

X-ray Fluorescence imaging simulation

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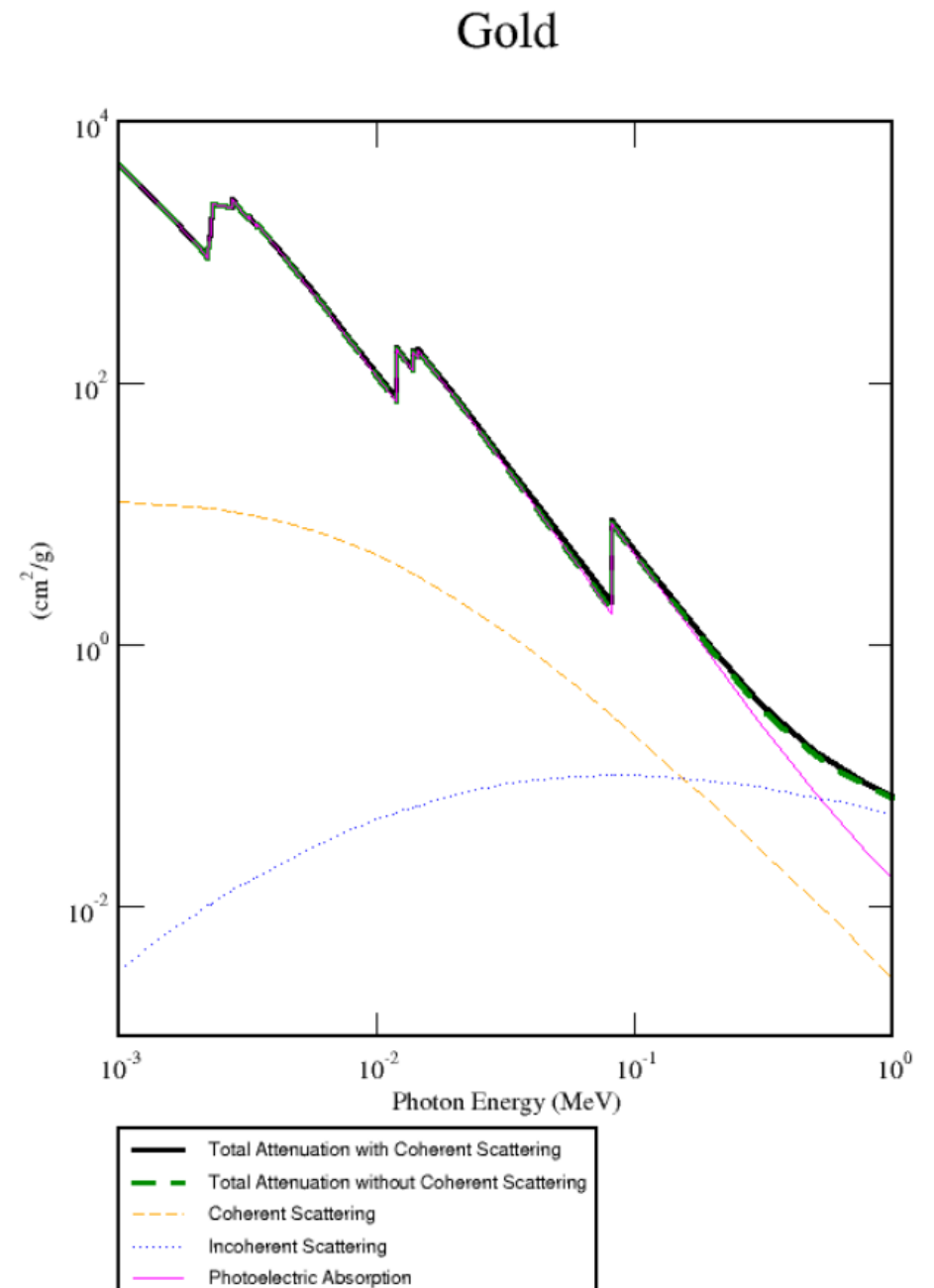
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XRF as imaging technique

- fluorescence source: non-toxic molecules with heavy element – eg. gold – GNP (Golden Nano-Particles)
- irradiating body part with diagnostic photons
 - rtg beam
 - laser beam
 - synchrotron (not useful in clinical environment)
- ***signal***: fluorescence photon yield as consequence of photoeffect on target – Au atoms
- ***noise/background***: mostly Compton photons from scattering in tissue
- ***reducing noise/SNR***: angle of detection relative to the rtg beam direction, enabling energy measurement with good energy resolution

Gold as fluorescence source

- ^{79}Au
- GNP – Golden Nano-Particles
- **high attenuation coefficient for photoeffect**, which is dominant over Compton scattering up to ~ 500 keV
- **high fluorescence yield** after photoeffect (over 90%)
- **K-emission lines energies**
 - K-alfa: 67 and 69 keV; edge at 70
 - K-beta: 77. and 78; edge at 80 keV
 - $\rightarrow$ sets minimal source photon energy
- tissue – low Z numbers – Compton much more probable than photoeffect $\rightarrow$ source of imaging noise/background + dose on patient



