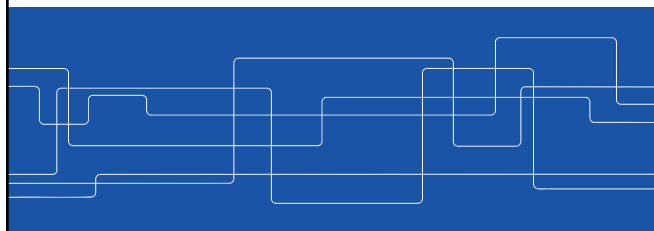




Nuclear Fuel Cycle 2013

Lecture 4: Interaction of Ionizing Radiation with Matter





Ionizing radiation

Radiation with energy > 100 eV

Ionize an atom < 15 eV

Break a bond 1-5 eV





Typical decay energies

α : 4 - 9 MeV

β : 0.02 - 4 MeV

γ : 0.1 - 2 MeV

$\approx 100\,000$ ionizations per decay





Radiation types

Protons and heavy ions (e.g. α -particles)

Electrons / positrons (β^- and β^+)

Photons (γ)

Neutrons



Absorption of ionizing radiation

- Interactions with the electrons of the absorber
- (Neutrons): Interactions with nuclei resulting in radioactive decay and High energy γ , resulting in pair production



Linear Energy Transfer (LET)

The energy lost per length unit

$$\text{LET} = -dE/dx$$

LET depends on the electron density of the absorber (usually proportional to the physical density)

Radiation (3 MeV)	LET (keV/ μm)	cm in air
Electron (e^-)	0.20	1400
Proton (${}^1_1\text{H}^+$)	21	14
Deuteron (${}^2_1\text{H}^+$)	34	8.8
α (${}^4_2\text{He}^{2+}$)	180	1.7



Protons and heavy ions

The LET of protons and heavy ions follow the Bethe equation:

$$\frac{dE}{dx} = \frac{4\pi z^2 e^4}{m_e v^2} N Z \ln \left[\frac{2mv^2}{I} \right] \Rightarrow \frac{dE}{dx} \propto \frac{z^2 e^4}{v^2}$$

Z = absorber's atomic number

z = particle's atomic number

N = number of absorbing atoms per unit volume

v = Velocity

I = Ionization potential

m_e = electron mass

e = particle charge

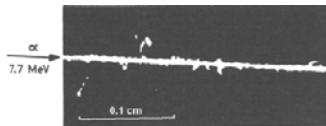


α -particles

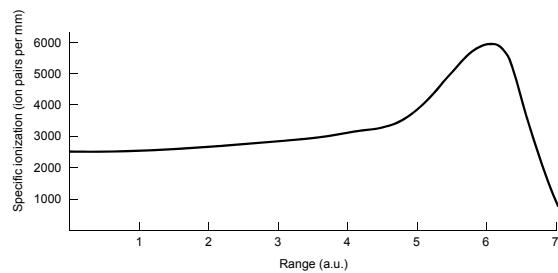
Heavy charged particle: ${}^4\text{He}^{2+}$

=> Interaction very strong (high LET)

Particles travels in a straight path, leaving a "spur" with lots of ionizations behind. The number of ionizations in an α -spur is in the order of 1 mol/liter



The Bragg curve (heavy charged particles)





β -particles (=electrons and positrons)

β -particles from nuclear decay have the same mass and velocity as orbital electrons and can lose much of the energy in one collision

When colliding with electrons β -particles are deflected and greatly scattered

Much higher velocity than alpha and protons
=> the range is longer



β -particles (=electrons/positrons)

ionization



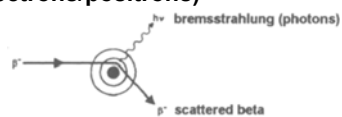
50% of the energy is lost by ionization and 50% by excitation

excitation

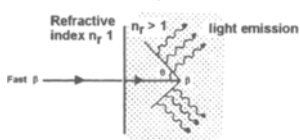


β -particles (=electrons/positrons)

bremsstrahlung



Čerenkov radiation



positron annihilation





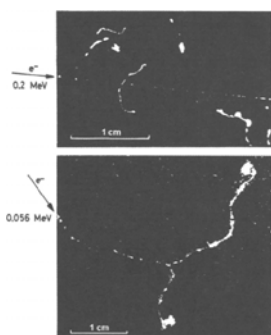
Backscattering

β^- -particles can scatter as much as 180° from the original direction.

This phenomena is called backscattering



Tracks from β^- -particles



Normal energy β^-

Meandering tracks

LET much lower

Low energy β^-



γ -radiation

γ -photons have no mass or charge

⇒ Very little interaction with absorber

⇒ Long range

Unlike particles with mass, γ -photons lose all energy in one or two interactions.

