

ETI Annual Workshop -- 2023

### Real-Time Radiological Source Term Estimation for Multiple Sources in Cluttered Environments

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**Problem Statement:** Perform Source Term Estimation in a cluttered environment for an arbitrary number of radioactive point sources of varying activities and isotopes.

**Goal:** Develop an algorithm to accomplish this in real time and validate it with Monte Carlo simulations and hardware results.



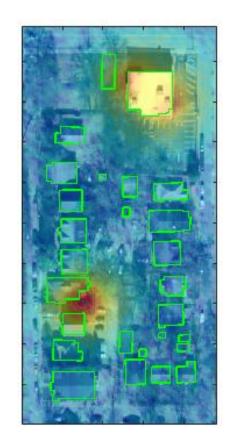


# >> Introduction

#### **Source Term Estimation (STE):**

- How many are there?
- Where are they?
- What is their activity?
- What isotope?

# **Cluttered Environment**: Obstacles are present. Obstacle/terrain information is known or can be approximated.



Example environment with obstacles outlined in green and radiation field due to 3 sources.







## Applications and Motivation

#### Radiological security and mishandling of nuclear material



Lost radioactive capsule in Australia (25 Jan 2023) <u>CNN</u> Cs-137 Sealed source recovery at University of Washington (2 May 2019) <u>energy.gov</u>

#### Trafficking, nuclear smuggling detection, and deterrence



190 incidents of trafficking reported on the ITDB in 2019. <u>IAEA</u>

# Disasters and nuclear verification



Fukushima nuclear disaster <u>Reuters</u>







## Prior Work Limitations

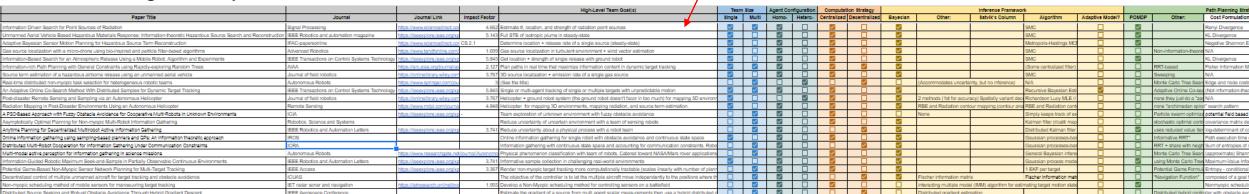
- Obstacles
- Source cardinality
  - Single source (~83% of papers)
  - Non-interacting sources (~14% of papers)

#### **Particle Filter**

 Ristic, B., Morelande, M., & Gunatilaka, A. (2010). Information driven search for point sources of gamma radiation. *Signal Processing*, *90*(4), 1225-1239.

#### Limitations

- No obstacle considerations
- Computationally intractable for >3 sources
- Degeneracy

