

# Retrospective dosimetry using display glass from mobile phones, simulation approach with ICRP reference man phantom.

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Retrospective dosimetry:

in case of accident from the dose in glass in mobile phone you can estimate the wholebody dose

Simulations: dose per fluence and dose per kerma for ROT geometry

Data from literature, calibration using  $^{137}\text{Cs}$  and  $^{60}\text{Co}$

Glass from mobile phone (TL material)

ICRP reference man according to ICRP publication 110 (2008)

- From there: matrix, data about voxel dimensions and number of columns (x coordinate), rows (y coordinate) and slices (z coordinate), tissue (53) composition (H, C, N, O, Na, Mg, P, S, Cl, K, Ca, Fe, I), density and tissue assignment (from 1 to 53) to organ ID (from 1 to 140)

Data for write.f file:  $\text{DX}=\text{DY}=2.137$  mm,  $\text{DZ}=8$  mm

$\text{NX}=254$ ,  $\text{NY}=127$ ,  $\text{NZ}=222$

Voxel anthropomorphic phantom (stand along the Z axis):

•  $\text{X} : -27 .. 27$  cm,  $\text{Y} : -3 .. 24$  cm,  $\text{Z} : 1.5 .. 180$  cm



additional object: slices of glass, aluminum and plastics  
**Table 1.** Model of mobile phone (-5..5, -0.61 .. 0, -8 .. 0).  
 RPP Rectangular Parallel Piped(one) and XZP Infinite  
 half space delimited by coordinate plane (5 ..)



	Thickness (cm)	Width (cm)	Length (cm)
upper glass	0.1	8	10
middle glass	0.04	8	10
back glass	0.05	8	10
aluminium	0.02	8	10
plastics	0.4	8	10

+ writectx.flair - flair

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Clipboard   Input   Geometry   Run   Plot   \*all\*   Search   Viewer

Paste   Copy   Load   Export   Preprocessor   Delete   Show   Move Up   Comment   Move Down   Editor   Print

Save   Import   Add   Change   Card   Edit   Filter

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**Input**

- General
- Primary
- Geometry
- Media
- Physics
- Transport
- Biasing
- Scoring
- Flair
- Preprocessor

Title:		x:	y:	z:
<b>VOXELS</b>		-27	-3	1.5
Black body			Filename: AM	
<b>SPH</b>	blkbody	x: 0	y: 0	z: 0
		R: 100000		
Void sphere				
<b>SPH</b>	void	x: 0	y: 0	z: 0
		R: 10000		
<b>\$start_transform</b>		Trans: matrix3		
Cylindrical target				
<b>RPP</b>	target	Xmin: -5	Xmax: 5	
		Ymin: -0.61	Ymax: 0	
		Zmin: -8	Zmax: 0	
		y: 0		
<b>XZP</b>	plane1	y: -0.4		
<b>XZP</b>	plane2	y: -0.42		
<b>XZP</b>	plane3	y: -0.47		
<b>XZP</b>	plane4	y: -0.51		
<b>XZP</b>	plane5	y: -0.61		
<b>XZP</b>	plane6			
<b>\$end_transform</b>				
<b>END</b>				
Black hole				
<b>REGION</b>	BLKBODY			Neigh: 5
	expr: +blkbody-void			
Void around				
<b>REGION</b>	VOID			Neigh: 5
	expr: void-VOXEL-target			
<b>REGION</b>	PLASboa			Neigh: 5
	expr: +target+plane1-plane2			
<b>REGION</b>	HLINIK			Neigh: 5
	expr: +target+plane2-plane3			
<b>REGION</b>	SKLO			Neigh: 5
	expr: +target+plane3-plane4			
<b>REGION</b>	SKLOST			Neigh: 5
	expr: +target+plane4-plane5			
<b>REGION</b>	SKLOVR			Neigh: 5
	expr: +target+plane5-plane6			
<b>END</b>				
<b>GEOEND</b>				
A: dx=6, dy=-3, dz=135, B: dx=9, dy=-3, dz=80				
<b>ROT-DEFI</b>		Axis: Y	Id: 0	Name: matrix3
		Polar: 0	Azm: 0	
		$\Delta x: 9$	$\Delta y: -3$	$\Delta z: 80$
<b>ROT-DEFI</b>		Axis: Z	Id: 0	Name: matrix3
		Polar: 0	Azm: 0	
		$\Delta x: 9$	$\Delta y: -3$	$\Delta z: 80$
*.....1.....2.....3.....4.....5.....6.....7.....				
TITLE				

Inp: writectx.inp   Active:1 Total:275

Middle was shifted for  $X=6$  cm,  $Y=-3$  cm,  $Z=135$  cm to the left chest of the anthropomorphic phantom.