Simulation methods

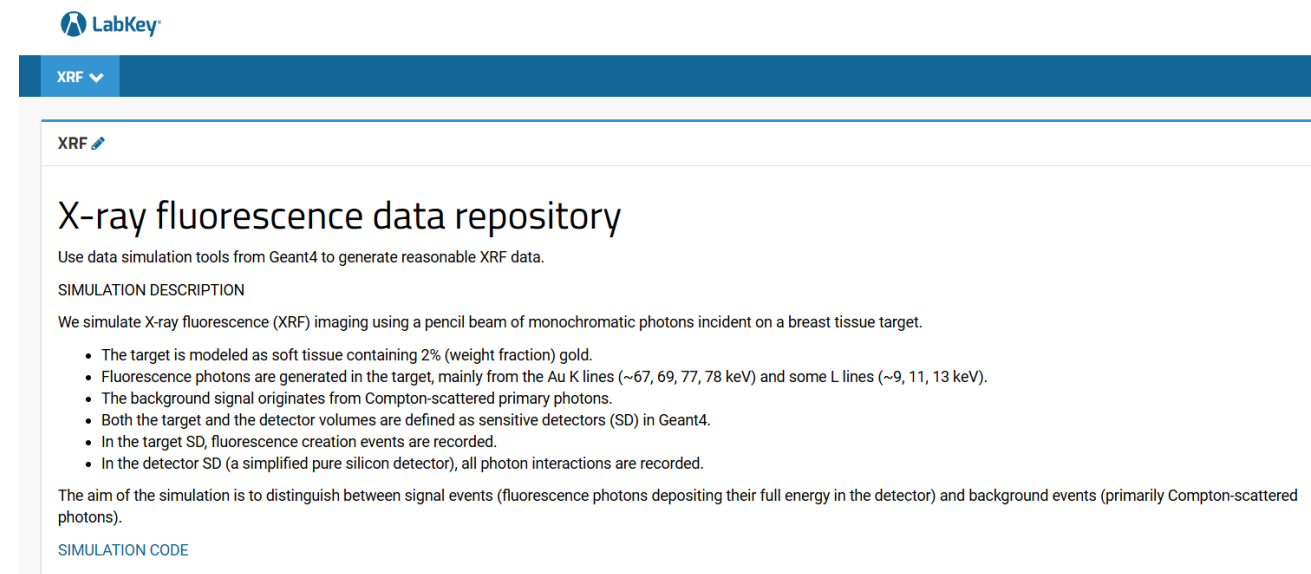
- **Geant4 toolkit** (C++, using standard classes for simulations)
- **simulation code** on GitLab: <https://repo.ijs.si/studen/xrf>
 - master branch – original code by Kunal Kumar
 - xrf branch – adjusted and developing code; joint work by Andrej Studen and Matevž Hudovernik
- **beam source and geometry setup**
 - GPS – monochromatic/rtg spectrum photons and pencil beam
 - circle area with radius 0.16 mm
 - divergence 1°
 - breast tissue (half cylinder/cone) – diameter 10cm and thickness of 2cm
 - „target with Au“ in the „center“ of tissue - sphere with radius 5 mm; wt of 2% gold absorbers
- **detector** – plane-shaped, 100% silicon
 - *thickness*: 2 mm
 - 120 mm x 80 mm x 2 mm (could be reduced to Volume Of Interest, especially directly under the target, eg. 20 mm x 20 mm x 2 mm)
 - 0.1mm air gap between tissue and detector (target isocenter to detector – 1 cm)
 - **position**: under the tissue – perpendicular to source beam – minimum of Compton differential cross-section at energies around 100 keV - fluorescence yield is isotropic [IMAGE]
 - voxels/pixels: $36 \times 36 \mu\text{m}^2$ (x 0.5 mm in z axis)

Simulation outputs

- **tracking interactions**
 - a) *in target*: photoeffect on ^{79}Au , followed by fluorescence photon radiation in target
 - b) *in detector*: energy deposition in voxels
 - fluorescence photons – contribute to signal, but only K-lines with total energy deposition
 - Compton photons – scattered off tissue – noise – need of precise energy measurements of detected photons
- data saved as text files
 - one line = one interaction step with energy deposition or fluorescence photon creation
 - **tallies**: eid (event identity), tid (track id), pid (parent id), interaction type, interaction location, energy deposited, particle type (photon or electron), ...

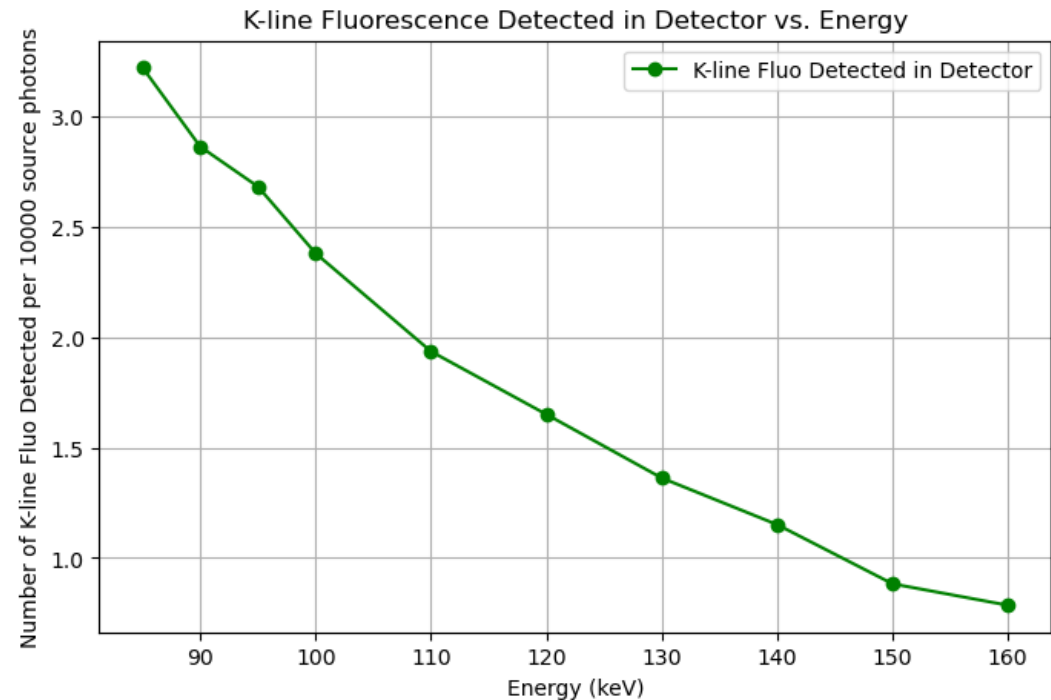
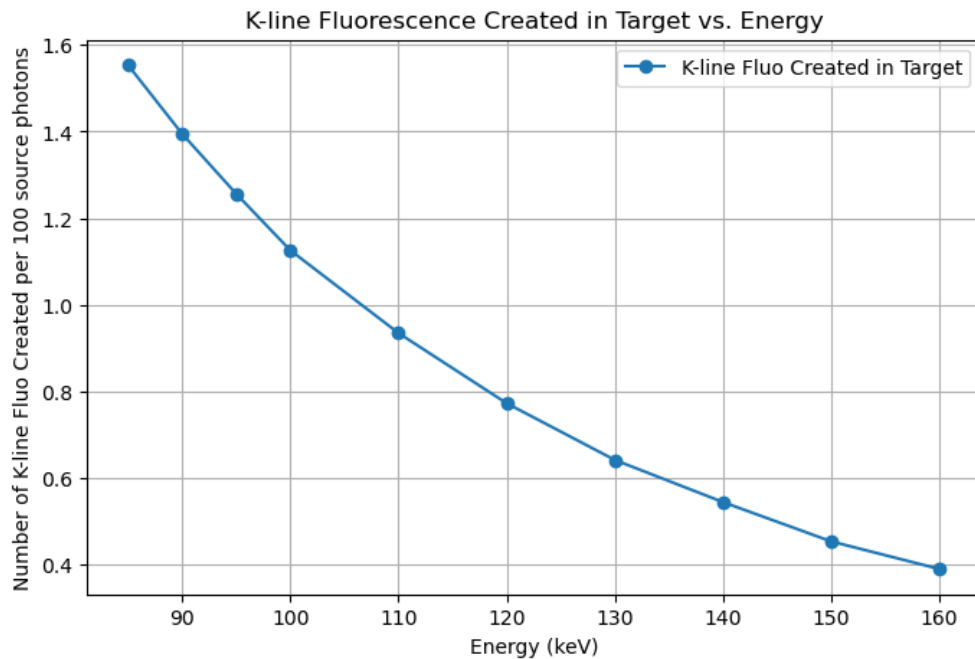
Data processing and storing