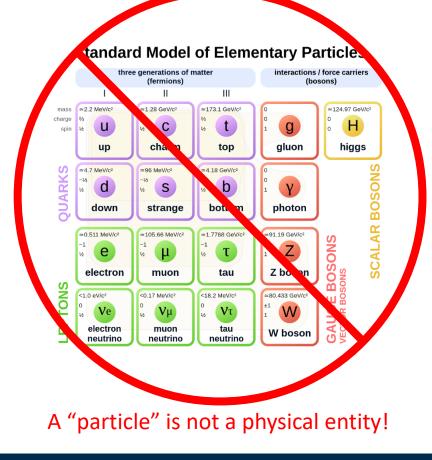


Measurements here will have 2 sources contributing

### Lit review 2

# Particle Filter Introduction

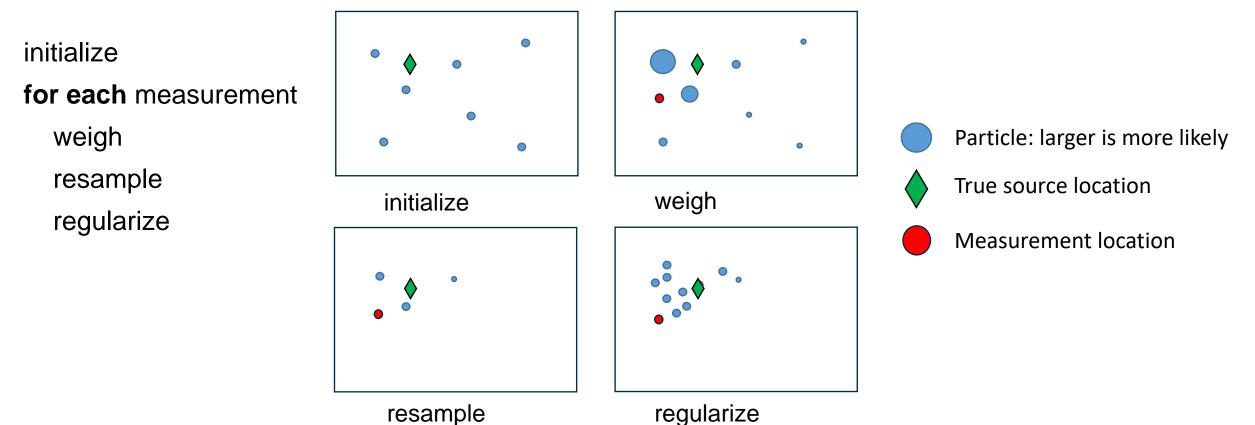
- A "particle" represents a <u>hypothesis</u>.
  - Cardinality: number of sources
  - Source locations
  - Source strengths







### **Simple Particle Filter Explanation**

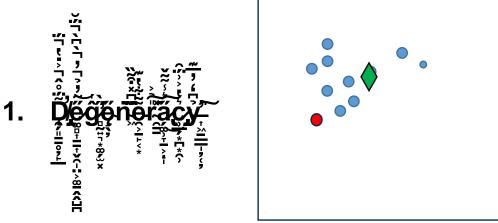






### Particle Filter Challenges

#### **Challenges:**

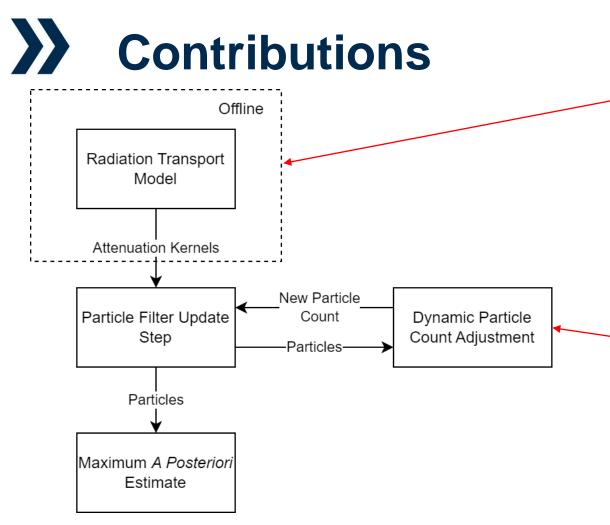


- 2. Underdetermination
- 3. Computation vs particle set size









### - Attenuation Kernels (Transport Kernels)

- Quantify how count rate will be attenuated from a discretized set of possible source locations to a discretized set of measurement locations.
- Preserves accuracy, improves speed