γ -photons interact with absorber in four different ways:
coherent (Rayleigh) scattering, photoelectric effect,
Compton scattering and pair production



Interaction of γ -radiation

Coherent scattering
(Rayleigh scattering)



Photoelectric effect



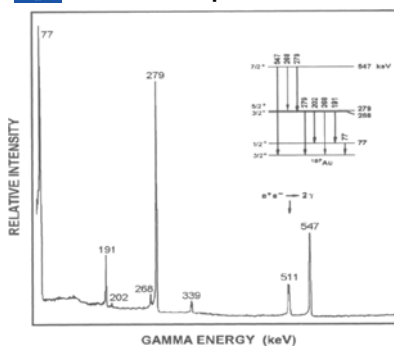
Compton scattering



Pair production



Gamma spectrum



Photoelectric effect



Compton scattering



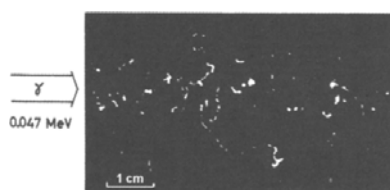
Pair production



Interaction of γ -radiation

Since a γ -photon can interact immediately and lose all energy or travel several cm before interacting the range is not possible to determine

But half-thickness can be determined





Neutrons

No charge, interaction with matter similar to that of gamma (scattering).

No range can be determined



Radiation shielding

Radiation	Relative penetration depth	Shielding	Range in water
α	1	Paper, skin	30-40 μm
β	100	3 mm Al	3-6 mm
γ	10 000	Concrete, Lead	-

Remember: The ability of a material to interact (=absorb energy) of a material is proportional to its (electron) density.



Distance

Source

Dose decreases with square of distance due to geometric reasons



Absorbed dose

Unit: Gray. 1 Gy = 1 J/kg

Older unit: 1 Gy = 100 rad

$$D = \frac{dE_{\text{abs}}}{dm}$$

$$E_{\text{abs}} = E_{\text{in}} - E_{\text{out}}$$

• Dose rate: Gray/s. (absorbed dose/s)



Equivalent dose

Weights in the damage different radiation will do to tissue and organs (*i.e.* biologically significant)

Units: 1 J/kg = 1 Sv (Sievert)

Old unit: 1 Sv = 100 rem



Equivalent dose

The equivalent dose (H_T) to an organ or tissue is the sum of mean absorbed dose $D_{T,R}$ in T, multiplied by a weighing factor w_R for each type of radiation R.

$$H_T = \sum_R w_R D_{T,R}$$

Radiation type & energy	w_R
Photons, all energies	1
Electrons and muons, all energies	1
Neutrons of Energy E (MeV)	$5 + 17e^{-\frac{(\ln(2E))^2}{6}}$
Protons, energy > 2MeV	5
α , heavy nuclei	20



Effective Dose (Effective Equivalent Dose)

Weights in the damage different radiation will do to specific tissues and organs (radiation does different damage to different organs)

Units: 1 J/kg = 1 Sv (Sievert)

Old unit: 1 Sv = 100 rem



Effective Dose

The equivalent dose is multiplied by a factor depending for each tissue/organ that is exposed to radiation

$$E = \sum_T w_T \sum_R D_{T,R}$$

Organ or tissue	w_T	Organ or tissue	w_T
Gonads	0.20	Liver	0.05
Bone marrow (red)	0.12	Esophagus (matstrup)	0.05
Colon	0.12	Thyroid (Skoldkirtel)	0.05
Lung	0.12	Skin	0.01
Stomach	0.12	Bone surface	0.01
Bladder	0.05	Remainder	0.05
Breast	0.05		



Recommended dose limits

Dose limits for persons working with ionizing radiation	
Period of time	Limits of effective dose (mSv)
Annual	50
Effective dose	150
Equivalent dose to the lens of the eye	500
Equivalent dose to the skin, hands, forearms, feet and ankles	500
In addition, for 5 consecutive years, Effective dose	100

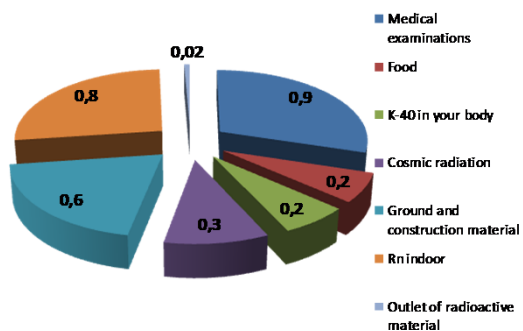


Dose from different activities

Activity	Dose [mSv]
Dental X-ray	0.005
Chest X-ray	0.02
Transatlantic flight	0.07
Nuclear power station worker average annual	0.18
CAT scan of head	1.4
Annual dose Sweden	3.0
CAT scan chest	6.6
Whole body CAT scan	10
Level at which changes in blood cells can readily be observed	100
Acute radiation effects	1000
Dose which within a month would kill 50% of those receiving the dose	5000



