



University of Pittsburgh

ME/ENGR 2100 Fundamentals of Nuclear Engineering

Radiation and Nuclear Reactions:
Radiation Interactions

Dr. Daniel F. Gill

Stephen R. Tritch Program in Nuclear Engineering
Swanson School of Engineering
University of Pittsburgh





Relevant Reading Assignments

- Chapter 2/3 of “Introduction to Nuclear Engineering,” Lamarsh and Baratta, 3rd edition, Prentice-Hall (2001)
- Chapter 2 of “Nuclear Engineering: Theory and Technology of Commercial Nuclear Power,” Knief, 2nd edition, American Nuclear Society (1992, reprint by ANS 2008)
- Chapter 2 of “Nuclear Reactor Analysis,” Duderstadt and Hamilton, Van Nostrand (1976)
- Module 1 of DOE Fundamentals Handbook, “Nuclear Physics and Reactor Theory,” U.S.DOE (1993) Available at:
<https://www.standards.doe.gov/standards-documents/1000/1019-bhdbk-1993-v1>
- Not required but useful and clear is the discussion of nuclear masses and binding energies at the beginning of Chapter 7 of “Concepts of Nuclear Physics” by Bernard L. Cohen, McGraw-Hill, 1971, available in most scientific libraries.



Learning Objectives

- Explain the differences among the mechanisms by which charged particles, electromagnetic radiation, and neutrons interact in materials



Explain the differences among the mechanisms by which charged particles, electromagnetic radiation, and neutrons interact in materials



Radiation

- What is radiation?
 - Energy transmitted in the form of waves or particles (or both).
- Types of radiation
 - Charged particles (electrons, protons, α particles)
 - Electromagnetic (radio, visible, x-rays, γ rays)
 - Other (**neutrons**, neutrinos, other exotic particles)
- Categorized as either ionizing or non-ionizing
 - Depending on whether they can ionize other particles (i.e., rip off electrons from atoms)



Radiation Interactions

- During an interaction an incoming particle (a “quantum”) of radiation deposits some (or all) of its energy into a target atom or molecule.
- During an interaction:
 - The incident radiation loses some amount of energy
 - The target atom or molecule gains the same amount of energy
 - The actual amount of energy transferred during an interaction is determined by the type and kinetics of the interaction.
 - The energy transfer can lead to a change in either the local chemistry or crystal structure of the target material
 - We will talk at length about effects of nuclear interactions in future lectures



Charged Particle Interactions

Charge: -1

● Beta particle (electron)

