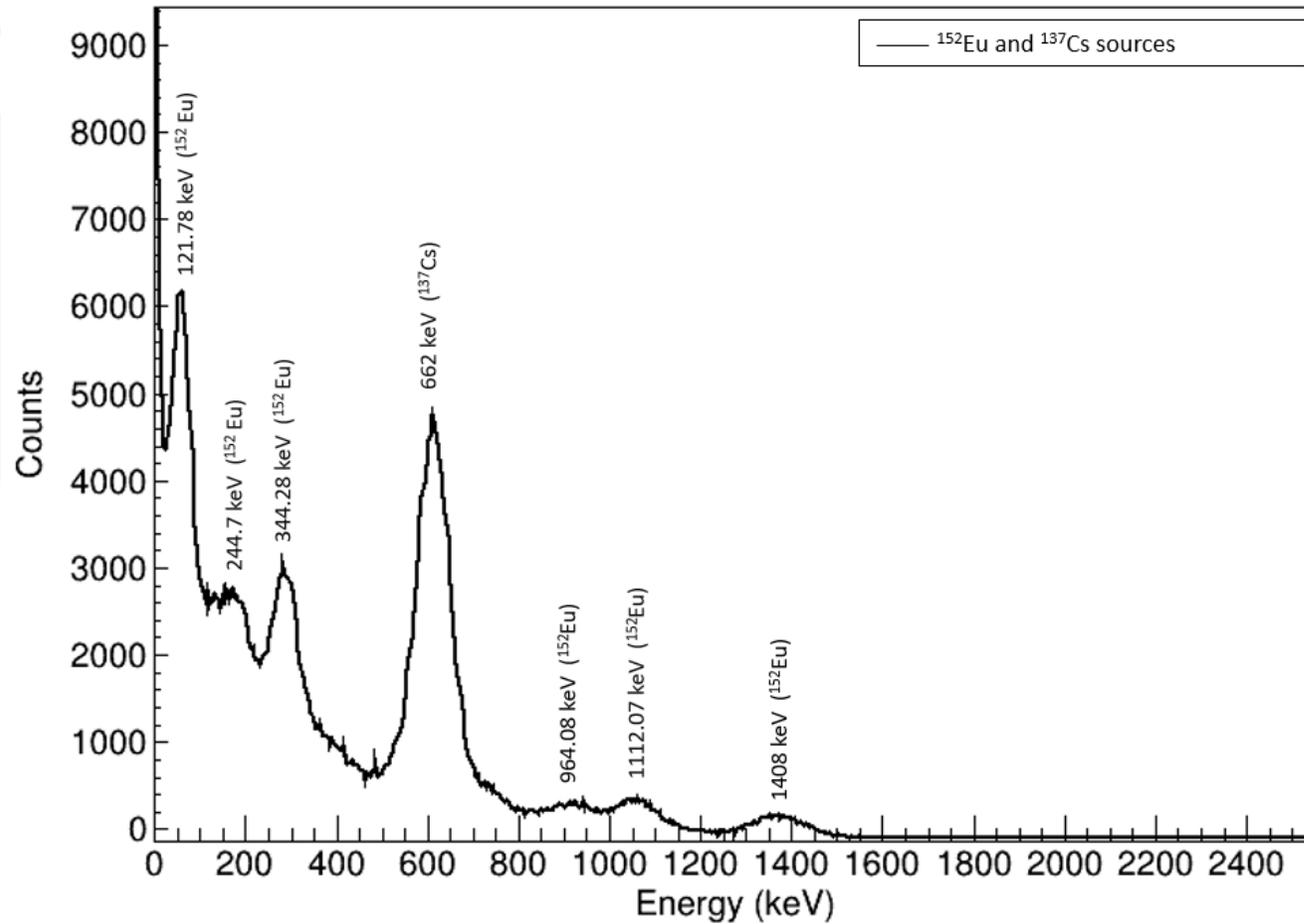


Crystal wrapped with
PTFE Tape (Teflon
tape) and then
housed in an
aluminium casing

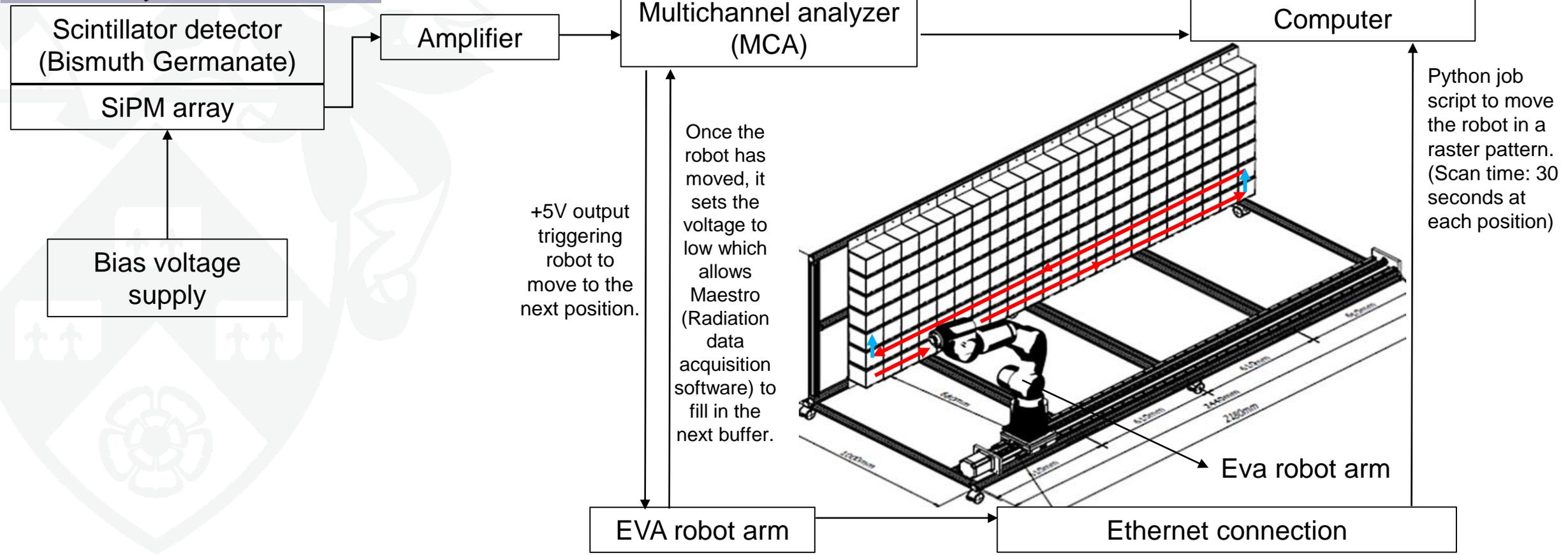
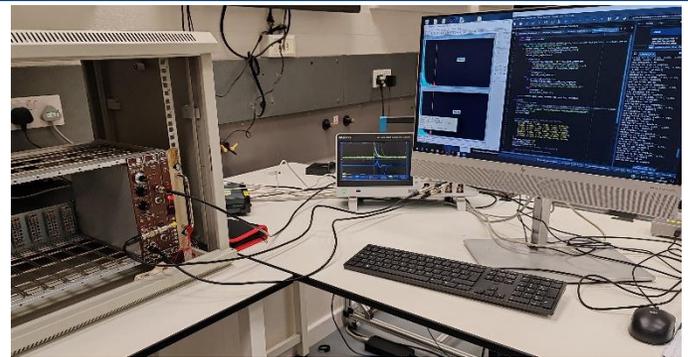
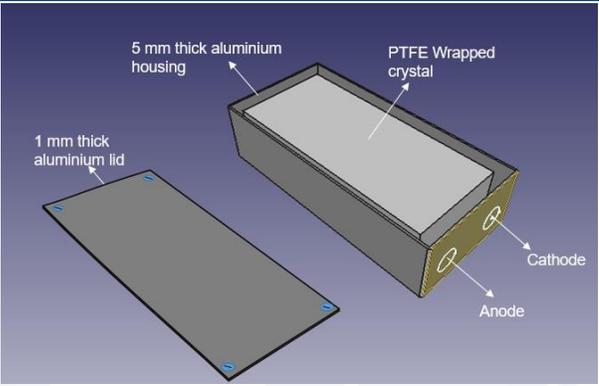