- LabKey website:
 - → <https://labkey-klimt.fmf.uni-lj.si/labkey/XRF/project-begin.view> [access with account?]
- stores semi-processed simulation data
- description of simulation setup/geometry
- links to GitHub data processing repository



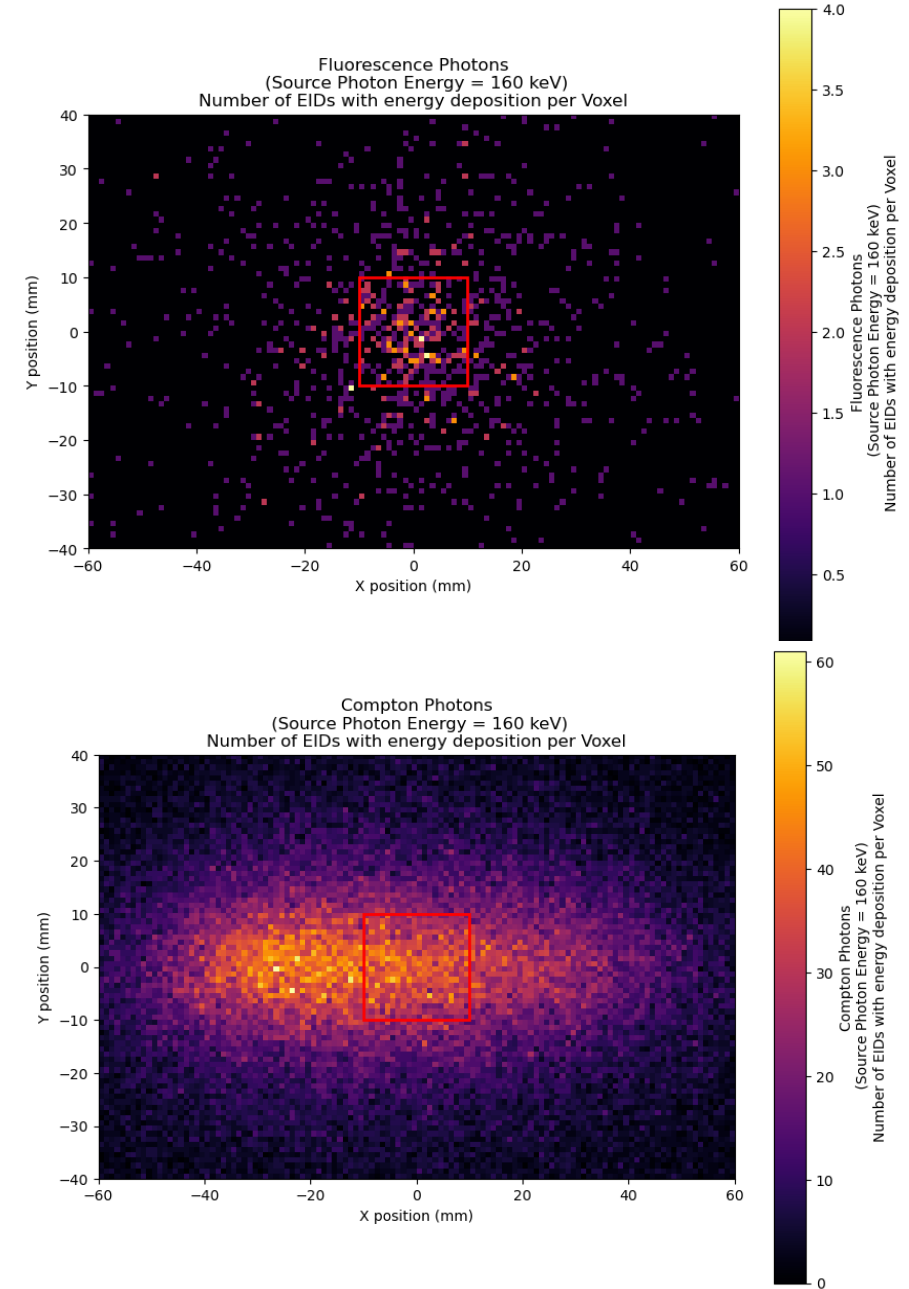
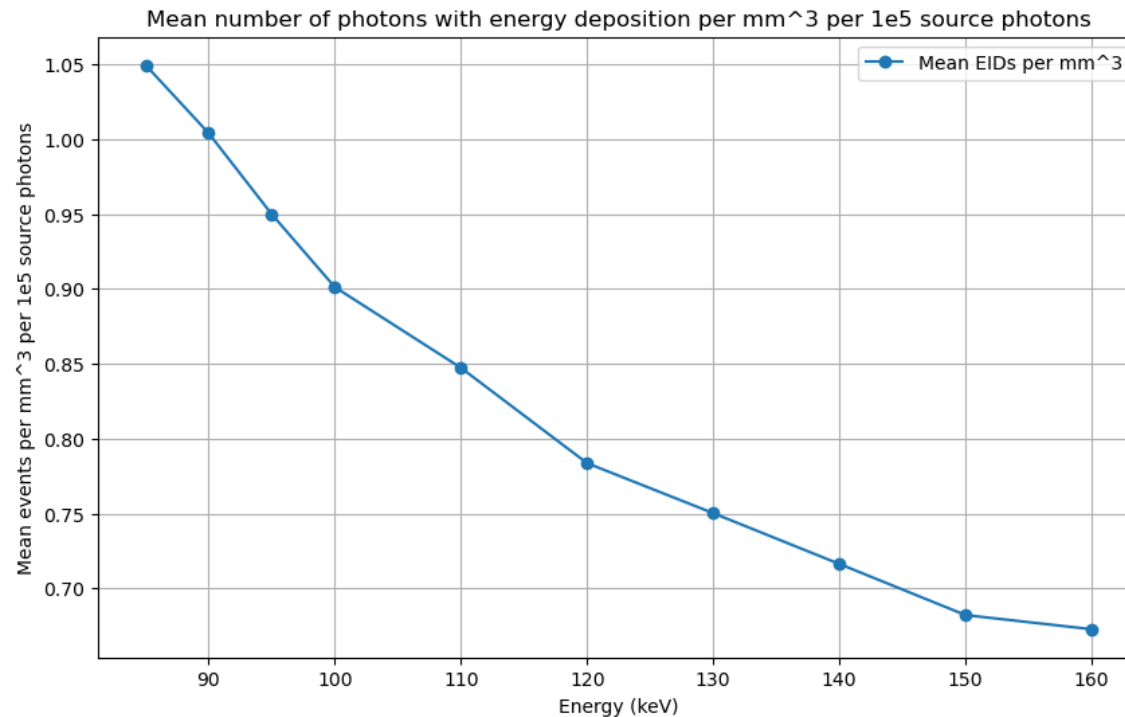
XRF simulation statistics

