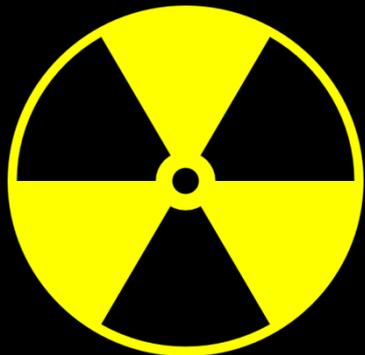


Shielding and Range

Radiation Protection



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Time
Distance
Shielding



Vault Boy character from *Fallout* game series © Bethesda Game Studios. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <http://ocw.mit.edu/help/faq-fair-use/>.

22.S902 – DIY Geiger Counters
Prof. Michael Short

Question:



What is Vault Boy doing?

Vault Boy character from *Fallout* game series © Bethesda Game Studios. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <http://ocw.mit.edu/help/faq-fair-use/>. 2

Motivation

- Understand how time and distance decrease exposure rate to radiation
- Derive rules of logarithmic attenuation
- Characterize different materials in terms of their shielding efficacy
- Design ideal, economical radiation shielding

Dose and Time

- I hope this one is self-explanatory!

Dose and Distance

- Assuming a point source of radiation:

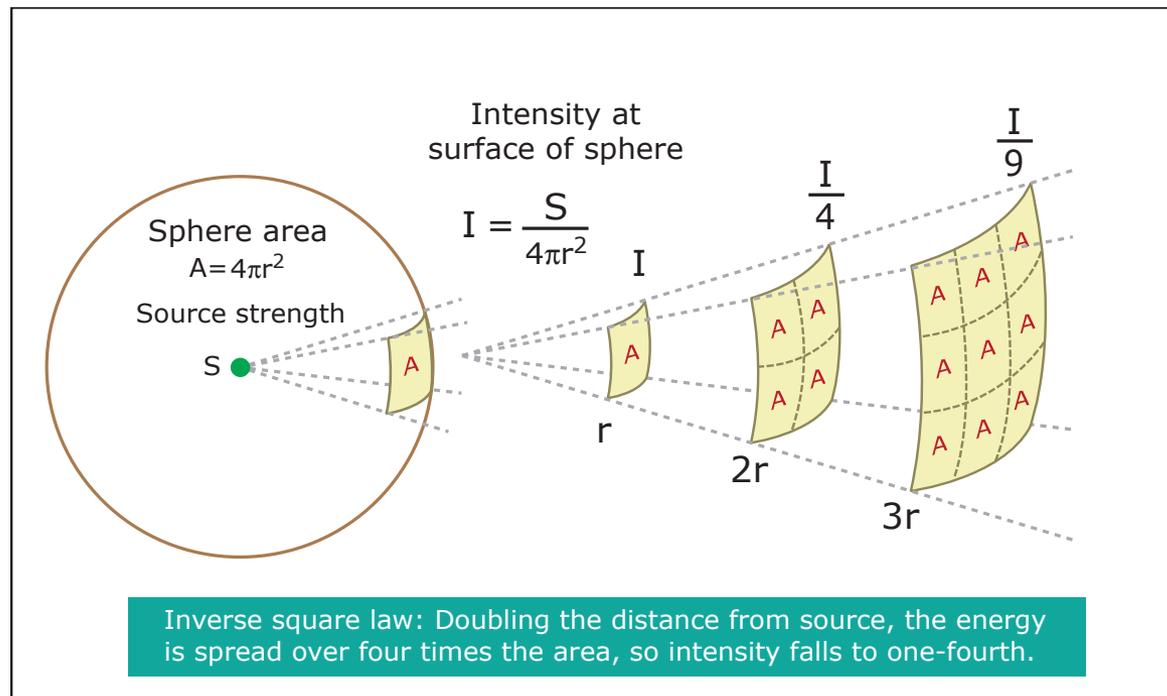
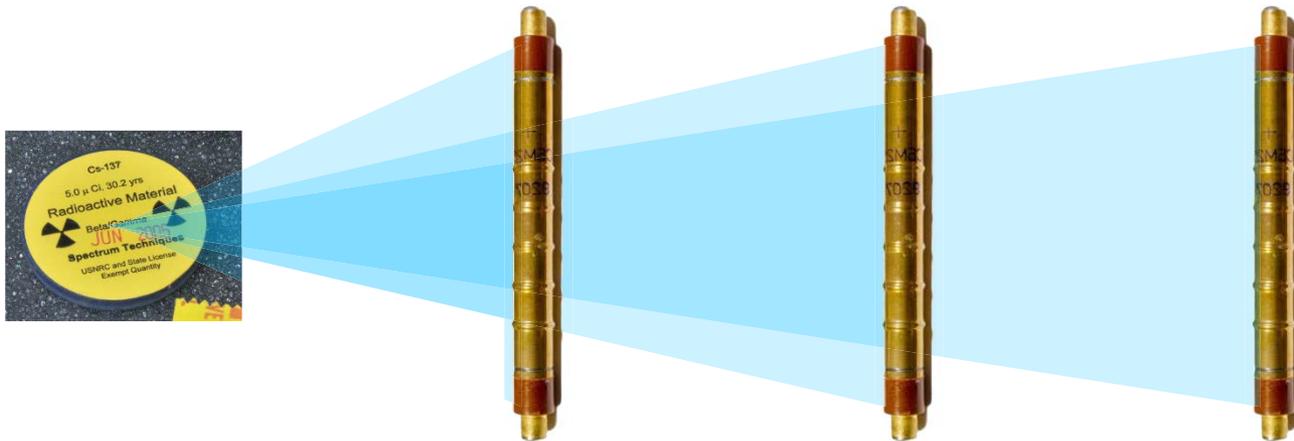