Detector performance

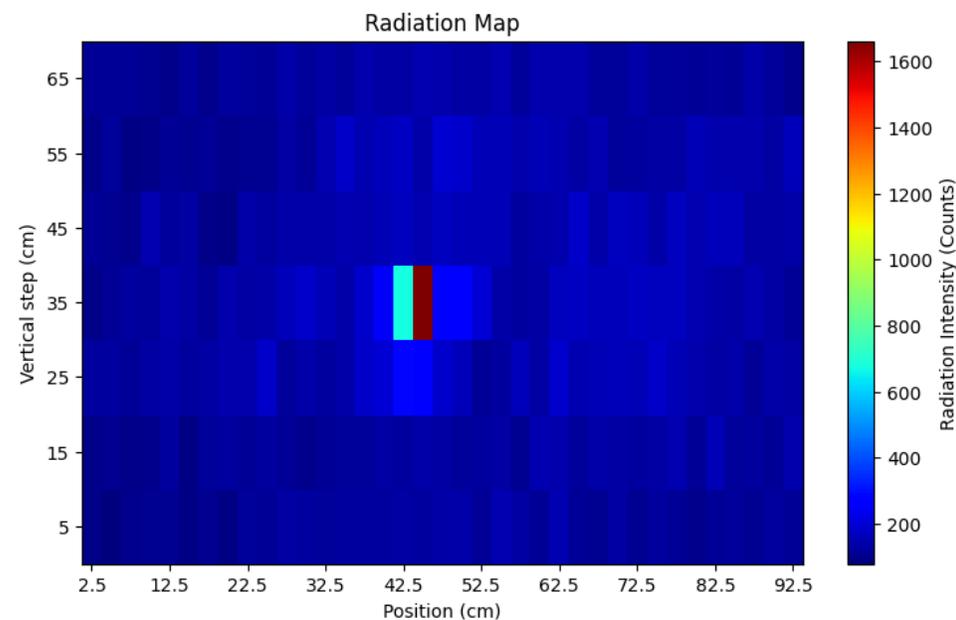
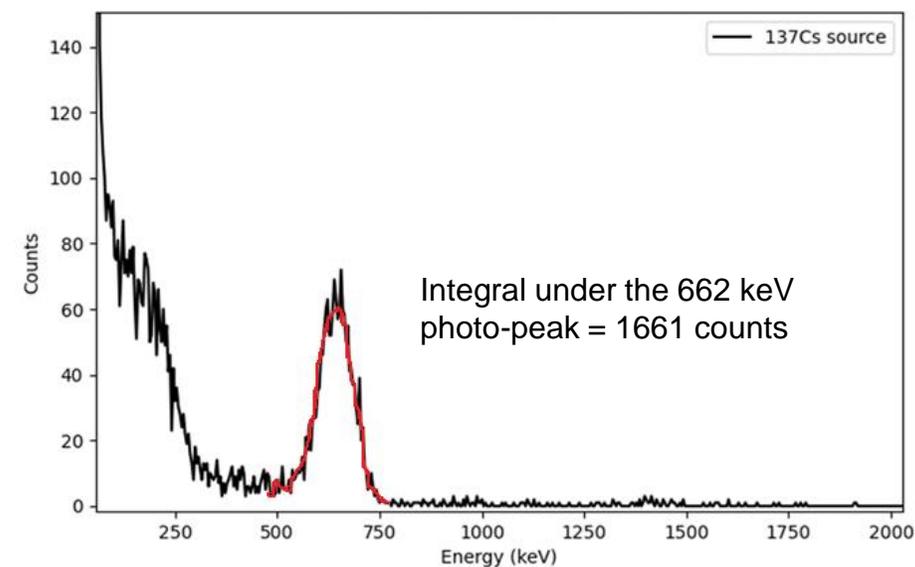
- Tested using ^{152}Eu and ^{137}Cs standard sources
- Able to detect a wide range of gamma energies.
- Energy resolution of 12.8 % @ 662 keV
- Good SNR

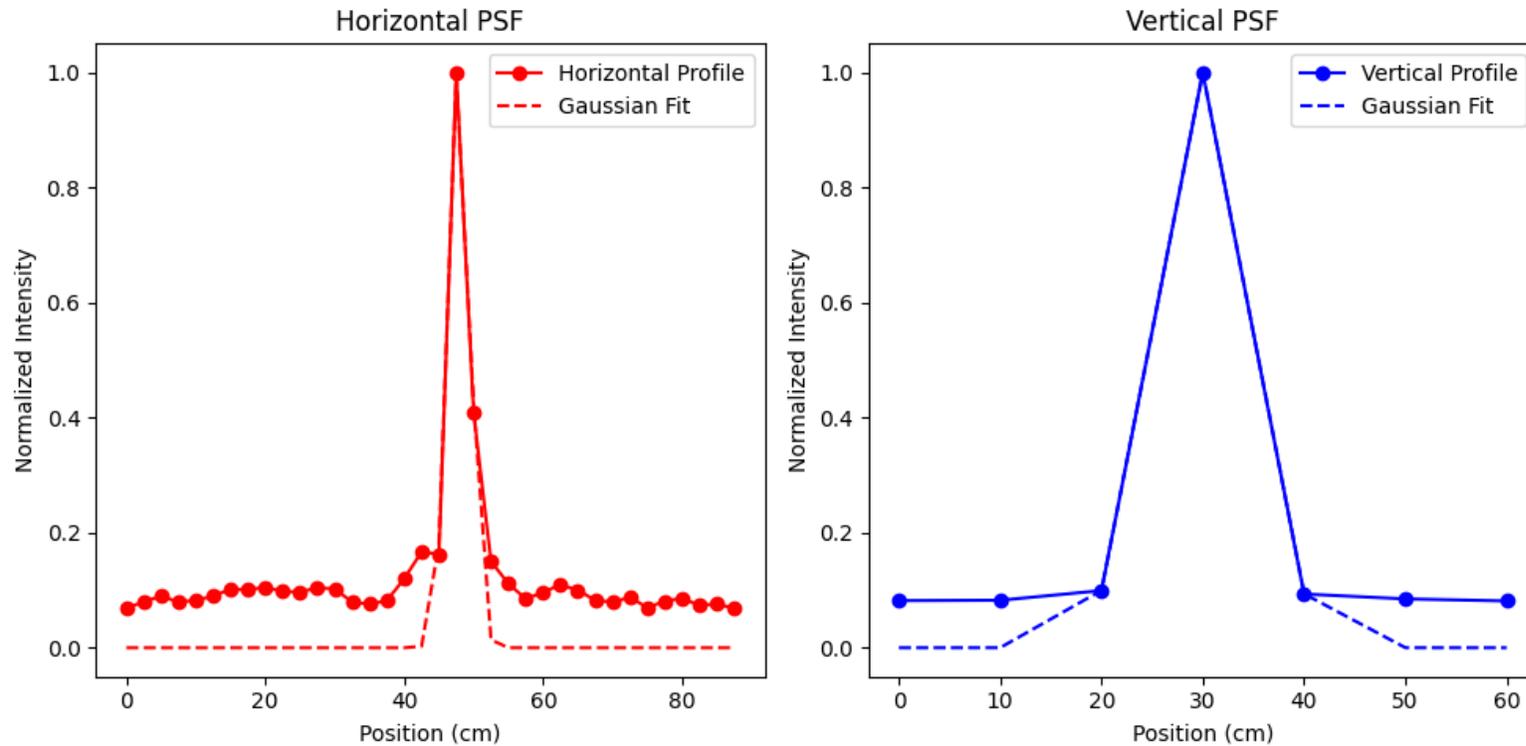


The scanning system



- A collimated ^{137}Cs source was used to determine the Point Spread Function.
- The detector was placed 10 cm away from the wall and moved in 2.5 cm horizontal steps and 10 cm vertical steps.
- A 2D radiation map was generated by overlaying the radiation data after background subtraction with the position data of the detector.





$$FWHM = 2 \sqrt{2 \ln 2} \sigma \approx 2.355\sigma$$

where σ is the standard deviation obtained from the Gaussian fit.