- How many K-line photons do we get?
- How many of those are detected with full energy deposition (signal contribution)?
- How many total photons do we detect?



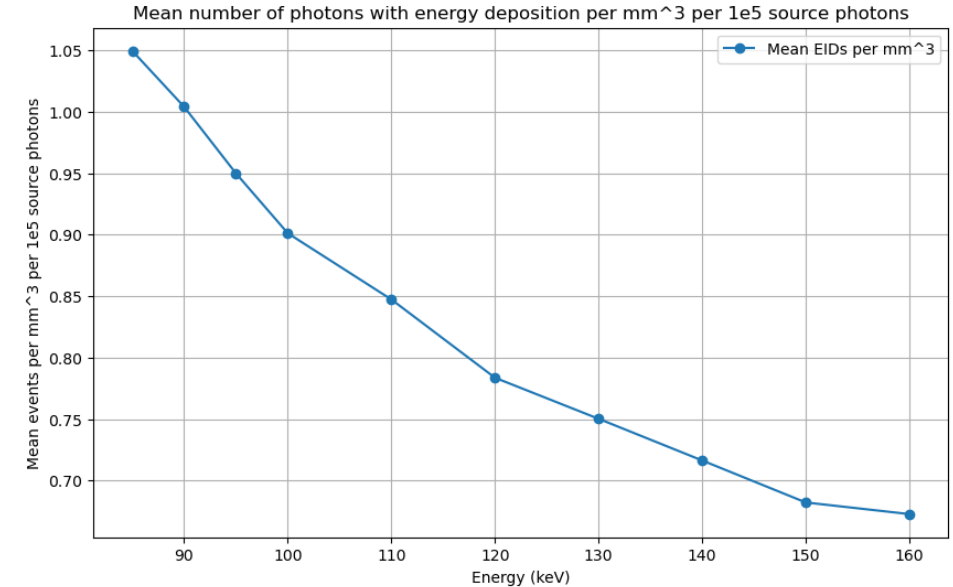
Interaction Rates and Detector Occupancy

- How many photons hit detector per detector volume?
- reminder – in simulation, detector is pure and continuous silicon layer
- region of interest: $20 \times 20 \text{ mm}^2$ area around center directly below target (**red square** on right graphs)