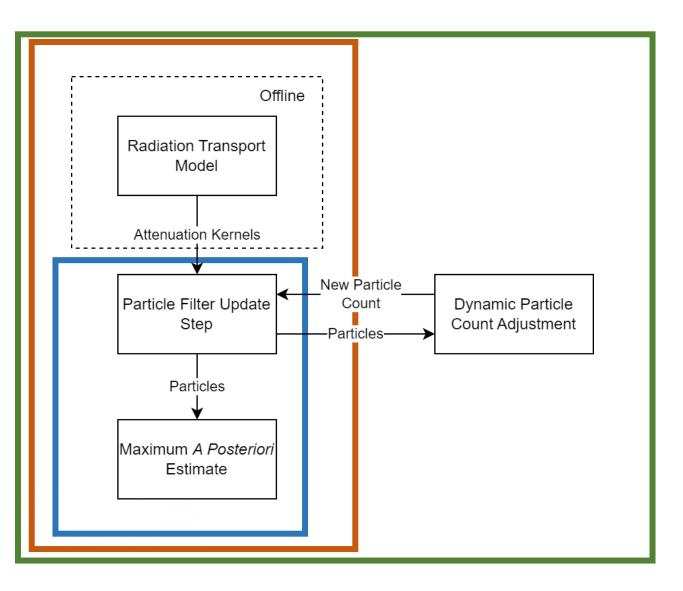
#### **Dynamic Particle Count Adjustment**

- Monitor likelihood of particle set and increase or decrease the number of particles.
- Combats degeneracy, balances computation speed and accuracy





### Contributions



#### **Continuous Particle Filter (CPF):**

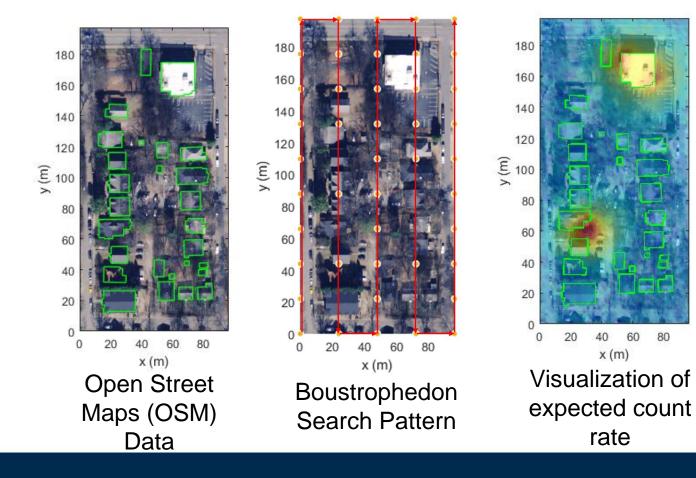
- Baseline from literature [1] **Discrete Particle Filter (DPF):**
- Attenuation Kernels

#### **Dynamic Discrete Particle Filter (DDPF):**

- Attenuation Kernels
- Dynamic Particle Count Adjustment

[1] Ristic, B., Morelande, M., & Gunatilaka, A. (2010). Information driven search for point sources of gamma radiation. *Signal Processing*, *90*(4), 1225-1239.

### Monte Carlo Simulation Setup

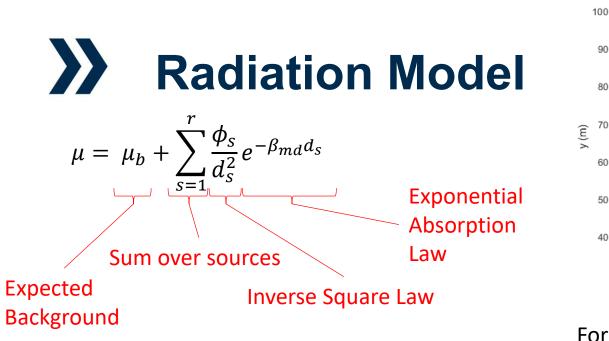


- 100m x 200m search area
- Building data from Open Street Maps
- Buildings modelled as solid prisms with arbitrary absorption coefficients.
- Measurements taken with 1 minute dwell time.