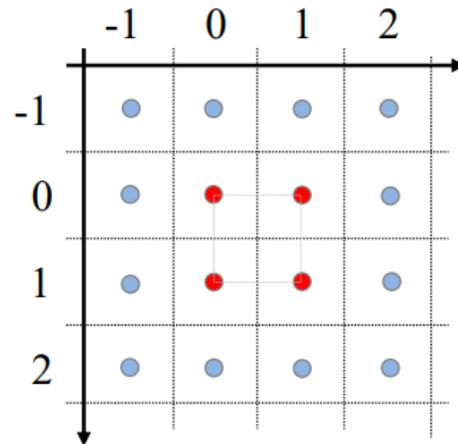
$$FWHM_x = 3.68 \text{ cm}$$

$$FWHM_y = 10.89 \text{ cm}$$

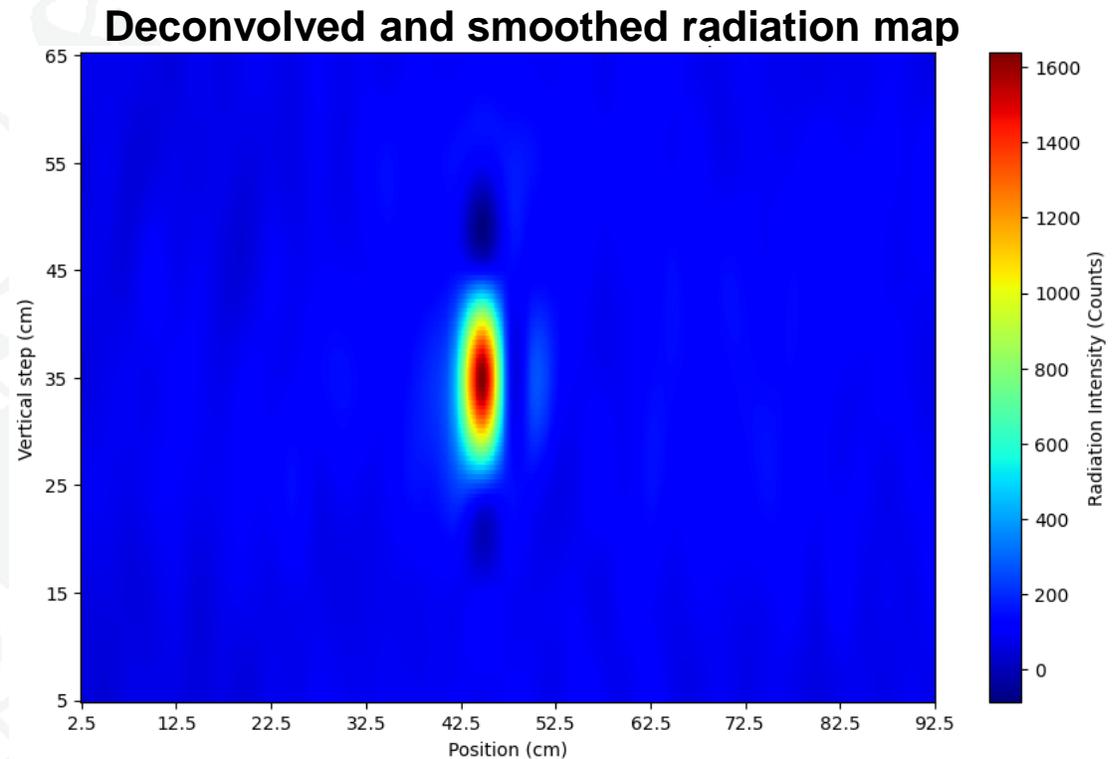
$$\begin{aligned} \text{Spatial resolution} &= \sqrt{(FWHM_x)^2 + (FWHM_y)^2} \\ &= \mathbf{11.50 \text{ cm}} \end{aligned}$$

$$\sigma = 4.88 \text{ cm}$$

- **Deconvolution:** The Richardson-Lucy algorithm was employed which uses the PSF to perform the mathematical inverse of the imaging process. It is based on the Bayesian maximum likelihood estimation.
- **Bi-cubic interpolation:** estimates the colour or intensity of new pixels based on a weighted average of neighbouring pixels, resulting in a smoother and more accurate representation of the image.



$$p(x, y) = \sum_{i=0}^3 \sum_{j=0}^3 a_{ij} x^i y^j$$



To measure the deviation of estimated source locations:

True source position = (47.5, 35)

Estimated source position from mapping = (44, 35)

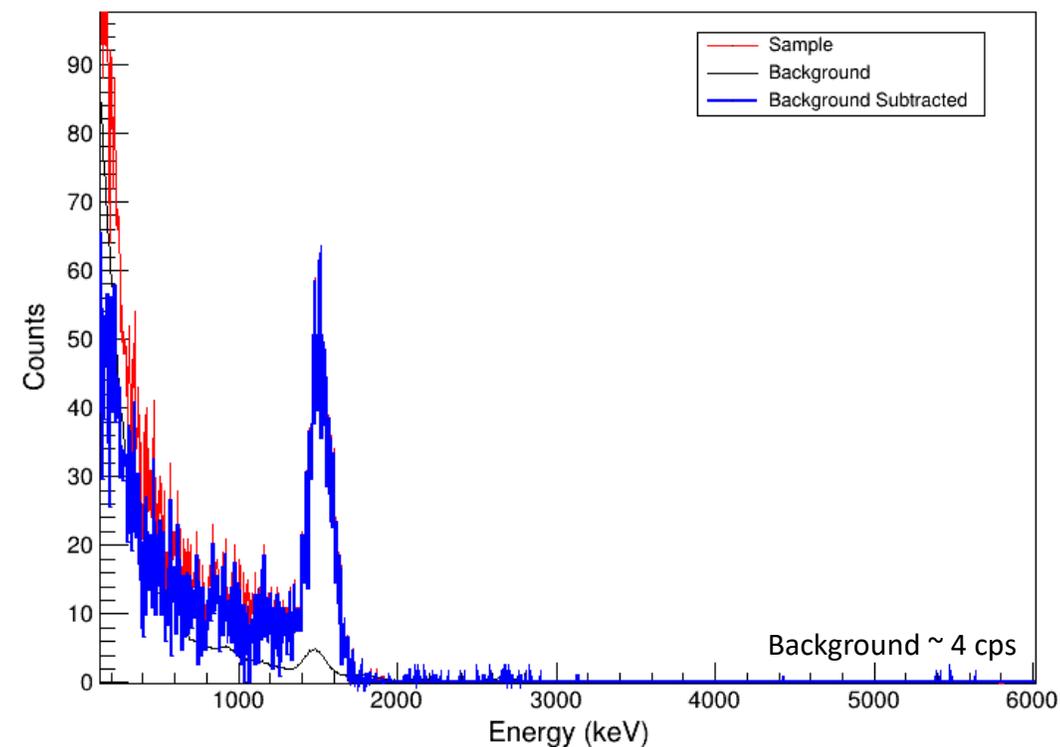
$$\text{RMSE} = \sqrt{\frac{1}{N} \sum_{i=1}^N ((x_{i_{\text{estimated}}} - x_{i_{\text{true}}})^2 + (y_{i_{\text{estimated}}} - y_{i_{\text{true}}})^2)}}, \text{ where } N \text{ is number of sources}$$

Mean Square Root Error = 3.5 cm

- The boxes were filled with potassium-rich fertiliser (white material) and sand (brown) to create radiation hotspots.



- The detector was placed a certain distance, z , away from the wall.
- The robot was moved in 5 cm horizontal steps and 10 cm vertical steps.