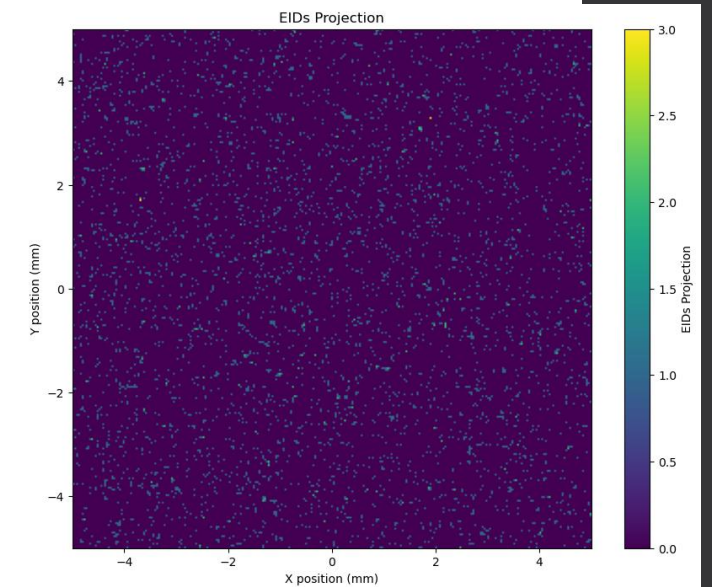
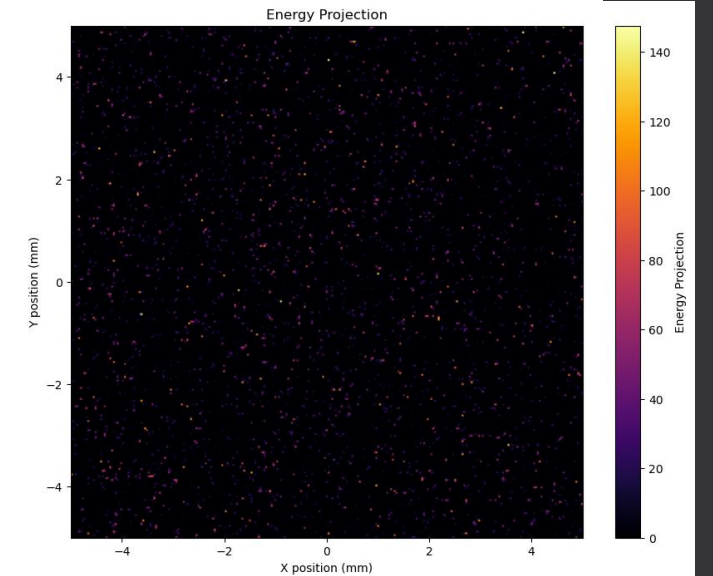
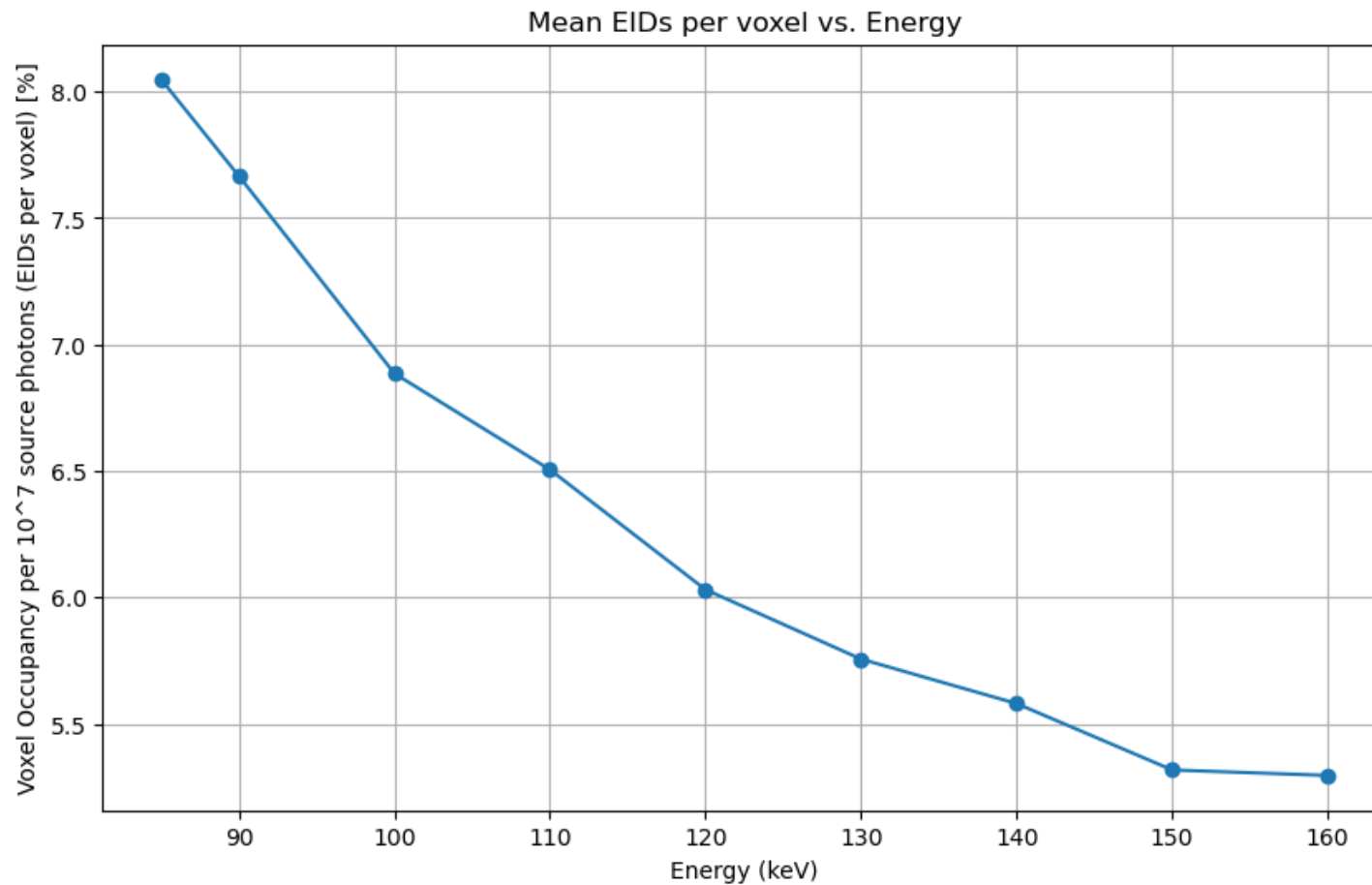


Interaction Rates and Detector Occupancy

- idea/demand – avoiding pile-ups (occupancy 10-20% ?)
- $PO = dN_{evts}/dV * V_{de} * SPF * t$
- PO = pixel occupancy (relative number of pixels with a hit)
- dN_{evts}/dV – number of events (source photons that cause energy detection) per volume in detector – „detection/hits density“
- V_{de} – volume of one detector element
- SPF – source photons (rtg) flux [number of source photons per time unit]
- t – time ($SPF * t$ gives total number of source photons during imaging)
- **simulation results** – approximately $dN_{evts}/dV \sim 1 / \text{mm}^3 / 10^5$ (one hit per 1mm^3 of detector per 10^5 source photons) – look at the graph. Things to consider:
 - descending trend of Nevts with rising energy
 - this number is strictly related to simulation parameters (like target size, setup geometry, Au concentration of 2% in target ect...)