Image by MIT OpenCourseWare. After [Hyperphysics](#).

- The *solid angle* subtended by the object of interest determines dose rate

Dose and Distance

- The *solid angle* subtended by the object of interest determines dose rate



Label photo courtesy of Brook Clarke. Used with permission.
; Y][Yf`ti VY`d\chc`Vti fhYgmicZ>YZ? YmYf`cb`:`jWf`"

- What is the “object of interest?”
- How do you determine if a source is a “point source?”

Dose and Distance

- The *solid angle* subtended by the object of interest determines dose rate



Label photo courtesy of Brook Clarke. Used with permission.
; Y][Yf'hi VY'd\chc'V&i fhYgmicZ >YZ? YmYf'cb':]Wf"

- If your object's (or your) *solid angle* (projected area) on a sphere of radius r is small, and the source is small in comparison, its area approximates the area projected onto the sphere

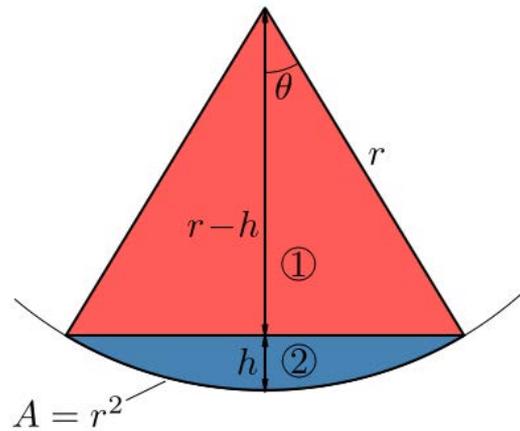
Dose and Distance

<http://en.wikipedia.org/wiki/Steradian>

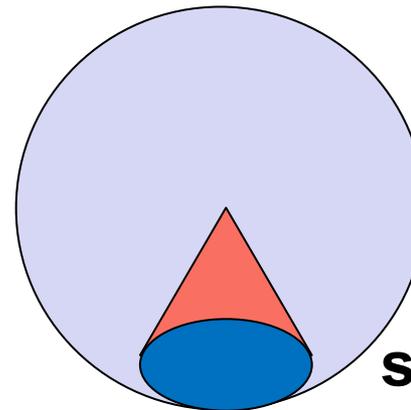
- The *solid angle* subtended by the object of interest determines dose rate



