

Modelling the radioluminescence of alpha particles in air by Monte Carlo method

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1. Motivation

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Traditional detection methods (proportional counter, scintillator counter, PIPS detectors):

- Time consuming and tedious
- Involve scanning very close to the contaminated surface
- Require protective equipment
- Expose the personnel to other hazards and risks (other radiation types, fire, etc.)



- Remote detection of alpha radiation → radioluminescence.
- Alpha radioluminescent light can be transmitted through air for considerable distance, several order of magnitude greater than the mean free path of alpha particles.



Alpha particles induced radioluminescence



Fig. 1. Radioluminescence process.



• High energy alpha particles ionize air (predominantly, molecular nitrogen)

→various processes (e.g. ionization with delta rays and electron capture) promote nitrogen molecules to excited states

→nitrogen molecules are deexcited emitting fluorescence light in the near UV region between 300-400 nm

Radioluminescence Spectra



Fig. 2. Selected energy levels of N₂ molecule illustrated with Morse potential plots, using molecular constants from Lofthus and Krupenie

A. Lofthus and P. H. Krupenie, "*The spectrum of molecular nitrogen*," Journal of Physical and Chemical Reference Data, vol. 6, no. 1, pp. 113 – 307, 1977.



Sand, J. (2016). *Alpha Radiation Detection via Radioluminescence of Air.* (Tampere University of Technology. Publication; Vol. 1449)



FLUKA

- Fully integrated particle physics Monte Carlo simulation package
- Is a general purpose tool for calculations of particle transport and interactions with matter
- Can simulate with high accuracy the interaction and propagation in matter of about 60 different particles, including photons and electrons from 1 keV to thousands of TeV, neutrinos, muons of any energy, hadrons of energies up to 20 TeV (up to 10 PeV by linking FLUKA with the DPMJET code) and all the corresponding antiparticles, neutrons down to thermal energies and heavy ions.
- Can handle even very complex geometries, using an improved version of the well-known Combinatorial Geometry (CG) package. The FLUKA CG has been designed to track correctly also charged particles (even in the presence of magnetic or electric fields). Various visualization and debugging tools are also available.

APPLICATIONS

- Cosmic ray physics
- Neutrino physics
- Accelerator design (n_ToF, CNGS, LHC systems)
- Particle physics: calorimetry, tracking and detector simulation etc. (ALICE, ICARUS, ...)
- ADS systems, waste transmutation ("Energy amplifier", FEAT, TARC, ...)
- Shielding design
- Dosimetry and radioprotection
- Radiation damage
- Space radiation
- Hadron therapy
- Neutronics





"FLUKA: a multi-particle transport code" A. Ferrari, P.R. Salla, A. Fasso and J. Ranft, CERN-2005-10 (2005), INFN/TC_05/11, SLAC-R-773 *"The FLUKA Code: Developments and Challenges for High Energy and Medical Applications*" T. T. Böhlen, F. Cerutti, M. P. W. Chin, A. Fassò, A. Ferrari, P.G. Ortega, A. Mairani, P.R. Sala, G. Smirnov and V. Vlachoudis, Nuclear Data Sheets 120, 211-214 (2014)



FLUKA – input parameters

Any input consists of different cards, each card belonging to particular categories: **BEAM, GEOMETRY, MEDIA, PHYSICS, TRANSPORT, SCORING.**

- BEAM and BEAMPOS or SOURCE card primary particle properties
- **GEOMETRY –** combinatorial geometry
- MEDIA
 - → OPT-PROP card defines optical properties of the material
 - * wavelength range for optical transport, refraction index, absorption

coefficient

PHYSICS

→ OPT-PROD card - requests and controls production of Cerenkov, Transition and Scintillation Radiation in specified materials

* i-th scintillation photon emission energy, fraction of energy loss going into i-th scintillation photon emission

* in case of scintillation light, only monochromatic photons are considered for the moment (with a maximum of 3 different lines)

- TRANSPORT
 - → IONRANS determines the transport of ions (A>1)

→ EMF

• SCORING of photon flux

- → USRBDX defines a boundary crossing fluence (photons per cm^2 per primary)
- → USRBIN (photons per unit volume per primary)





Simulations and results. Alpha radioluminescence





Simulations and results. Beta radioluminescence



https://phits.jaea.go.jp/expacs/

Simulations and results



Fig. 9. Cerenkov photons produced by beta in air

- Beta particles from cosmic rays moving through the atmosphere with a velocity larger than the speed of light in air emit Cerenkov light
- This light can be emitted in the interest interval (300 ÷ 400) nm



Simulations and results



Cerenkov
 photons produced
 by cosmic rays
 are negligible

The background induced by beta particles from cosmic ray has a small contribution (4%) to the total number of photons per unit area

Fig 11. Simulated radioluminescence emission spectrum of air excited by alpha and beta particles



Conclusions

- Modelled results indicate air fluorescence to be applicable in the detection of apha emitting source
- From the simulations we obtained the Cerenkov and beta induced radioluminescence spectra
- Air fluorescene is well suited for the detection and localisation of alpha emitters
- Further study needs to be done for other background sources





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