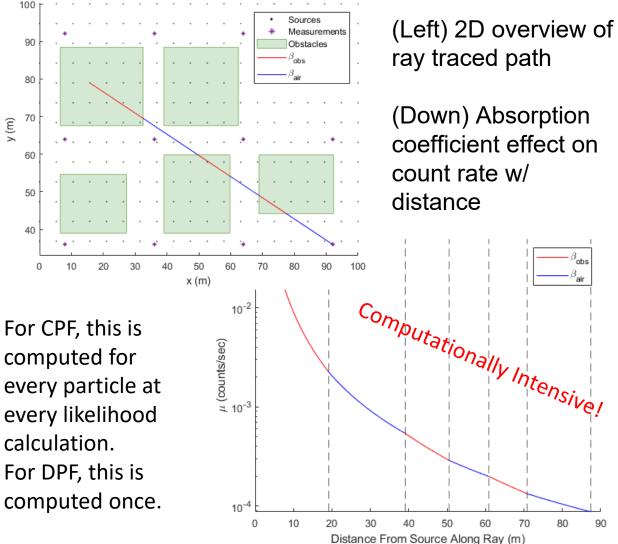


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- Count measurements, z, are Poisson ulletdistributed with parameter  $\lambda = \mu * \tau$
- $z \sim P(\lambda)$ •
- $\mu$  = Expected count rate (counts/s) ٠
- $\tau$  = Duration of measurement ۲





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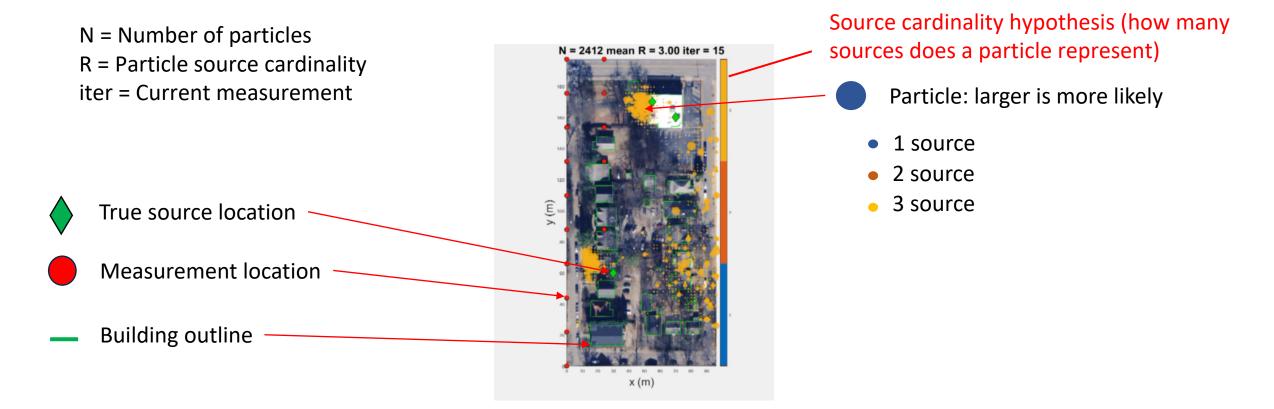


# >> Online Calculation Using Precomputed Kernels $\mu_m = \phi_s * K_{s,m}$





### Result Notation and Terms





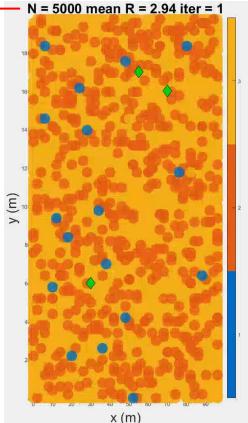
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## **Example Sim Run- Dynamic Particle Count**

Note the changing particle — count

- As "confidence" in predictions build, particle count goes down
- Particles are removed at random uniformly



- When the model suspects all its <u>hypotheses are bad</u> (i.e., likelihood is low), the <u>particle count increases</u>.
- In this case, the count jumps to a large maximum value of 25,000 particles.
- We have tuned for accuracy over speed in this case.