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**One
steradian**

- If your object's (or your) distance from the sphere is large, and its area is small, then $r \gg h$, and you can approximate object area as sphere area

Dose and Distance Calculation

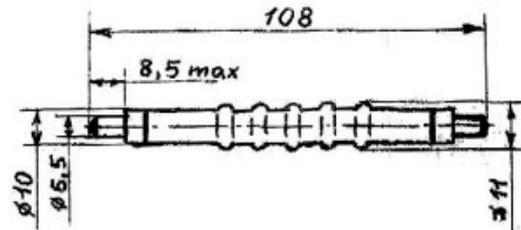


Label photo courtesy of Brook Clarke. Used with permission.
; Y][Yf'hi VY'd\chc'Vti fhYgmicZ>YZZ?YmYf'cb': 'jWf"

- This source has 5 μCi of activity, and our SBM-20 tube is 1m away:

$$I = \frac{5 \mu\text{Ci}}{4\pi \text{Sr}} = \left(3.7 \cdot 10^{10} \frac{\text{Bq}}{\text{Ci}} \right) \left(\frac{5 \cdot 10^{-6} \text{Ci}}{4\pi \text{Sr}} \right) = 1.47 \cdot 10^4 \frac{\gamma - \text{rays}}{\text{Sr} - \text{s}}$$

- Ignoring shielding of air, the tube wall, etc.:



Tube diagram © source unknown. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <http://ocw.mit.edu/help/faq-fair-use/>.

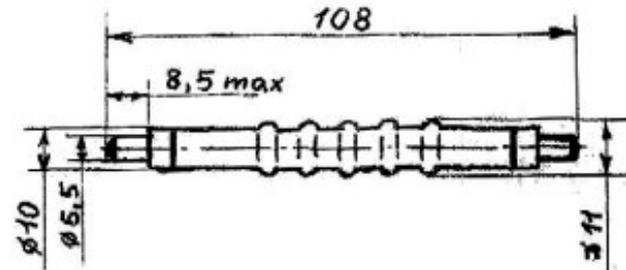
$$A \approx 0.01\text{m} \times 0.108\text{m} \approx 0.00108\text{m}^2$$

Dose and Distance Calculation



Label photo courtesy of Brook Clarke. Used with permission.
; Y][Yf'hi VY'd\chc'Vti fhYgmicZ>YZZ?YmYf'cb':]W'f"

- Ignoring shielding of air, the tube wall, etc.:



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$$A \approx 0.01m \times 0.108m \approx 0.00108m^2$$

- One Steradian (Sr) on a 1m radius sphere is 1m²:

$$\dot{\Phi} = \left(1.47 \cdot 10^4 \frac{\gamma - rays}{Sr - s} \right) \left(\frac{1 Sr}{m^2} \right) (0.00108m^2) = 15.88 \frac{\gamma - rays}{s}$$