Charge: +1

● Positron

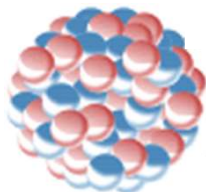
● Proton

Charge: +2



α -particle

Charge: > +2



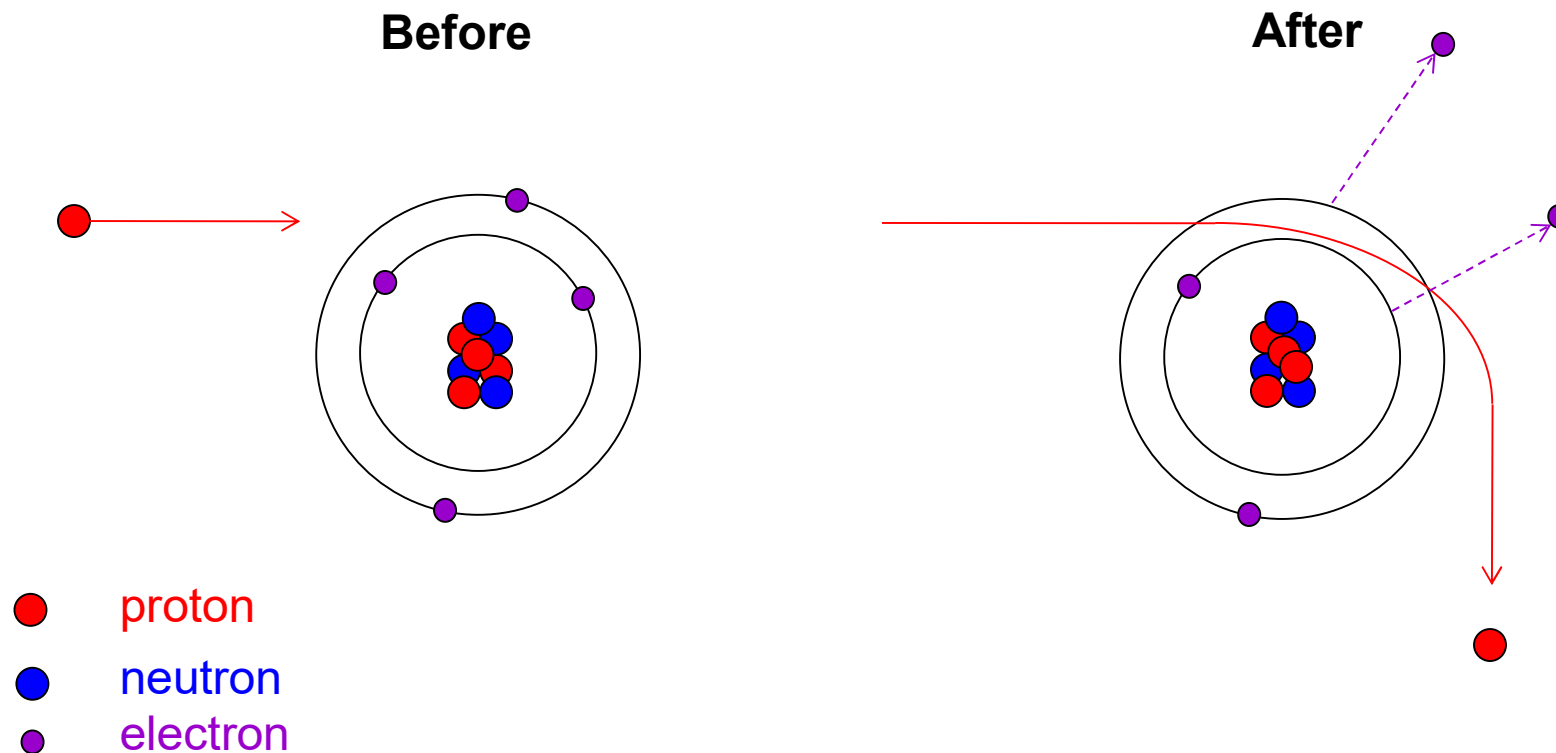
Ionized atom
(positive ion)

- Charged particles (by ascending charge)
 - Electrons, positrons, protons, alpha particles, recoil nuclei, fission fragments.
- As particles travel through a sea of negatively charged electrons, long range electrostatic forces act as a drag force.
 - The same electrostatic forces slowing the radiation down can rip outer shell electrons from host atoms in the material.
 - Charged particle LET is proportional to mz^2/E (m =particle mass, z =particle charge, E =particle kinetic energy), and to the atomic number Z of the target medium.



Example of Charged Particle Interaction

Consider an incident energetic proton that ionizes an atom





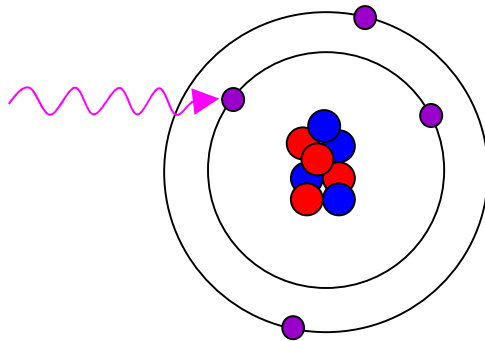
Electromagnetic Interactions

- X and γ rays interact with free and bound electrons in the material.
- **Photoelectric Effect**
 - Photon energy is transferred to bound electron, causing it to be ejected.
- **Compton Scattering**
 - Photon scatters off of an electron, reducing the photon's energy and giving kinetic energy to the electron.
- **Pair production**
 - Photon with energy > 1.022 MeV spontaneously turns into an electron and a positron. (Photons of sufficiently greater energy can give rise to more massive antiparticle pairs.)