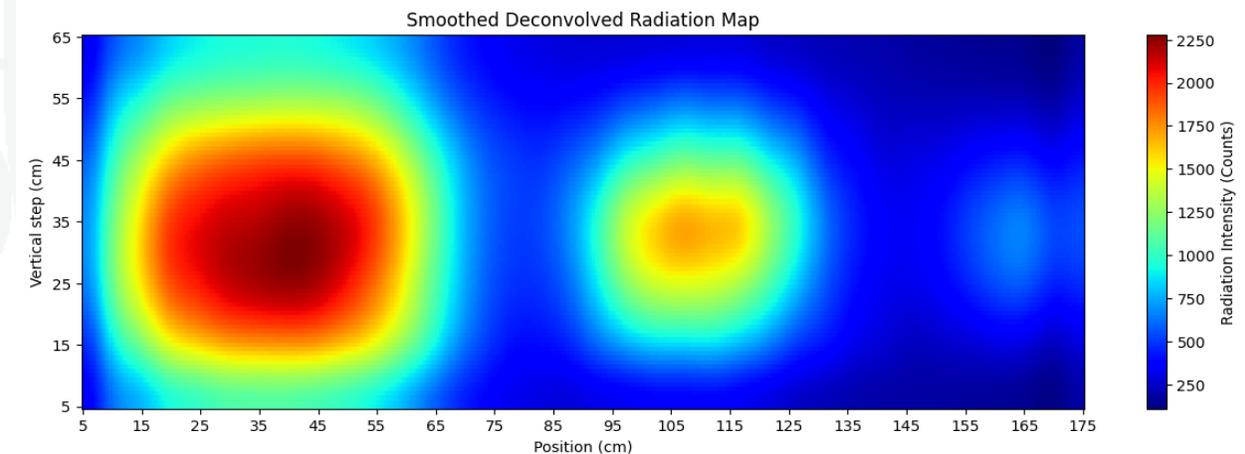
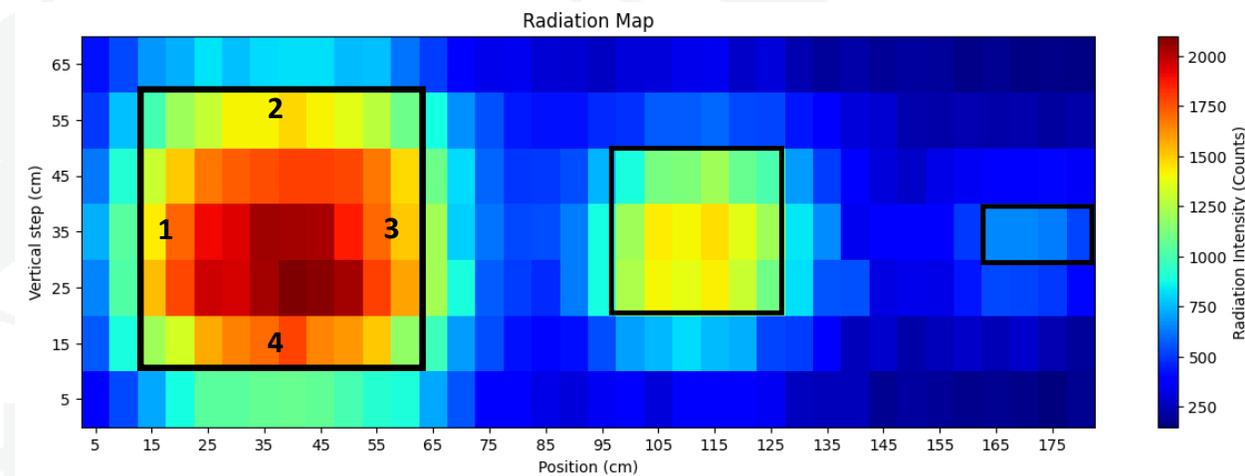
- The integral under the 1460 keV photo-peak was used to generate 2D radiation maps.

$$RMSE = \sqrt{\frac{1}{N} \sum_{i=1}^N ((x_{i_{estimated}} - x_{i_{true}})^2 + (y_{i_{estimated}} - y_{i_{true}})^2)}$$

True source positions (centre)	Estimated (from deconvolved radiation map)
1. (15, 35)	(15, 32)
2. (35, 55)	(37, 49)
3. (55, 35)	(57, 32)
4. (35, 15)	(37, 17)

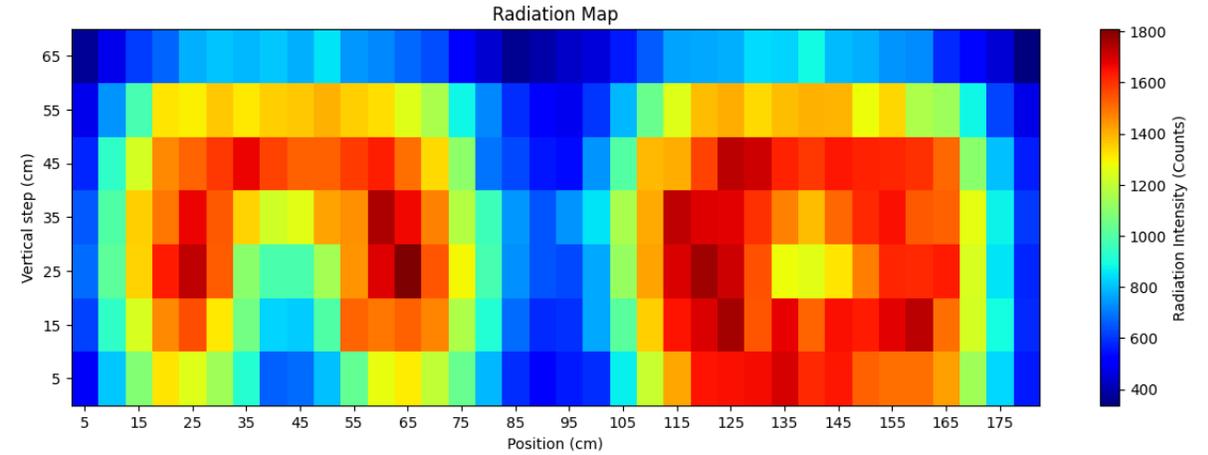
$$\begin{aligned}
 RMSE &= \sqrt{\frac{1}{4} (0 + 9 + 4 + 36 + 4 + 9 + 4 + 4)} \\
 &= \sqrt{17.5} \\
 &= 4.18 \text{ cm}
 \end{aligned}$$

The estimated position deviates from the true source location by **4.18 cm**



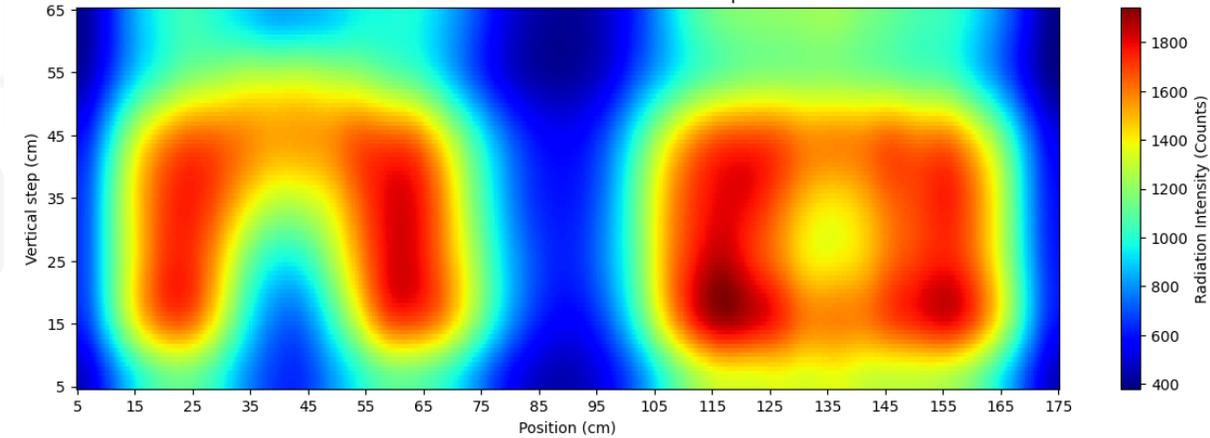


Ground truth



2D radiation map with no filter/ algorithm applied

Smoothed Deconvolved Radiation Map



Richardson-Lucy algorithm + bi-cubic interpolation

Mean Square Root Error = 5.71 cm

- The mapping gives a sense of the distribution of the source.
- Current algorithms underestimate the source locations.

- Refine and apply image processing algorithms to create more accurate radiation maps.
- Test various scanning patterns to optimise scanning time.
- Explore advanced data analysis techniques, such as machine learning.



THANK YOU...