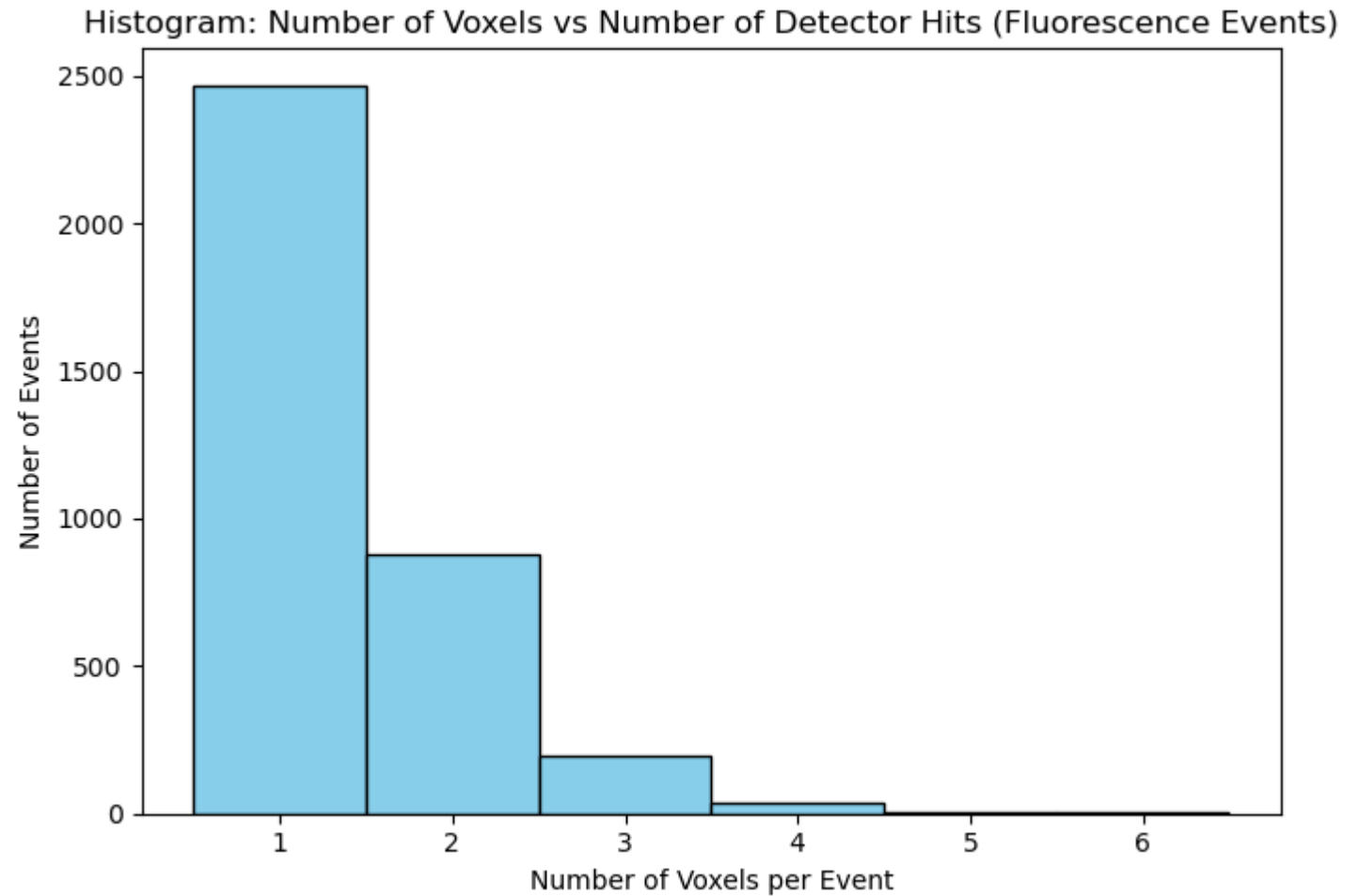


Interaction Rates and Detector Occupancy



Signal Clustering

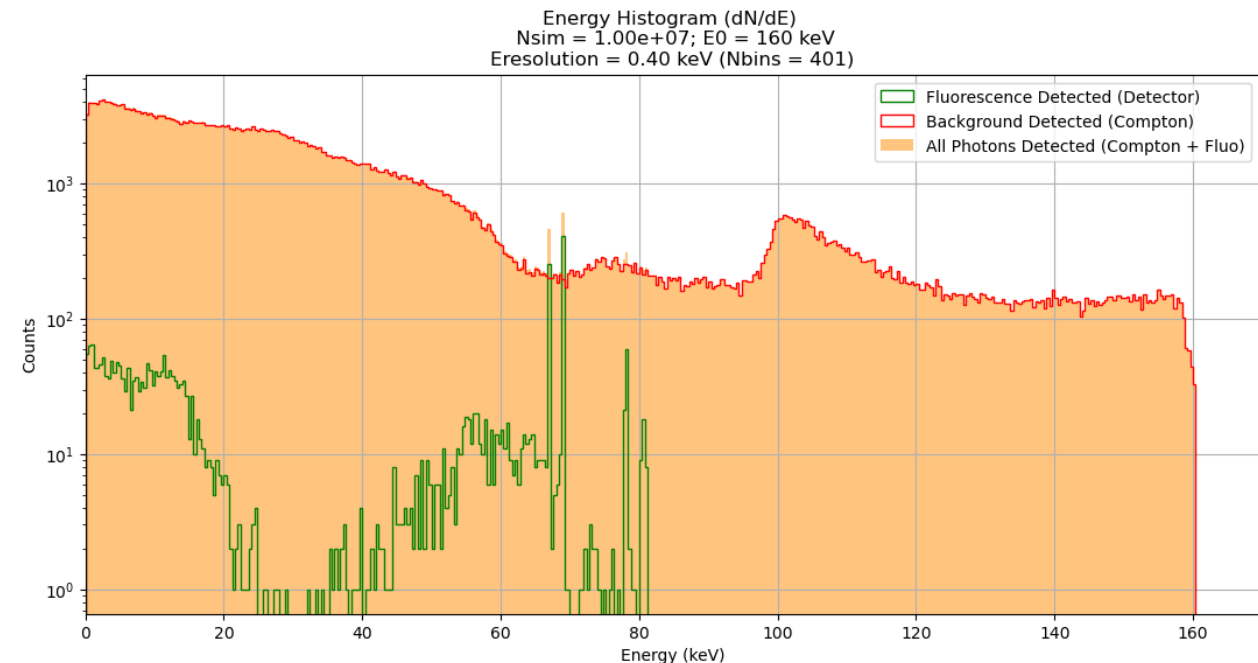
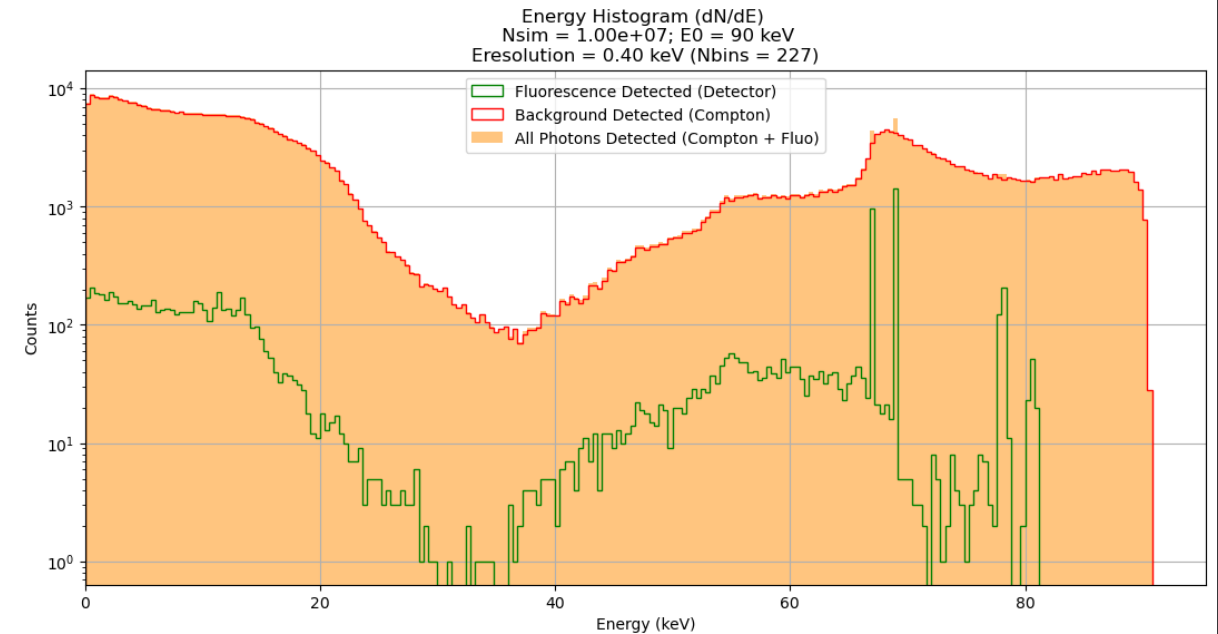
- $E_{\text{gps}} = 150 \text{ keV}$