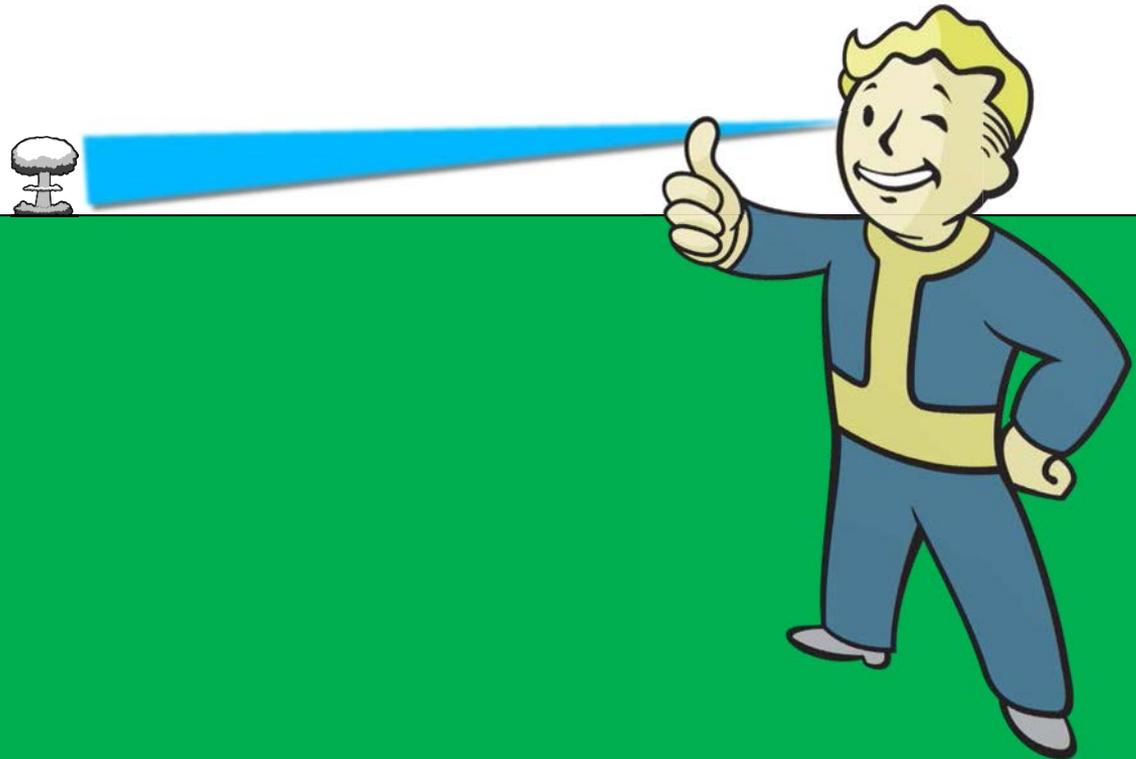
Repeat the Question:



What is Vault Boy doing?

Vault Boy character from *Fallout* game series © Bethesda Game Studios. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <http://ocw.mit.edu/help/faq-fair-use/>.

Repeat the Question:



What is Vault Boy doing?

He is estimating a solid angle!

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What About Shielding?

Turner, p. 188 (2007)

Say N gamma rays reach a distance x without interaction. Define a constant of proportionality relating the number that interact in a distance dx :

$$dN = -\mu N dx$$

This constant (μ) is the *linear attenuation coefficient*. Solve the differential equation to get:

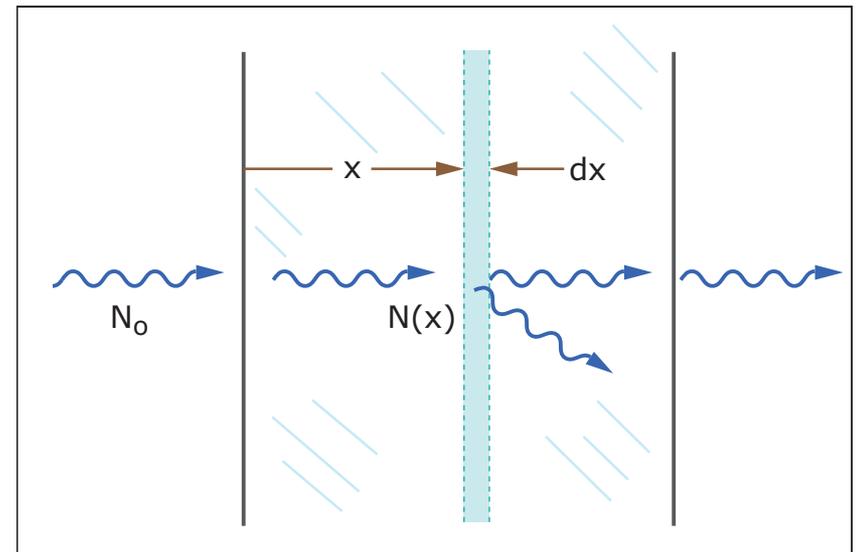


Image by MIT OpenCourseWare. After Turner (2007).