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- *Jonathan Procter*
- *Mike Angus*
- *Tim Ayers*
- *Bob Hide*





Back up slides

Techniques for source localisation

1. Compton cameras

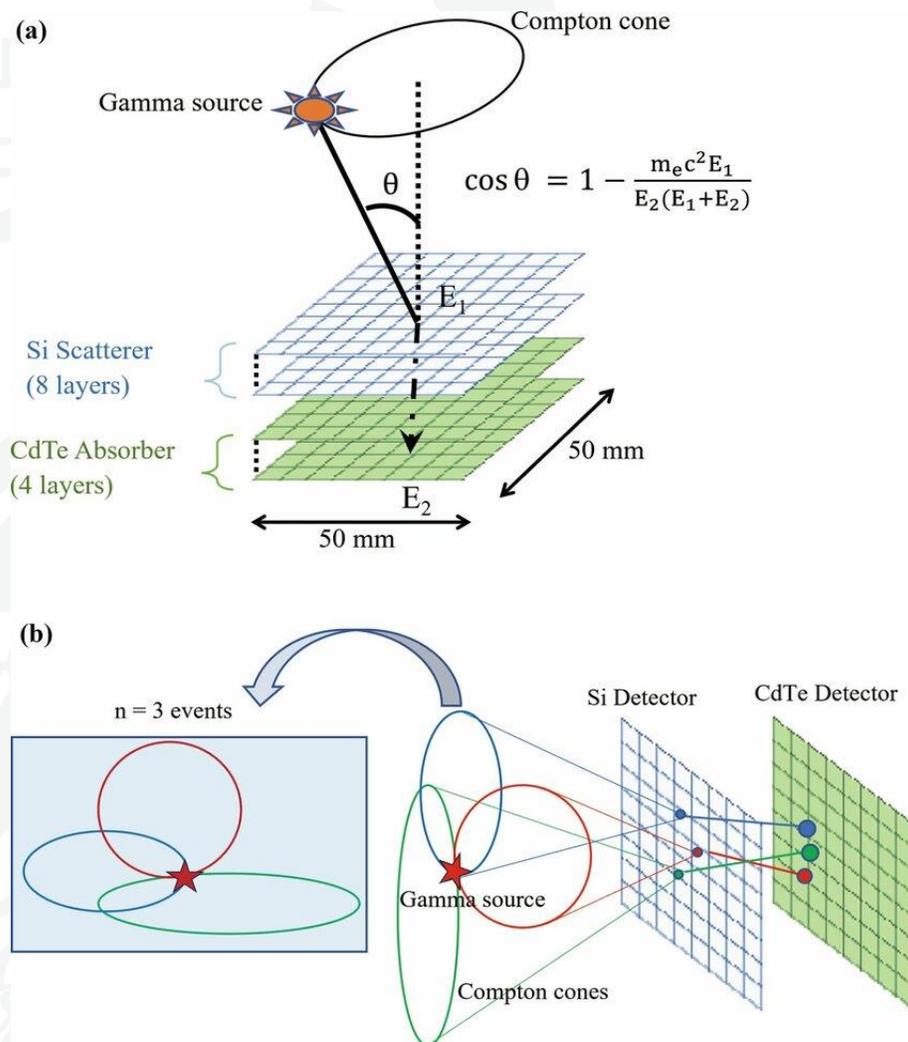


Fig. Schematic illustration of a general Compton camera (a); Compton cones of each event are superimposed to locate the γ -ray source (b).

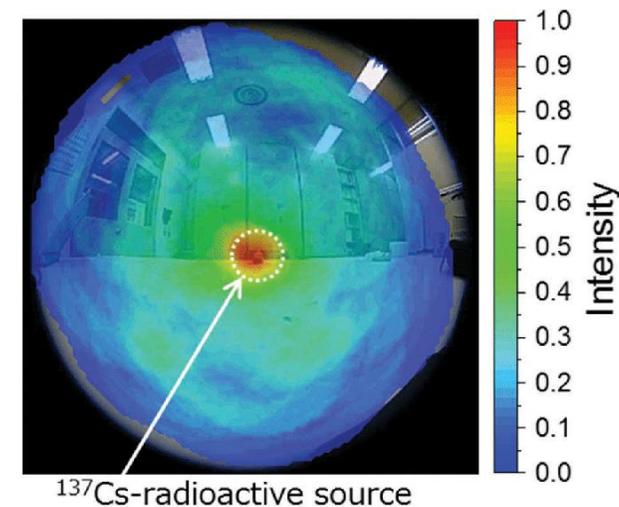
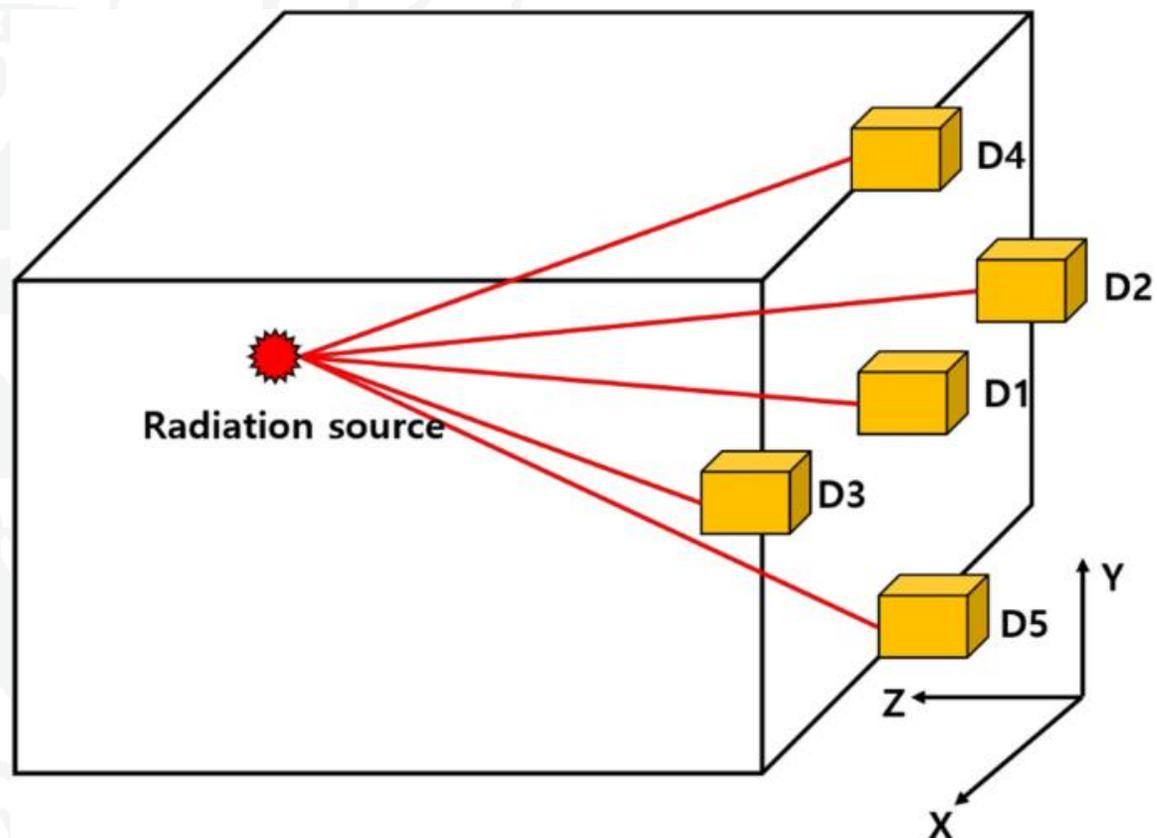


Fig.6. Reconstructed radiation image of a ^{137}Cs radioactive point source obtained using a compact Compton camera.