Note the regular grid the particles appear on! Those are the kernel locations

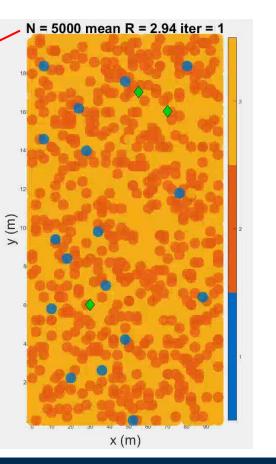


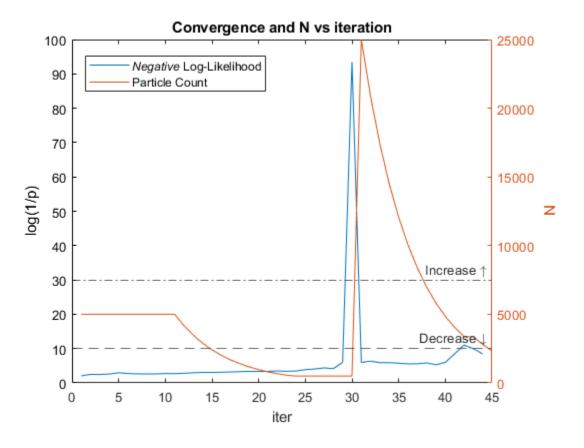


### **Example Sim Run- Dynamic Particle Count**

The particle count decreases by a factor of 1.2 as confidence builds again.

 When particle count increases, new particles are initialized with the same rules as when first initialized.









#### Monte Carlo Results **Attenuation Kernel Study**

Particle Filter	C	PF	DPF		
Obstacles	No	Yes	No	Yes	
$\hat{r}$ Correct (%)	84	83.33	87.33	86	
$\mu(\epsilon_{\rm pos})$ (m)	4.736	4.494	5.592	5.259	
$\sigma(\epsilon_{\rm pos})$ (m)	4.357	5.121	7.094	6.469	
$\mu(\epsilon_{\omega})$ (counts/s)	736.4	488.8	414.2	427.3	
$\sigma(\epsilon_{\varphi})$ (counts/s)	2534	2392	2247	2653	
Avg. Runtime (s)	1730	31,910	13.5	12.9	
Std. Dev. Runtime (s)	51.08	5070	1.407	1.147	

- On par accuracy (within 1% full scale)
  ~36x improvement in runtime without obstacles
  - ~4,420x improvement in runtime for cases with obstacles

More complex models come with no runtime cost!!!





# Monte Carlo Results Dynamic Particle Count Study

- Reduced effect of degeneracy and low particle count (lower 95<sup>th</sup> percentile error) (P<sub>95</sub>)
- Improved runtime

Particle Filter							
	2						
$\hat{r}$ Correct (%)	98.67	92.67	85.33	76	60.67	54.67	47.33
$\mu(\epsilon_{\rm pos})$ (m)	2.509	3.579	4.492	5.514	6.45	6.593	8.373
$\sigma(\epsilon_{\rm pos})$ (m)	3.445	3.87	3.465	4.069	4.943	5.049	5.774
$P_{95}(\epsilon_{\rm pos})$ (m)	5.44	11.08	11.41	13.9	15.88	13.22	20.3
$\mu(\epsilon_{\varphi})$ (counts/s)							
$\sigma(\epsilon_{\varphi})$ (counts/s)	1688	2139	2462	2628	2770	3142	3875
Mean Runtime (s)	75.46	76.57	77.87	79.01	79.95	82.82	83.05
Median Runtime (s)	77.25	78	79.1	79.9	81.15	83.99	83.81