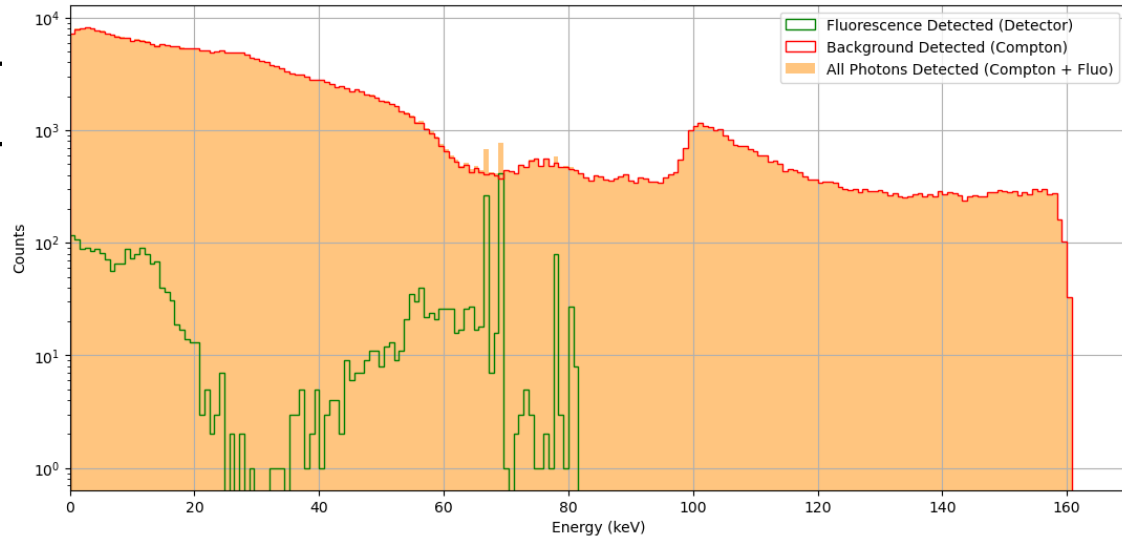
Energies of Detected Photons and Energy Resolution of Detector

- standard deviation of energy detection = 100 eV ?
- energy resolution ~ 0.4 keV ?
- optimal source photon energy ? (vs. real rtg energy spectrum)