Algorithms used

- Simple back-projection (SBP)
- Filtered back-projection (FBP)
- Maximum Likelihood Expectation Maximization (MLEM)

2. Multiple detector systems



Methods used

- Triangulation

The radiation intensity is inversely proportional to the square of the distance

Fig. Schematic diagram of the radiation source position tracking system using multiple radiation spectroscopy detectors

3. Mobile platforms e.g. radiation detectors mounted on autonomous robots, cars and drones.

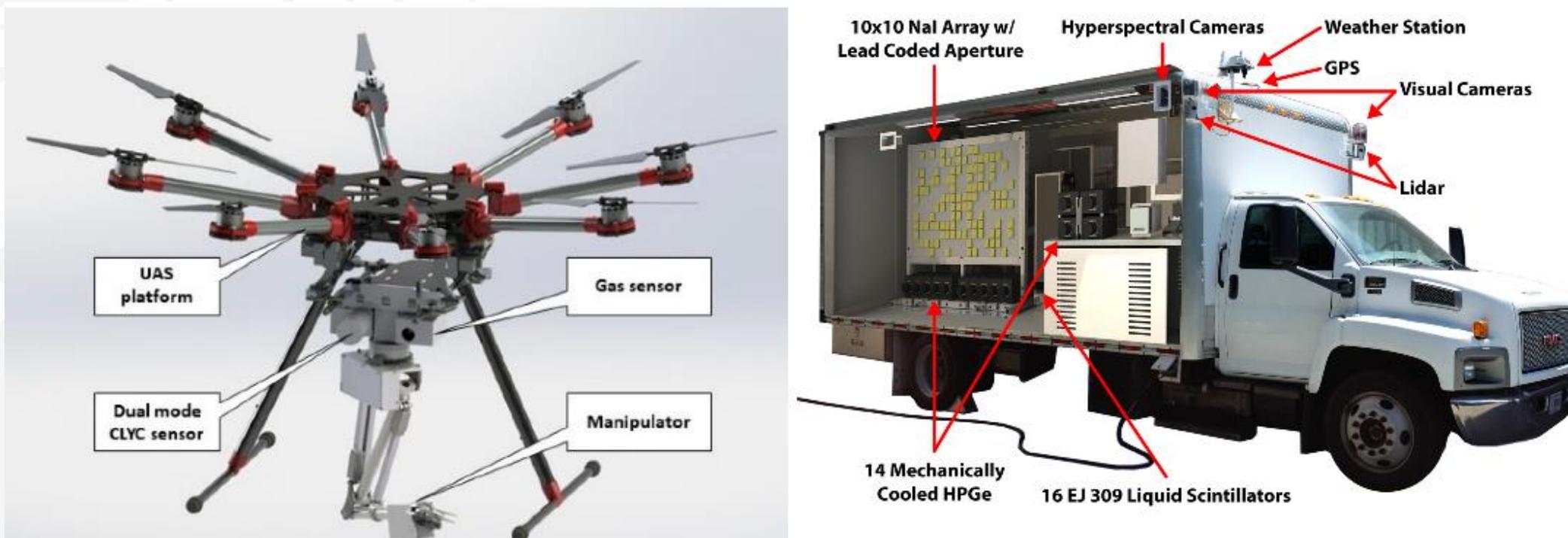


Fig. Drone used for monitoring, mapping, and source localization purposes (a); Radiological multi-sensor analysis platform (RadMap) system carried by a truck (b).

Bismuth Germanate (BGO) detector

- Coupled a BGO crystal to Silicon Photomultipliers (SiPMs) from Hamamatsu (MPPC S14160/S14161 series).
- Has an energy resolution of 10 - 12% at 662 keV

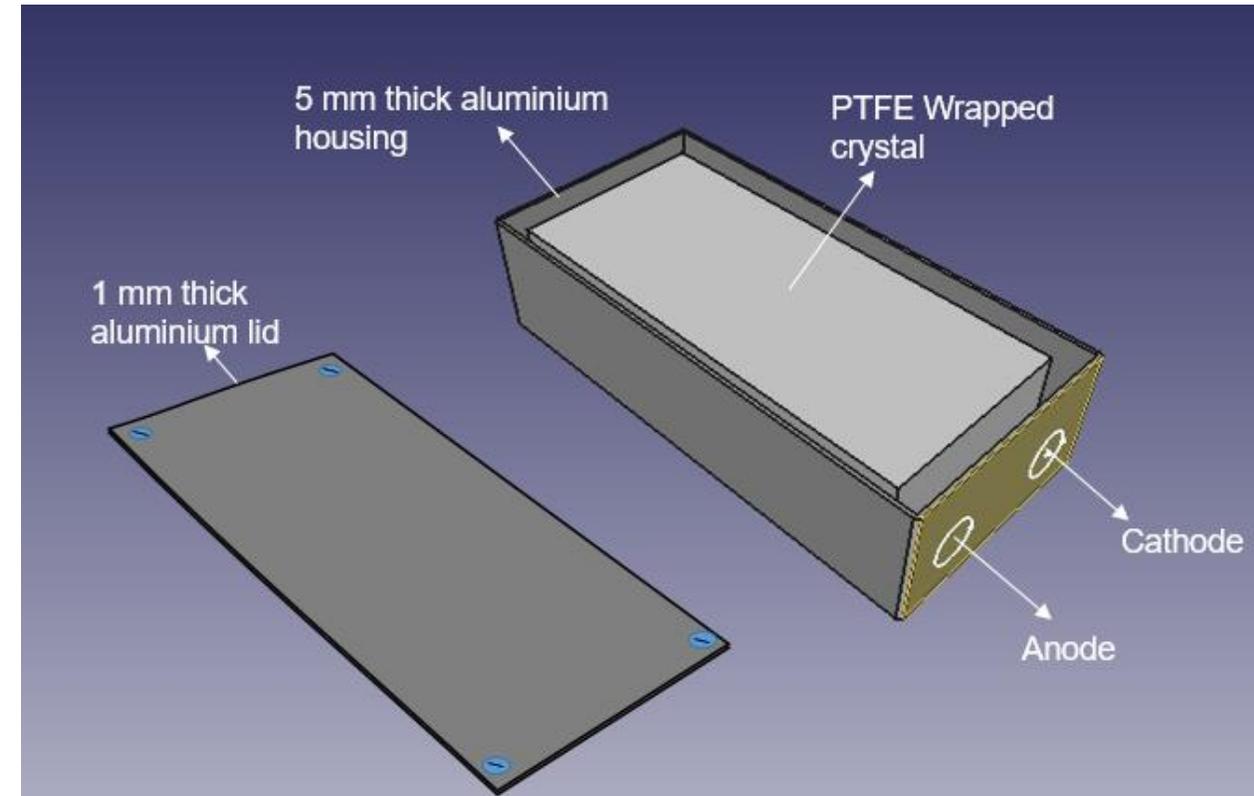
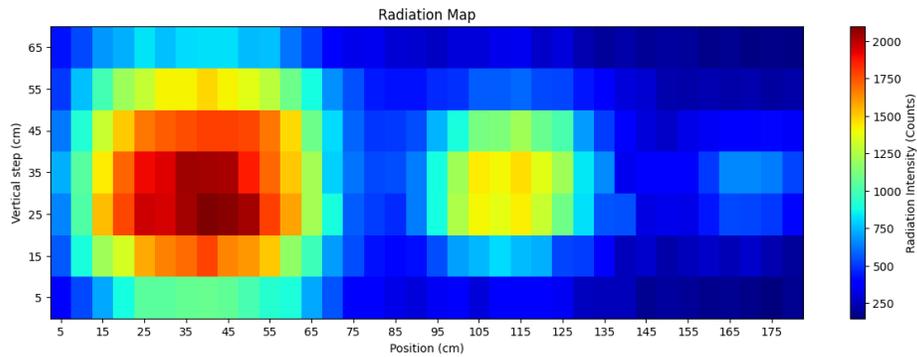
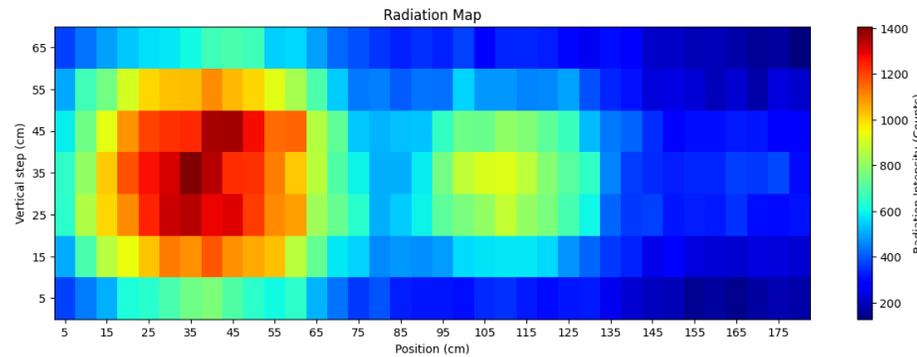


Fig. Computer Aided Design of a 2cm thick Bismuth Germanate (BGO) scintillation detector housed in an aluminium casing.