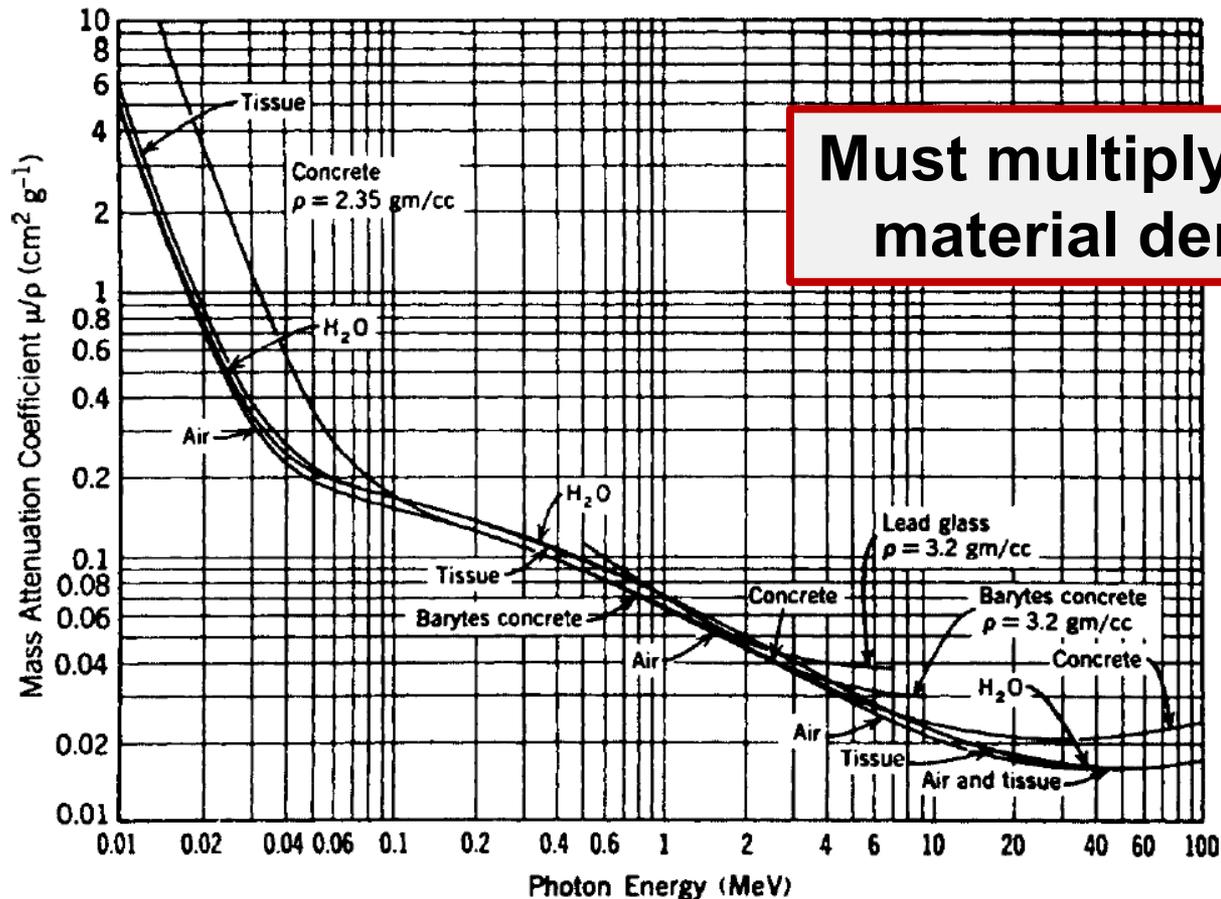
$$N = N_0 \text{ @ } x = 0 \Rightarrow c = \ln N_0$$

$$\frac{dN}{N} = -\mu dx \Rightarrow \ln N = -\mu x + c \quad N(x) = N_0 e^{-\mu x}$$

Attenuation Coefficients

Turner, p. 190 (2007)

Note μ has units of cm^{-1} , yet tables give values in units of $\frac{\text{cm}^2}{\text{g}}$



Source: Morgan, K. Z., and J. E. Turner, eds. *Principles of Radiation Protection*. Wiley, 1967.
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Additive Attenuation Coefficients

How do you deal with multicomponent materials?