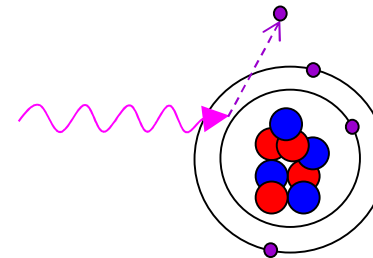
Electromagnetic Interactions

Pre-Collision

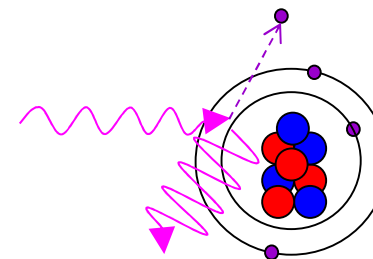


- proton
- neutron
- electron
- positron
- γ ray

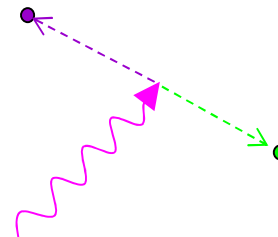
Photoelectric Effect



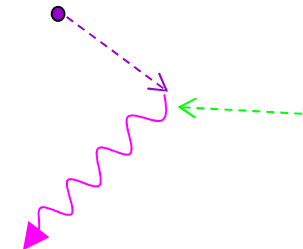
Compton Scattering



Pair Production



Annihilation





Ionizing Radiation

- Radiation that contains enough energy to remove one or more electrons from an atom or molecule.
 - All charged particles are ionizing.
 - Only photons with an energy greater than the ionization energy of a given atom or molecule are considered ionizing.
 - Some molecules are affected by photons in the visible or UV range, **but typically only x-rays and gamma rays are considered ionizing.**



Neutron Interactions

- **Neutrons interact with atomic nuclei or other protons or neutrons.**
- **Neutron Elastic Scattering**
 - Occurs when a neutron strikes a nucleus and transfers only kinetic energy, creating a charged recoil nucleus.
 - Conserves two-body kinetic energy. (Only fast neutrons ($>1\text{keV}$) striking light nuclei (H to C) can transfer enough energy to cause a significant recoil.)
- **Neutron Inelastic Scattering**
 - Occurs when a neutron strikes a nucleus and causes excitation within the nucleus. Nuclear de-excitation then releases a γ ray.
 - Does not conserve kinetic energy.
- Nuclear reactions (i.e., transmutation) can only be caused by neutrons above a reaction-specific threshold energy (recall the mass defect).



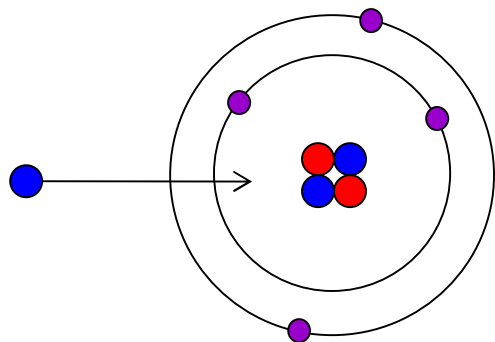
Neutron Interactions

- **Neutron Absorption (Capture)**
 - **Capture** occurs when a neutron strikes a nucleus and is absorbed, increasing the mass number of the isotope by 1.
 - Addition of the extra neutron leaves the neutron in an excited state, with too much energy.
 - Nuclear de-excitation releases γ rays.
 - Certain combinations of neutrons and protons are fundamentally unstable. Isotopes with these combinations undergo further stabilization by emitting a particle:
 - β^- decay, β^+ decay, α decay, proton emission, neutron emission, internal conversion, electron capture
 - This process is **Radioactive Decay**