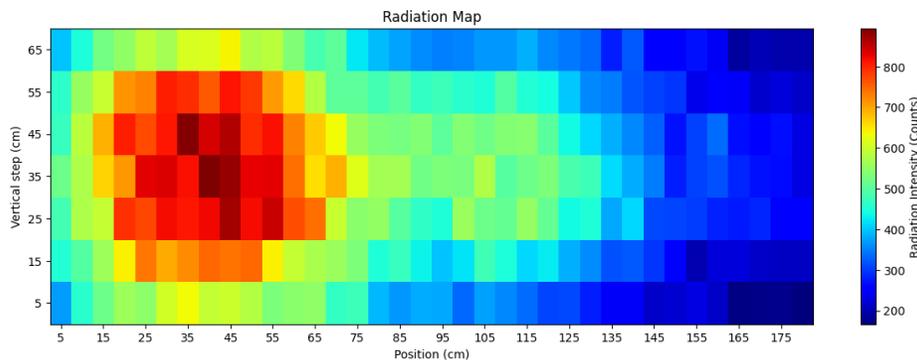
Effects of varying the source-detector distance



Detector placed 5 cm away



Detector placed 10 cm away



Detector placed 20 cm away

Ways of quantify blurring effect?

- **Variance of Laplacian** - Measures the focus level by detecting edge sharpness via the Laplacian operator. A lower variance indicates less defined edges, which means the image is likely blurrier.
- **Fourier Transform Analysis** - Examine the distribution of high frequencies. Blur reduces high frequencies, so the absence of these frequencies can indicate blurring.

Deconvolution is a post-processing step that makes images appear “sharper,” or more in focus. It is a mathematical image processing technique that improves the quality of an image by removing blur and enhancing contrast and resolution. Deconvolution uses an expression for the point spread function (PSF) to perform the mathematical inverse of the imaging process.

FWHM (spatial resolution) and the PSF (σ) are related as such:

$$\text{FWHM} = 2 \sqrt{2 \ln 2} \sigma$$

The Richardson-Lucy algorithm is based on the Bayesian maximum likelihood estimation assuming a Poisson noise model. The iterative formula is:

$$f_{k+1}(x,y) = f_k(x,y) \cdot \left[\frac{g(x,y)}{(f_k * h)(x,y)} * h^*(x,y) \right]$$

Where: $f_k(x,y)$ is the estimated (sharp) image at iteration k

$g(x,y)$ is the observed (blurred) image.

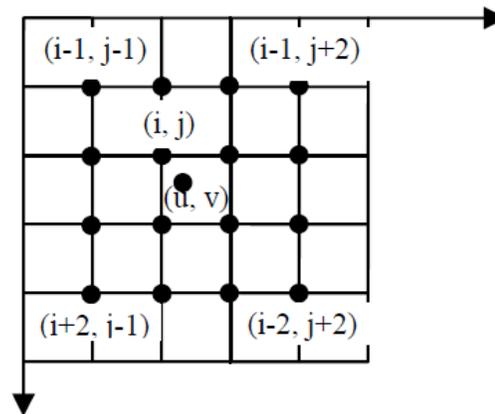
$h(x,y)$ is the point spread function (PSF) (i.e., the known blur kernel).

$h^*(x,y)$ is the flip-conjugate of the PSF.

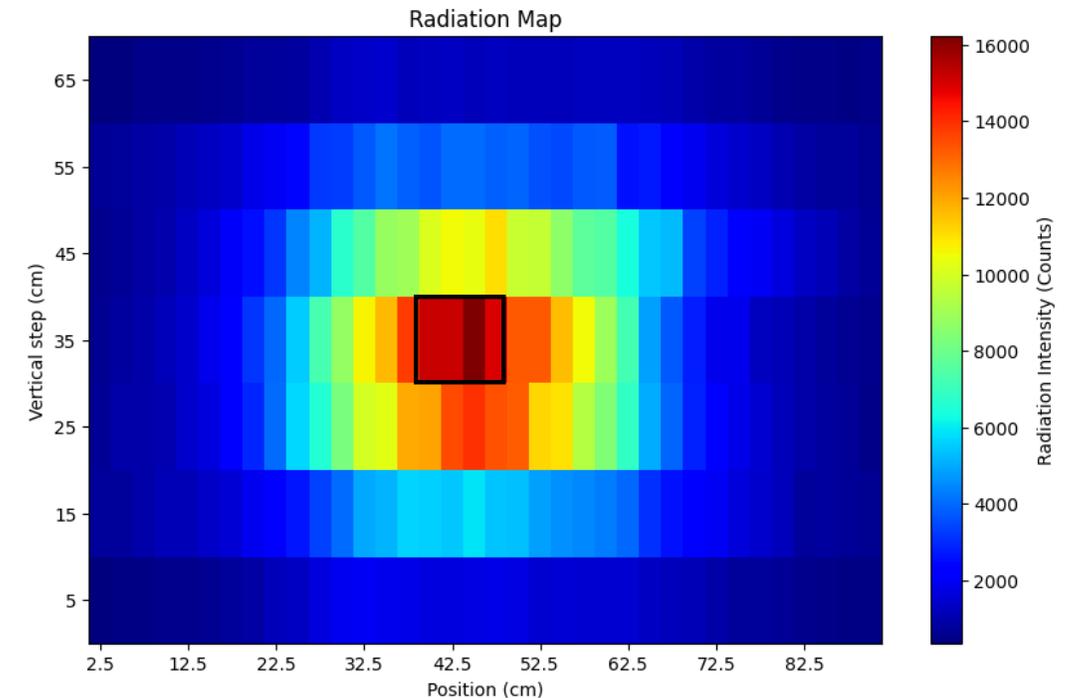
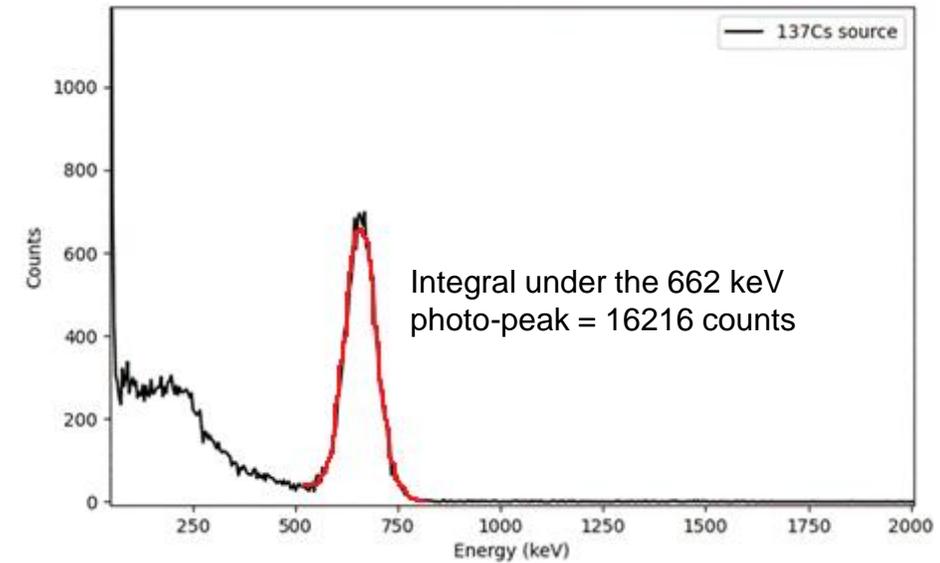
* represents the convolution operation.