Composites, alloys, foams, concrete...

$$N(x) = N_0 e^{-\left(\frac{\mu}{\rho}\right)\rho x} \quad \rightarrow \quad N(x) = N_0 e^{-\sum_{i=1}^n \left[\left(\frac{\mu}{\rho}\right)_i \rho_i\right] x}$$

Each component i combines additively in the exponential

Now, where to find values of $\left(\frac{\mu}{\rho}\right)$?

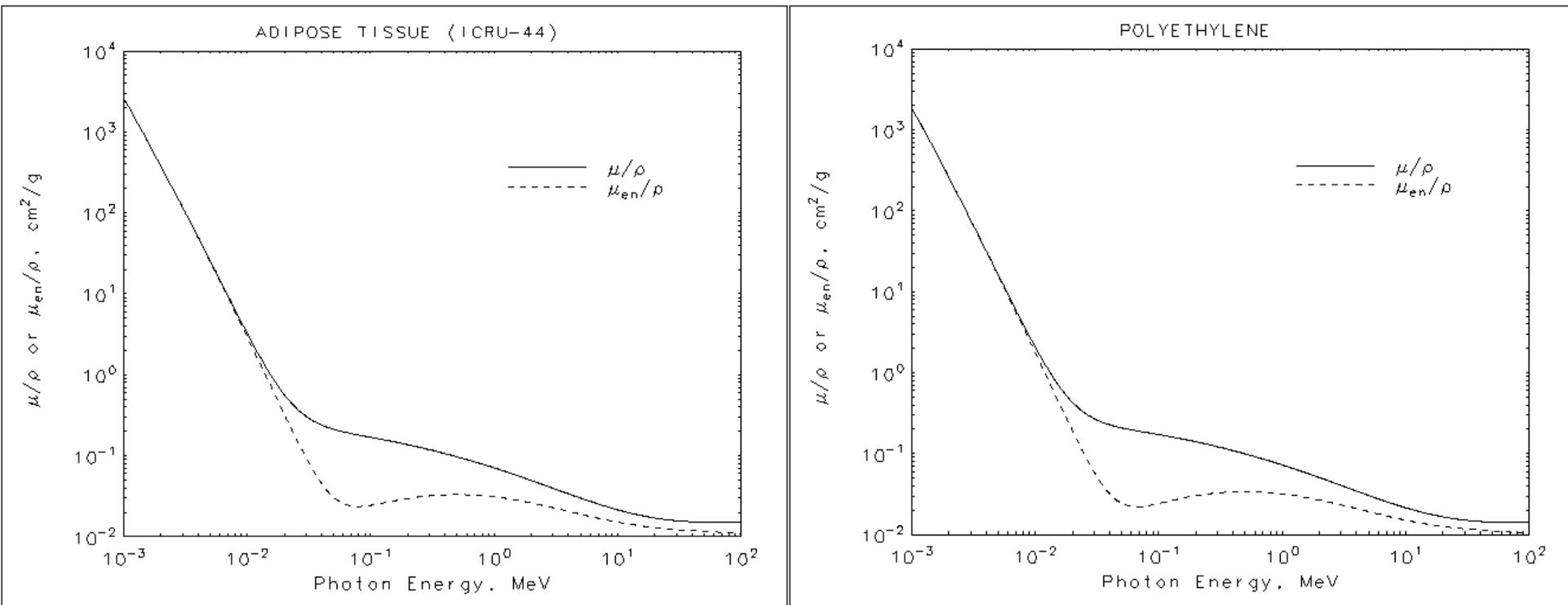
<http://www.nist.gov/pml/data/xraycoef/index.cfm>

NIST (National Institute of Standards and Technology) maintains an active database!

Example: Cheap Shielding

What makes better shielding, plastic or bacon grease?

