

CCMX Competence Centre for Materials Science and Technology





Wir schaffen Wissen – heute für morgen

Manuel Morgano

Neutron Imaging & Activation Group, Paul Scherrer Institut, Switzerland

Principles of Neutron Imaging



- 1. Absorption-based imaging
- 2. How to attenuate a neutron beam: absorption vs. scattering (in brief)
- 3. Geometrical principles: L/D
- 4. Neutron collimation and exposure time
- 5. Main differences between x-ray and neutron imaging
- 6. Neutron imaging domain: big objects, hydrogen...
- 7. Neutron conversion to light
- 8. Thermal and cold neutrons: pros and cons
- 9. A taste of more advanced neutron imaging techniques



You have an object



You have an object





You have an object

You want to know what's inside this object (even the composition)





You have an object

You want to know what's inside this object (even the composition)

You also want to know how much of it is inside





You have an object

You want to know what's inside this object (even the composition)

You also want to know how much of it is inside

And for some reasons you want to use neutrons (we'll see why later)



Solution:



Solution:

Get yourself one of these:





Solution:

Or one of these:





Moderate and transport the resulting neutrons



See presentations from E. Lehmann and M. Strobl about this



Measure!





Measure!





Attenuation-based imaging

Problem:





1st: let's divide the bulk into thin (differential) slices





Let's consider one slab at a time (we'll sum the effect of each of them eventually)





In reality, a slab is made of discrete attenuators separated by vacuum





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The area of each attenuator is called the (microscopic) cross section σ



If we have N absorber per unit volume and the slab has a thickness of dx





We can solve the equation and integrate over the thickness t:

$$dI = -I_0 \cdot N \cdot \sigma \cdot dx$$

$$dI/I_0 = -N \cdot \sigma \cdot dx$$

$$\int_{I_0}^{I} \frac{dI}{I_0} = \int_0^t -N \cdot \sigma \cdot dx$$

$$I = I_0 e^{-\int_0^t N(x) \cdot \sigma(x) \cdot dx}$$



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Beer-Lambert law

$$I = I_0 e^{-\sum_i \int_0^t N_i(x) \cdot \sigma_i(x) \cdot dx}$$

For several absorbers





With "C" the line, of length t, in front of pixel (i,j)







Attenuation-based imaging









Attenuation-based imaging









From this to quantification of the amount of material



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SIT

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Plain wrong for most

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Assume 4 π scatterer (red) \rightarrow The pixel-wise solid angle quickly becomes small



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Assume 4 π scatterer (red) \rightarrow

The pixel-wise solid angle quickly becomes small →

The cross talk quickly tapers off



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- 3. Measure far away from the detector







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- 5. Modelling tools and simulations for ex-post correction

See presentation of P. Vontobel about this





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See presentation of B. Betz about this



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Seems the easiest! Let's do that!



Depends on what you want to end up with:



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This





Geometric principles

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this













Geometric principles























Geometric principles












Minimizing I is your first choice!



Minimize this!





Minimizing I is your first choice!

...but it only gets you so far









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Maximize L: The source is a 4π emitter: flux tapers off as R⁻²







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Maximize L: The source is a 4π emitter: flux tapers off as R⁻² Data acquisition time extended







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Maximize L: The source is a 4π emitter: flux tapers off as R⁻² Data acquisition time extended Minimize D: Less neutrons will arrive at the sample







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Maximize L: The source is a 4π emitter: flux tapers off as R⁻²
Data acquisition time extended
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A compromise has to be found for the optimal L/D-resolution-data taking time:



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Why are we so concerned about the flux?



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TOMCAT beamline at PSI

$$Flux = \frac{10^{16}}{ph \cdot s \cdot cm^2}$$



Neutrons vs. X-rays

Why are we so concerned about the flux?

TOMCAT beamline at PSI

ANTARES beamline at TUM

$$Flux = \frac{10^{16}}{ph \cdot s \cdot cm^2}$$

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Neutrons vs. X-rays

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TOMCAT beamline at PSI ANTARES beamline at TUM

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That's one of the main differences between x-ray and neutron imaging



Neutrons vs. X-rays

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practical That's one of the main differences between x-ray and neutron imaging



• Interacting with the electron shell

Neutrons:



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 Interacting with the electron shell Neutrons:

 Interacting with the nucleus



Already this creates a clear domain for neutron imaging!



Interacting with the electron shell

Neutrons:





 Interacting with the electron shell Neutrons:





- Interacting with the electron shell
- Massless / Fixed speed

Neutrons:

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See presentation of S. Peetermans about this



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See presentation of N. Kardjilov about this



- Interacting with the electron shell
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- Point-like source

Neutrons:

- Interacting with the nucleus
- Massive / variable speed
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- Extended source



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- Massless / Fixed speed
- No magnetic moment
- Point-like source
- Ionizing

Neutrons:

- Interacting with the nucleus
- Massive / variable speed
- Inherent magnetic moment
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- Non-ionizing (directly)



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This has an influence on the way you convert neutrons into visible light



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This has an influence on the way you convert neutrons into visible light

(even though you can avoid going through visible light altogether i.e. MCP based detectors)







Neutron conversion to light





Neutron conversion to light



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Neutron conversion to light



Slide from B. Walfort, WCNR-10, Grindelwald (CH) (2014) PAUL SCHERRER INSTITUT

Neutron conversion to light





Slide from B. Walfort, WCNR-10, Grindelwald (CH) (2014) PAUL SCHERRER INSTITUT

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Rule-of-thumb: thickness = spatial resolution (valid because these scintillators are powder)



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50um-LiF+ZnS



20um-Gadox



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1mm



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That's not the end of the story (of course)

































Thermal and cold neutrons

Thermal neutrons

Cold neutrons





Thermal and cold neutrons

















Thermal and cold neutrons













Examples







Engine running

Dynamic Neutron Radiography fired 64ccm two-stroke engine @ 8'000rpm

STIHL TS 400



See presentation of P. Boillat about this



Buddha





Army-knife

















Other great stuff with neutrons



See presentations of S. Peetermans and M. Raventos about these