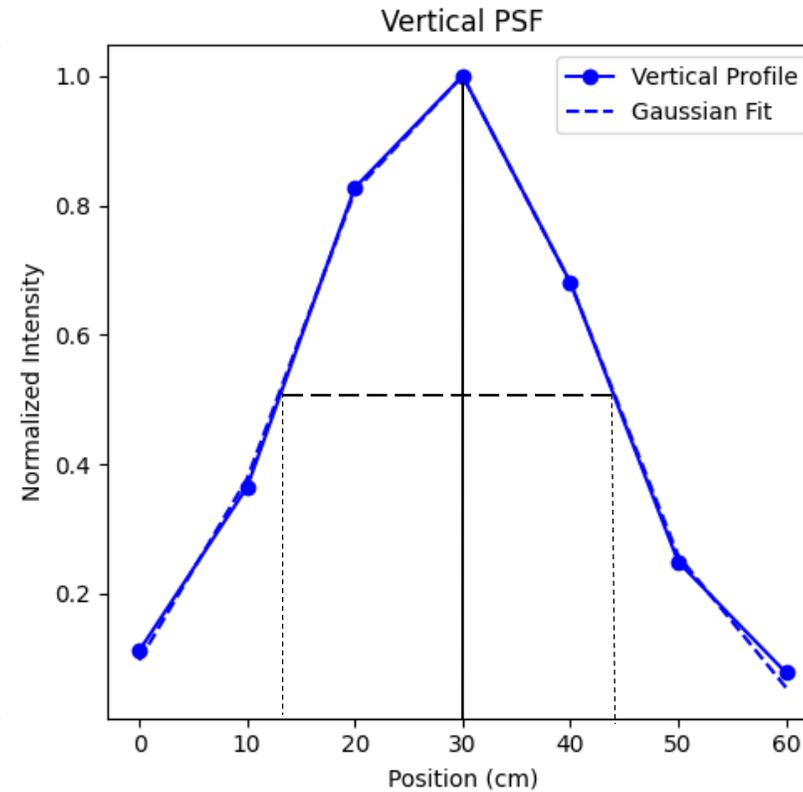
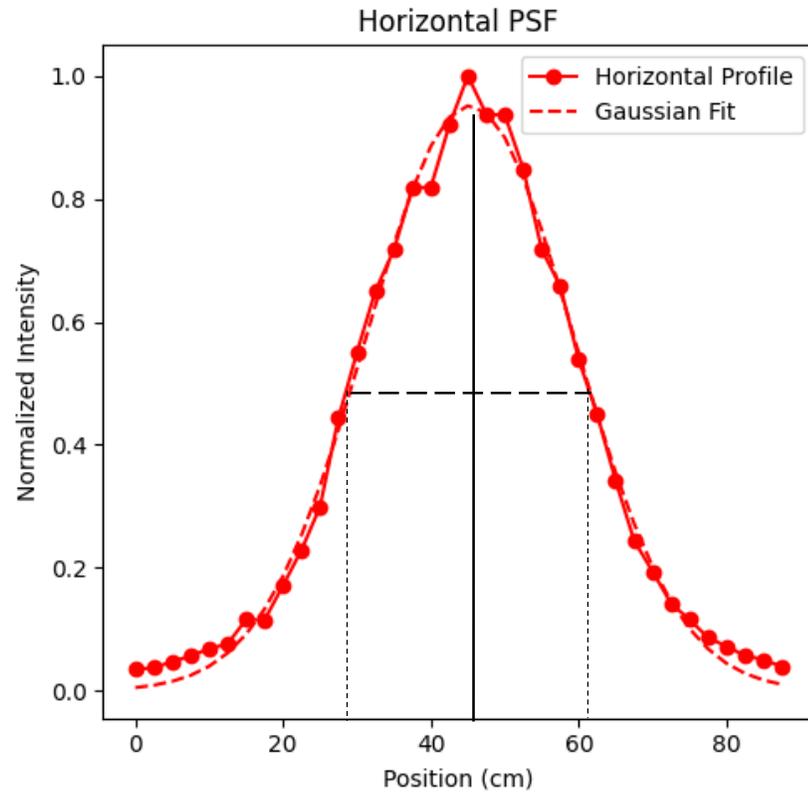
Bi-cubic interpolation was used to smoothen the radiation maps. It estimates the colour or intensity of new pixels based on a weighted average of neighbouring pixels, resulting in a smoother and more accurate representation of the image. This method employs cubic polynomials to interpolate between 16 pixels around the target pixel. Here's a breakdown of the main steps involved:

- **Grid Selection** – Bi-cubic interpolation first identifies the nearest 4×4 grid of pixels surrounding the point that needs interpolation.
- **Polynomial Calculation** – It calculates the cubic polynomials that best fit the pixel values in the grid.
- **Value Estimation** – The interpolation function uses these polynomials to estimate the pixel intensity values at the target position.



- A ^{137}Cs source was used to determine the Point Spread Function.
- The detector was placed 10 cm away from the wall and moved in 2.5 cm horizontal steps and 10 cm vertical steps.
- A 2D radiation map was generated by overlaying the radiation data after background subtraction with the position data of the detector.





$$FWHM = 2 \sqrt{2 \ln 2} \sigma \approx 2.355\sigma$$

where σ is the standard deviation obtained from the Gaussian fit.

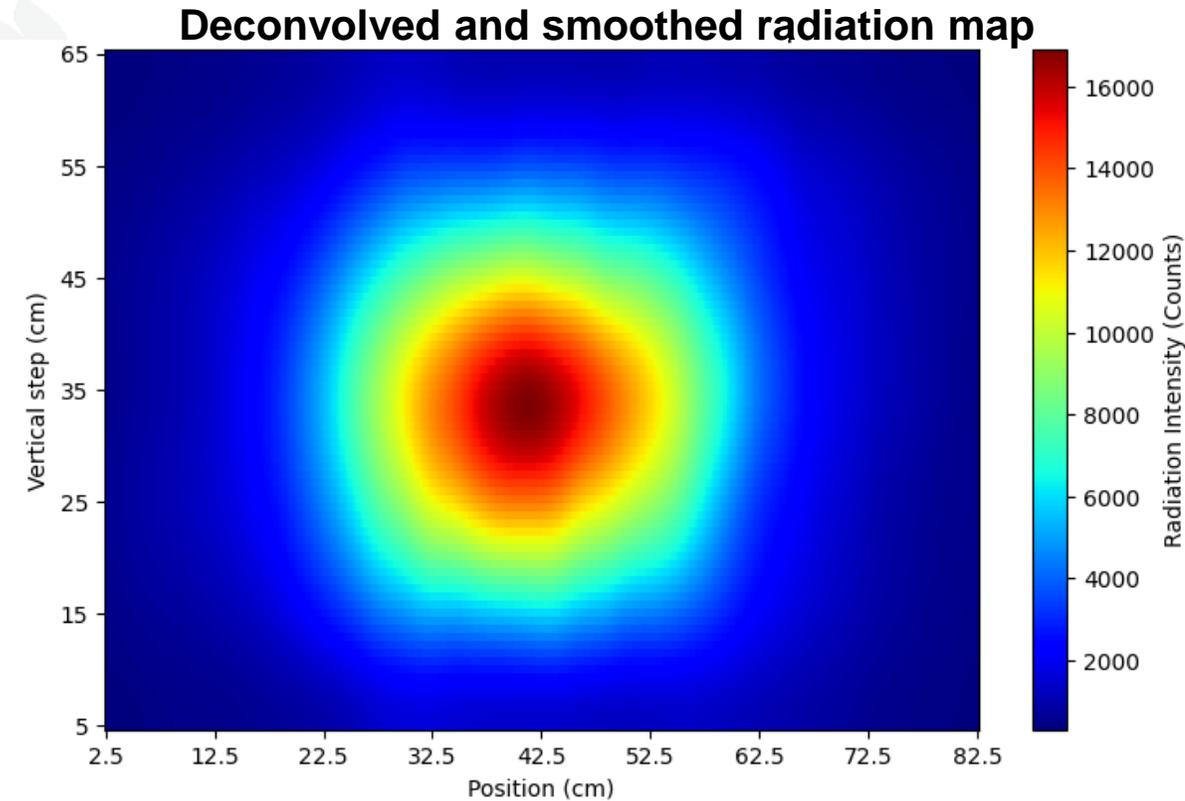
$FWHM_x$ (Horizontal Resolution) = 33.01 cm

$FWHM_y$ (Vertical Resolution) = 30.88 cm

Spatial resolution = $\sqrt{(FWHM_x)^2 + (FWHM_y)^2}$

Spatial resolution = 45.2 cm

$\sigma = 19.2$ cm



$$\text{RMSE} = \sqrt{\frac{1}{N} \sum_{i=1}^N ((x_{i_{\text{estimated}}} - x_{i_{\text{true}}})^2 + (y_{i_{\text{estimated}}} - y_{i_{\text{true}}})^2)}$$

True source position = (47.5, 35)

Estimated source position from mapping = (42.5, 33)

Mean Square Root Error = 5.40 cm

- The mapping deviates from the true source location by **5.40 cm**