<http://www.nist.gov/pml/data/xraycoef/index.cfm>



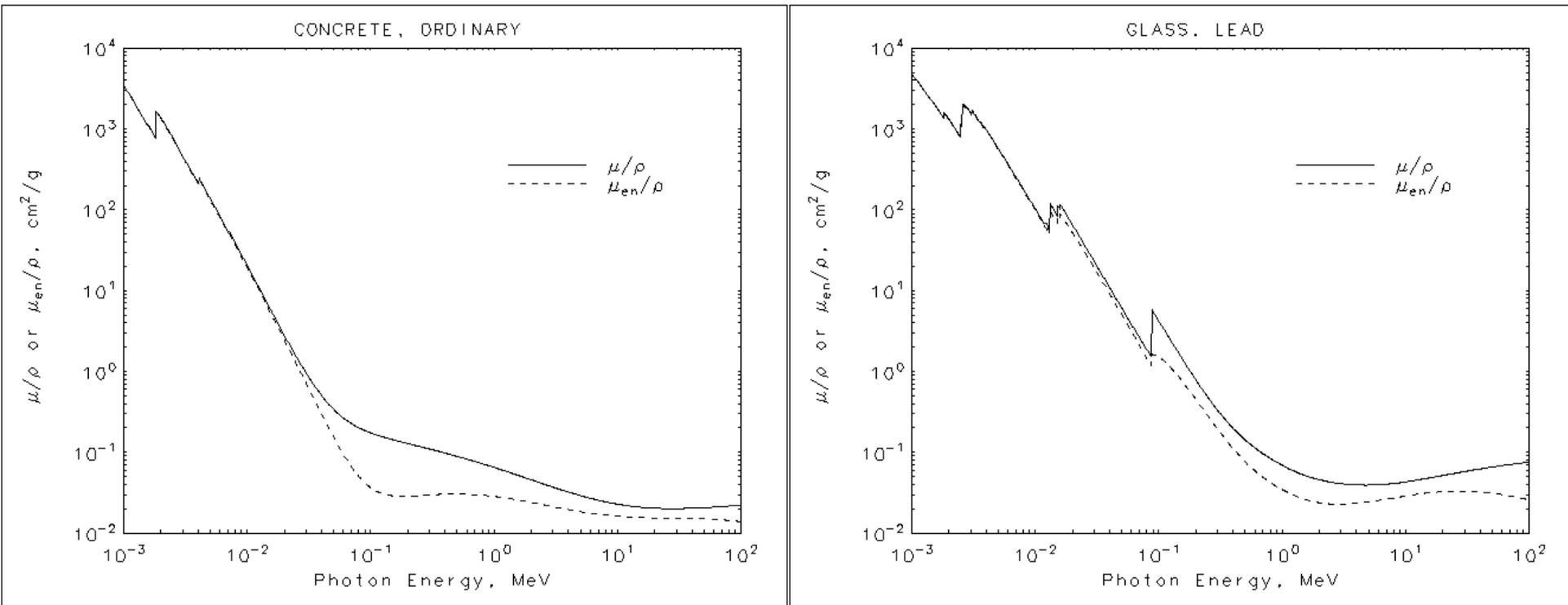
Public domain images.

About the same! Why???

Example: Cheap Shielding

What makes better shielding, concrete or leaded glass?

<http://www.nist.gov/pml/data/xraycoef/index.cfm>



Public domain images.

It depends on the energy!

What About Energy Degradation?

Turner, p. 188 (2007)