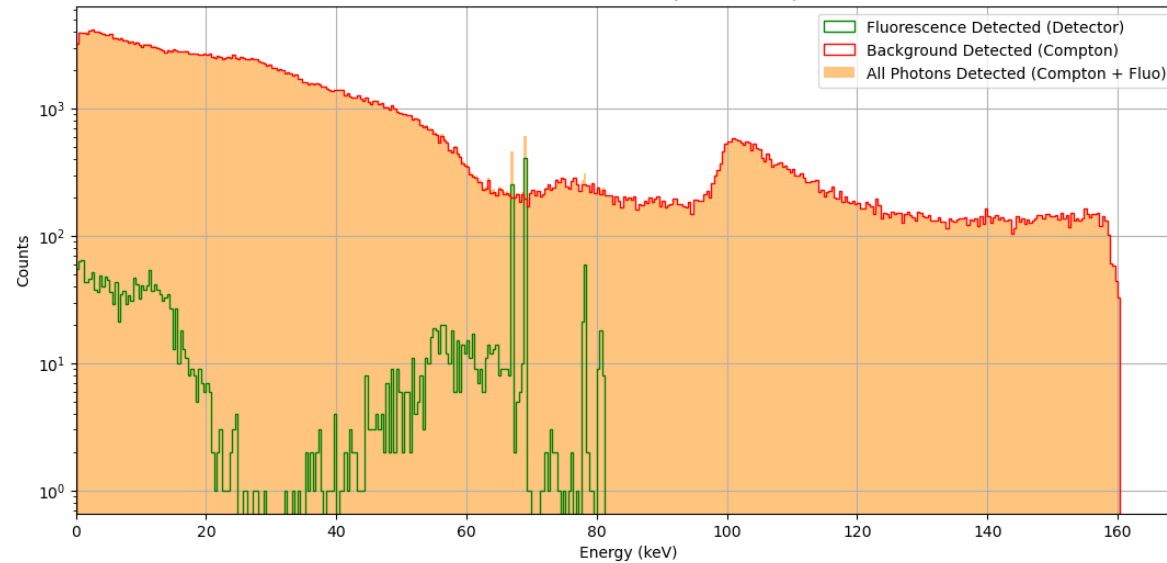
Energy (keV)	Created	Detected	Full Energy Detected
67.184	11453	924	263
69.038	19315	1529	410
77.8157	2035	157	18
78.226	4191	287	59
78.6593	46	3	1
78.7478	62	6	0
80.3237	531	33	9
80.4226	976	70	18
80.6065	12	3	0
80.6249	13	2	0
80.8814	138	12	2
80.8986	221	14	6
80.9495	1	0	0
Total	38994	3040	786



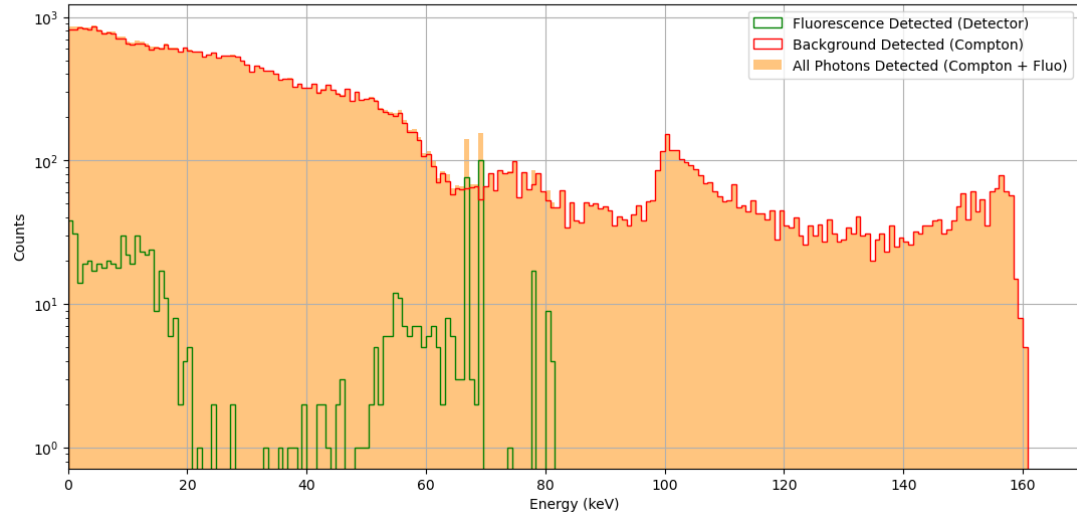
Energy Histogram (dN/dE)
Nsim = 1.00e+07; E0 = 160 keV
Eresolution = 0.80 keV (Nbins = 201)



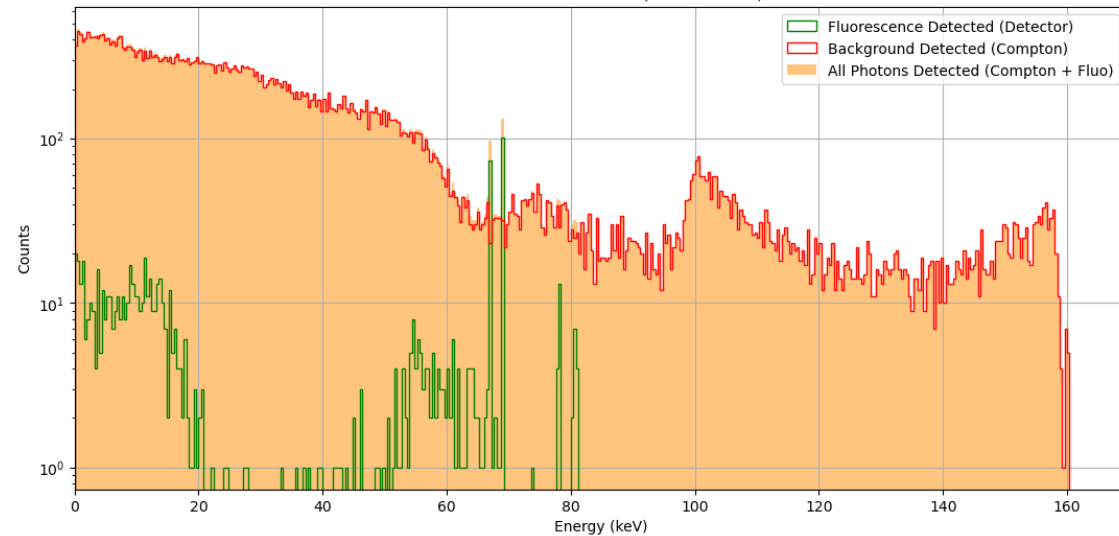
Energy Histogram (dN/dE)
Nsim = 1.00e+07; E0 = 160 keV
Eresolution = 0.40 keV (Nbins = 401)



Energy Histogram (dN/dE)
Nsim = 1.00e+07; E0 = 160 keV
Eresolution = 0.80 keV (Nbins = 201)



Energy Histogram (dN/dE)
Nsim = 1.00e+07; E0 = 160 keV
Eresolution = 0.40 keV (Nbins = 401)



SNR – Singal-To-Noise Ratio

- SNR as function of energy resolution
- ...

Thank you!