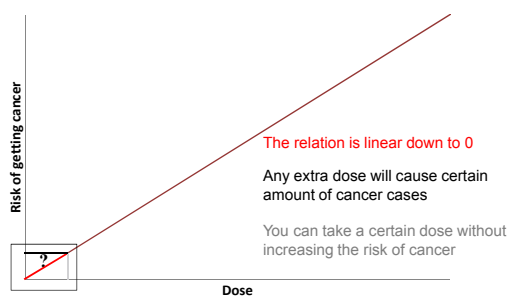
Annual doses in Sweden [mSv/year]



According to the Swedish Radiation Safety Authority



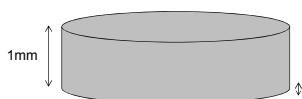
Dose vs risks





Example calculating dose rate

A 1 mm thick radiation source of $^{238}\text{UO}_2$ ($\rho_{\text{UO}_2} = 11 \text{ g}\cdot\text{cm}^{-3}$) is used to irradiate water. Assume that the range in H_2O is $35 \mu\text{m}$ and calculate the dose rate in the water. Assume furthermore that the range in an absorber is proportional to the density, that for geometrical reasons only 25 % of the alpha particles will reach the water and that they have lost 50 % of their energy while traversing UO_2 .



$$\text{Range in } \text{UO}_2 = 35/11 = 3.2 \mu\text{m}$$

$$\text{Assume } 1\text{cm} \times 1\text{cm} \times 3.2\mu\text{m}$$

$$V = 3.2 \times 10^{-4} \text{ cm}^3$$

$$N_U = V \times \rho / M_{\text{UO}_2} \times N_A = 7.85 \times 10^{18} \text{ atoms}$$

$$\lambda_U = \ln 2 / (4.5 \times 10^9 \times 365 \times 24 \times 3600) = 4.9 \times 10^{-18} \text{ s}^{-1}$$

$$A = N\lambda = 38.35 \text{ Bq}$$

Only 25% will reach the water
 $\Rightarrow A = 9.6 \text{ Bq}$



Example, continued

$$A = 9.6 \text{ Bq}$$



Dose rate = Absorbed energy/kg.s

$$E_\alpha = 4.2 \text{ MeV} = 6.73 \times 10^{-13} \text{ J} \quad (1 \text{ eV} = 1.602 \times 10^{-19} \text{ J})$$

$$50\% \text{ will be lost} \Rightarrow E = 3.36 \times 10^{-13} \text{ J}$$

$$\text{Volume of the water} = 1\text{cm} \times 1\text{cm} \times 35\mu\text{m} = 35 \times 10^{-4} \text{ cm}^3$$

$$\text{Mass of the water} \approx 35 \times 10^{-7} \text{ kg}$$

$$\text{Dose rate} = A \times E / m = 9.6 \times 3.36 \times 10^{-13} / 35 \times 10^{-7} = 9.2 \times 10^{-7} \text{ Gy/s}$$



Radiation chemistry

Radiation chemical yield

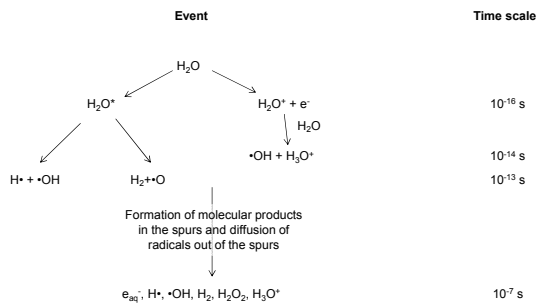
$$\text{G-value: } G_x = \frac{d[X]}{dE_{\text{abs}}}$$

Unit: mol/J

Older unit: number of molecules/100 eV



Water Radiolysis



LET (keV/ μm) and G-values ($\mu\text{mol/J}$) for radiolysis of water

Radiation	LET	G(H_2O)	G(H_2)	G(H_2O_2)	G(e_{aq}^-)	G(H^+)	G(HO^\cdot)	G(HO_2^\cdot)
γ, β^-	0.24	-0.43	0.047	0.073	0.28	0.062	0.28	0.0027
α	92	-0.294	0.115	0.112	0.0044	0.028	0.056	0.007

\Rightarrow Different radiation types give different products



Radiation effects in nuclear reactors

Oxidation of metals

Brittleness (H_2)

Explosion ($\text{H}_2 + \text{O}_2$)



Workshop

Calculate tasks 3, 5, 8, 11, 13, 16

And be prepared to calculate on the whiteboard in front of the class.