Particle Filter	<b>DDPF</b> $(N_0 = 5,000)$						
$r_{\max}$	2	3	4	5	6	7	8
$\hat{r}$ Correct (%)							
$\mu(\epsilon_{\rm pos})$ (m)	2.636	3.76	4.454	5.33	5.92	6.091	7.471
$\sigma(\epsilon_{\rm pos})$ (m)							
$P_{95}(\epsilon_{\text{pos}})$ (m)	6.115	10.56	10.74	12.66	12.41	12.19	14.68
$\mu(\epsilon_{\varphi})$ (counts/s)	304.7	348	298.5	460.7	833.2	814.8	1170
$\sigma(\epsilon_{\varphi})$ (counts/s)	2090	2229	2264	2632	2648	3119	3539
Mean Runtime (s)							
Median Runtime (s)	27.07	26.95	27.39	27.98	29.11	36.3	42.11





# Hardware Results

Note the tape marking the locations of the obstacles

- Search area: 15m x 6m
- 17 obstacles
  - 2 densities of concrete
- 45 measurements taken using Kromek Sigma-50 CsI(Tl) scintillator with 2-minute dwell time.
  - Not all measurements were used in some cases
  - The entire dwell time was not used in some cases



Ground vehicle search time-lapse with obstacles present



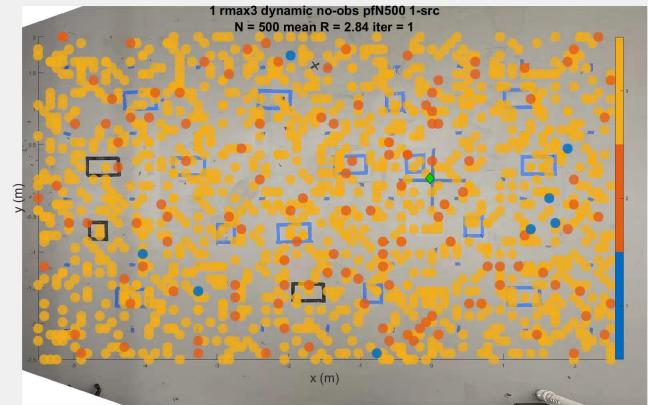


### Hardware Results Single source, no obstacles

• Cs-137 @ 24.69 mCi

**Results:** 

Spatial error: 5.75 cm (.0113%) Strength Error: 1.04%









### Hardware Results Single source, with obstacles

Co-60 @ 4.76 mCi
 Results:

Spatial error: 13 cm (.059%) Strength Error: 16%

Accuracy is worse than with Cs-137 because of my spectrum processing algorithm. This will be discussed more in future work section N = 5000 mean R = 2.94 iter = 1

x(m)

1 rmax3 dynamic obs pfN5000 1-src

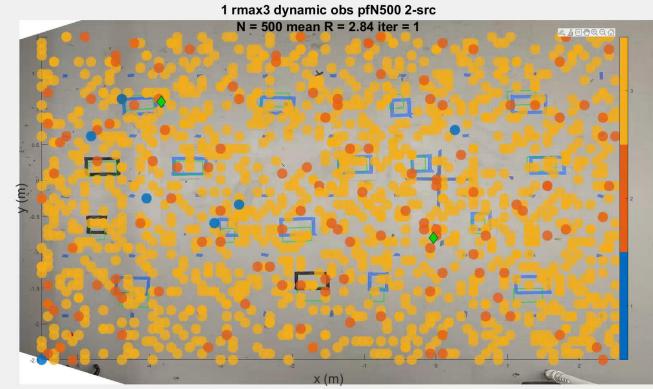
Intional Nuclear Security Administration



### Hardware Results 2 source, with obstacles

- Cs-137 @ 24.69 mCi (Top Left)
- Cs-137 @ 0.152 mCi (Bottom Right) Results:

Spatial error: 4.6 cm (.0074%) Strength Error: <1%



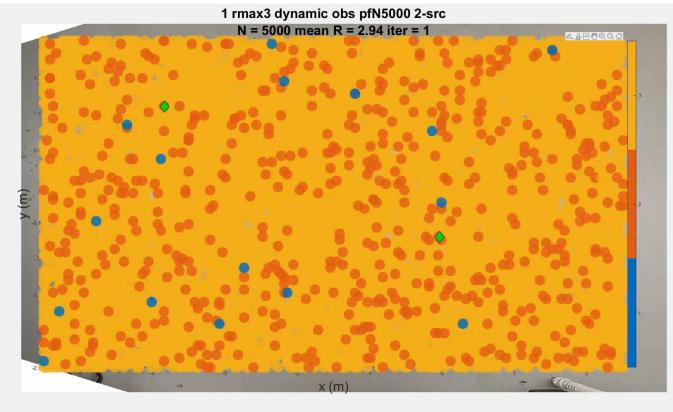






# Particle Filter Limitations

- Cs-137 @ 24.69 mCi (Top Left)
- Cs-137 @ 0.152 mCi (Bottom Right)
- 162x difference in strengths:
  - Like trying to hear someone's indoor voice while they're on a lawnmower.
- Stochastic method:
  - For small particle sets, can be dependent on luck

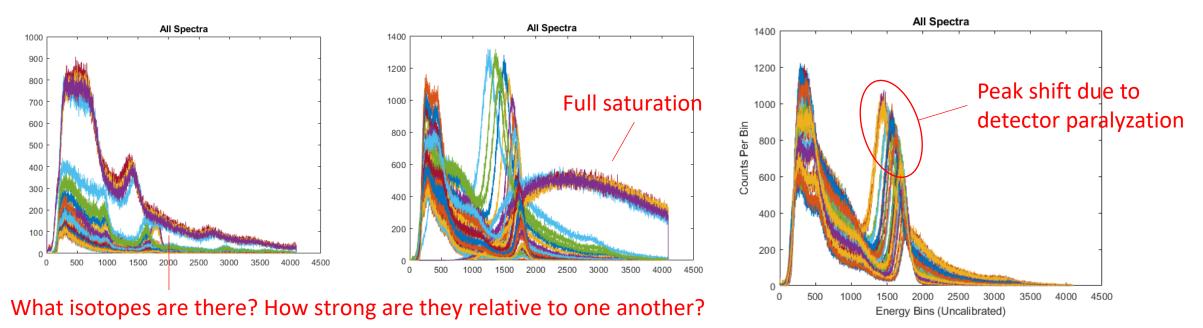






### Hardware Results Challenges

- Can we extract the relative contributions of each isotope as a scalar?
- How do we deal with shifting photopeaks and saturation?
- Currently using rudimentary peak detection tuned for Cs-137







## Conclusion

- Runtime and accuracy consistently outperform state of the art.
  - ~.0125% Area Ratio (Error in localization area relative to search area)
  - ~36x improvement in runtime for simplest inverse-square model
  - ~4,420x improvement in runtime for 1<sup>st</sup> order ray-tracing model
- Future work
  - Isotopic identification and improved spectrum analysis
  - Run multiple filters in parallel for different isotopes
  - Full scale hardware experiments





# **ETI** Impact

- Hoping to do an internship this summer (hit me up national labs)
- Presented at IEEE SSRR 2021
  - Kemp, S., & Rogers, J. (2021, October). UAV-UGV Teaming for Rapid Radiological Mapping. In 2021 IEEE International Symposium on Safety, Security, and Rescue Robotics (SSRR) (pp. 92-97). IEEE.
- Pending journal publication in IEEE Transactions on Nuclear Science
- Currently collaborating with Craig Bakker at PNNL

### Connections, mentors, collaborators, etc.

- Jonathan Rogers and Satvik Kumar at Georgia Tech
- Craig Bakker and Amoret Bunn at PNNL
- David Chichester at INL
- Brian Quiter at LBNL
- Paul Wilson at UW
- Yuguo Tao, Anna Erickson, and Mackenzie Duce at Georgia Tech
- Andrew Torgesen, Andrew
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