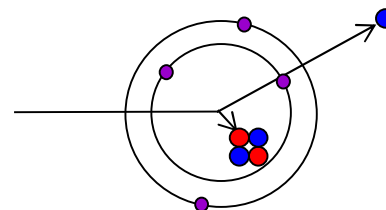
Neutron Interactions

Pre-Collision

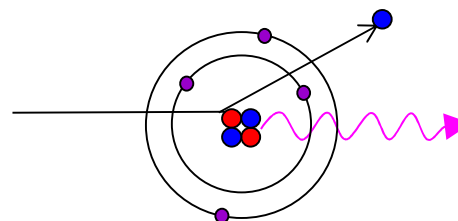


- proton
- neutron
- electron
- γ ray

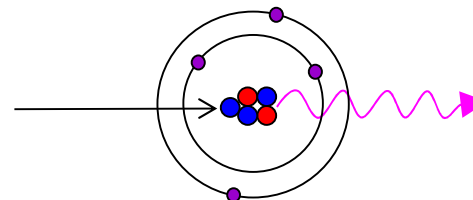
Elastic Collision



Inelastic Collision



Neutron Capture





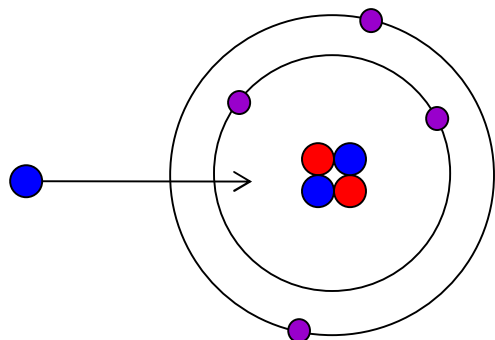
Neutron Interactions

- **Fission(after Capture)**
 - Some high-mass isotopes are so unstable following a neutron absorption that they **split apart into two smaller nuclides** rather than undergoing simple radioactive decay.
 - Fission rips the nucleus apart, immediately releasing
 - Neutrons (prompt)
 - Ionized and excited fission fragments (daughter nuclides)
 - γ rays (prompt)
 - Neutrinos
 - As the fission products de-excite and decay over time they release
 - γ rays
 - α particles, β particles, and neutrons from radioactive decay
 - These emissions are referred to as **delayed**. (Note that not all fission neutrons are emitted promptly at the time of fission; this will be important later!)



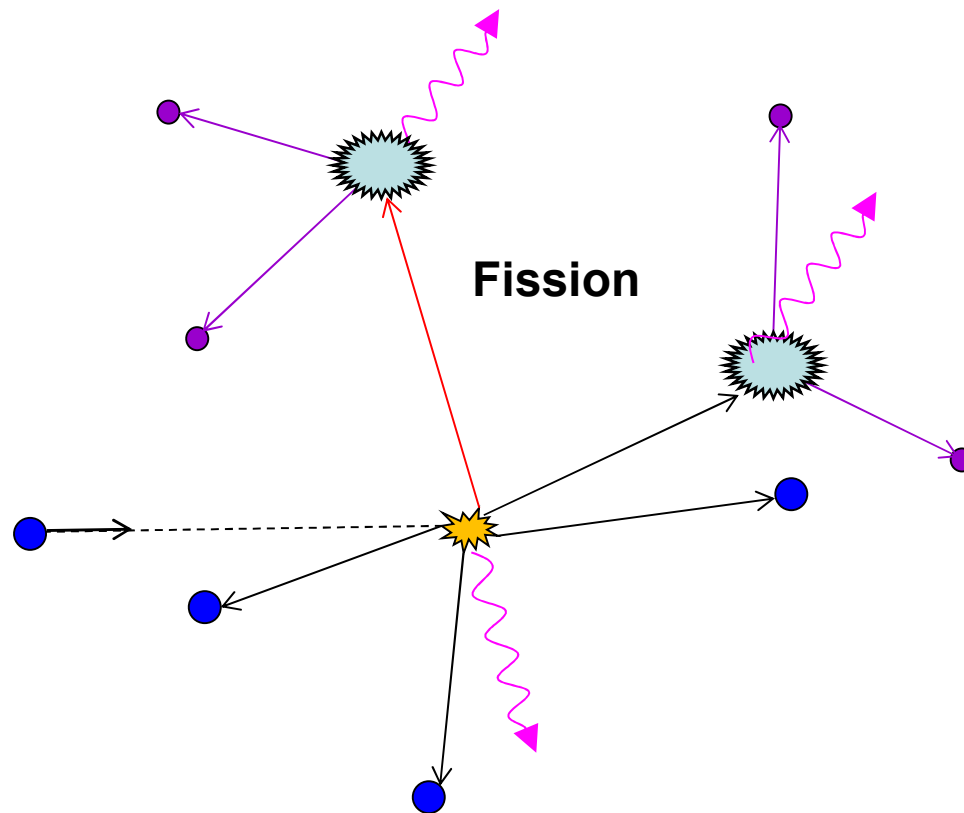
Neutron Interactions: fission

Pre-Collision



- proton
- neutrons
- Electrons (beta particles)
- γ ray

Fission



- Fission fragments (some unstable)
- High energy prompt neutrons
- Delayed neutrons
- γ rays