You can ignore this for “good geometries” and gammas

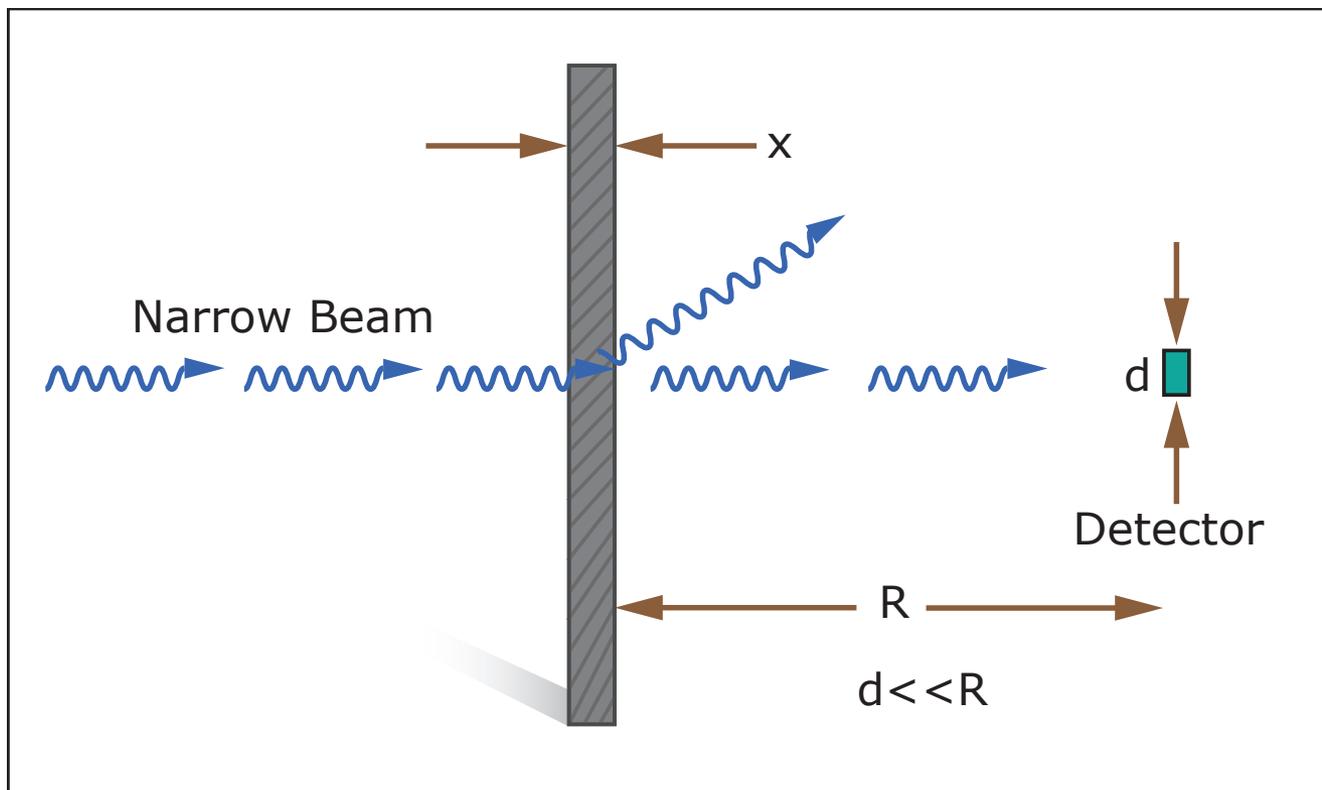


Image by MIT OpenCourseWare.

Assume that all gammas which interact leave the beam

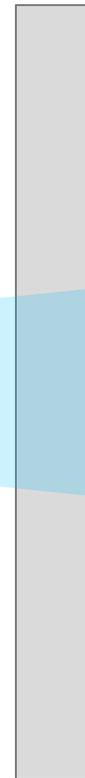
Thinking About the Lab

How will you determine how many gammas interact with your Geiger counter?



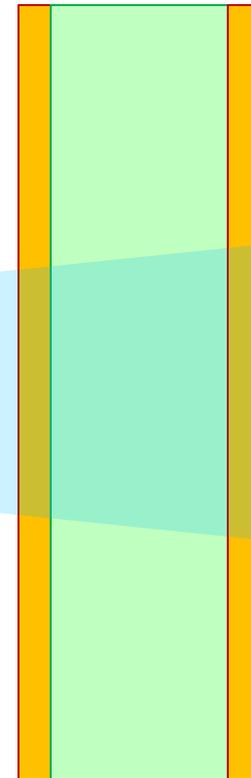
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Air



Plastic

Air



Brass Gases Who Cares Brass

Questions?

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22.S902 Do-It-Yourself (DIY) Geiger Counters
January IAP 2015

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