ROT-DEFIni card was used

Beam – rotate in  $XY$  plane around the anthropomorphic phantom from 0 to 360 degrees with a step of 15 degrees.

Rotation with command

BEAM and BEAMPOSit

BEAMAXIS

SOURCE

starting point of the beam: x and y coordinate

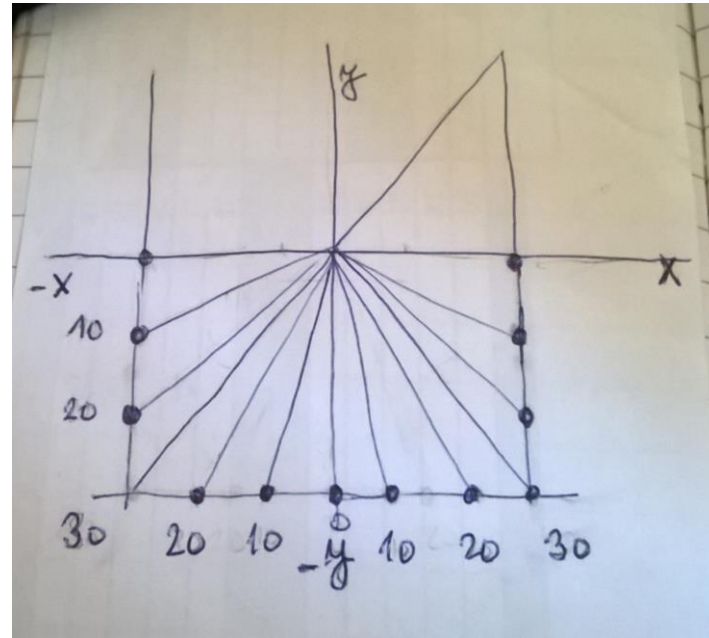
and beam direction:

was set with the help of the rectangle where for 15 degrees

( lower part of the figure correspond with positive angle)

coordinates for 15 degrees were  $X=-30$  and  $Y=-10$  and

$\cos(x)= 0.9659...$  and  $\cos (90-x)=0.258819...$  etc.



Flair Input Geometry Run Plot

Clipboard Input Card Edit

\*all\* Search Filter View

Viewer Editor Print

- Input
- General
- Primary
- Geometry
- Media
- Physics
- Transport
- Biasing
- Scoring
- Flair
- Preprocessor

**Pro vypocet davky**

**TITLE**

**GLOBAL** Max #reg: 5000 Analogue: Analogue DNear:   
 Input: Names Geometry: Free

Set the defaults for precision simulations

**DEFAULTS** PRECISIO

Define the beam characteristics

**BEAM** Beam: Energy E: 0.000662 Part: PHOTON   
 $\Delta p$ : Flat  $\Delta\phi$ : Flat  $\Delta x$ : 30.0  $\Delta y$ : 30.0   
 Shape(X): Rectangular Shape(Y): Rectangular

Define the beam position minus 45 stupnu

**BEAMPOS** x: -30 y: 30 z: 131   
 cosx: .707106781 cosy: -.70710678 Type: POSITIVE

**SOURCE** #1: -45 #2: -15 #3: 15   
 #4: 45 #5: 116 #6: 146   
 #7: #8: #9:   
 #10: #11: #12:   
 #13: #14: #15:   
 #16: #17: #18:

Vypocet davky

**EMFCUT** Type: transport e-e+ Threshold: Kinetic e-e+ Ekin: 1e-05 Y: 1E-6   
 Reg: VOID to Reg: PLASboa Step:

Vypocet davky

**EMFCUT** Type: PROD-CUT e-e+ Threshold: Kinetic e-e+ Ekin: 1e-05 Y: 1E-6   
 Fudgem: 0.5 Mat: VACUUM to Mat: @LASTMAT Step:

Kerma

**EMFCUT** Type: transport e-e+ Threshold: Kinetic e-e+ Ekin: 0.002 Y: 1E-6   
 Reg: VOID to Reg: PLASboa Step:

Kerma

**EMFCUT** Type: PROD-CUT e-e+ Threshold: Kinetic e-e+ Ekin: 0.002 Y: 1E-6   
 Fudgem: 1 Mat: VACUUM to Mat: @LASTMAT Step:

**BEAMAXES** cosBxx: -1 cosBxy: 0 cosBxz: 0   
 cosBzx: cosBzy:

**GEOBEGIN** Log: Acc: Opt:   
 Geometry: Out: Fmt: COMBNAME

**VOXELS** x: -27 y: -3 z: 1.5   
 Trans: Filename: AM

\*...+...1...+...2...+...3...+...4...+...5...+...6...+...7...+...  
 TITLE



Source.f file

\* Particle coordinates

XFLK (NPFLKA) = XBEAM

YFLK (NPFLKA) = YBEAM

ZFLK (NPFLKA) = ZBEAM

was replaced by:

\* Particle coordinates

XFLK (NPFLKA) = WHASOU(1)+ (WHASOU(2)- WHASOU(1))\*  
FLRNDM(XXX)

YFLK (NPFLKA) = WHASOU(3)+ (WHASOU(4)- WHASOU(3))\*  
FLRNDM(XXY)

ZFLK (NPFLKA) = WHASOU(5)+ (WHASOU(6)- WHASOU(5))\*  
FLRNDM(XXY)

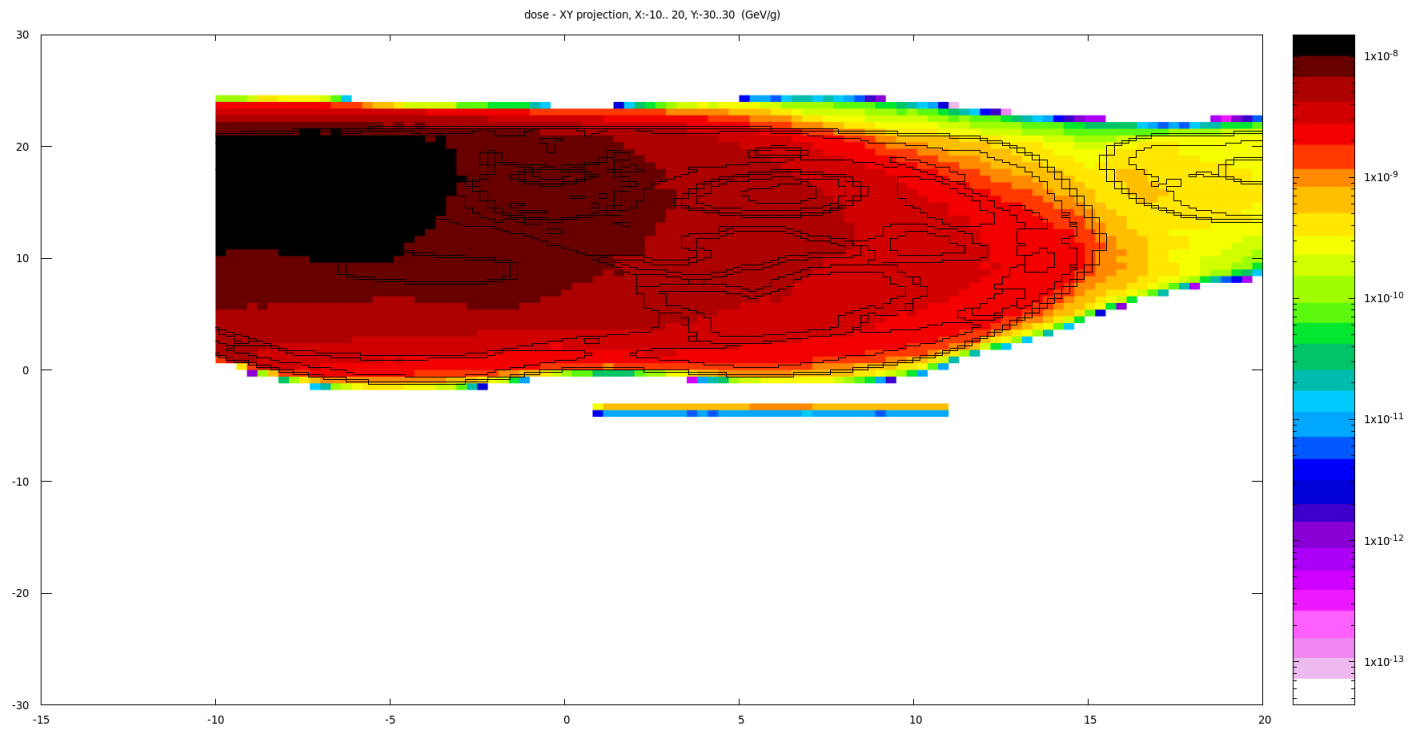
variables WHASOU(\*)

Angle -45 degrees:

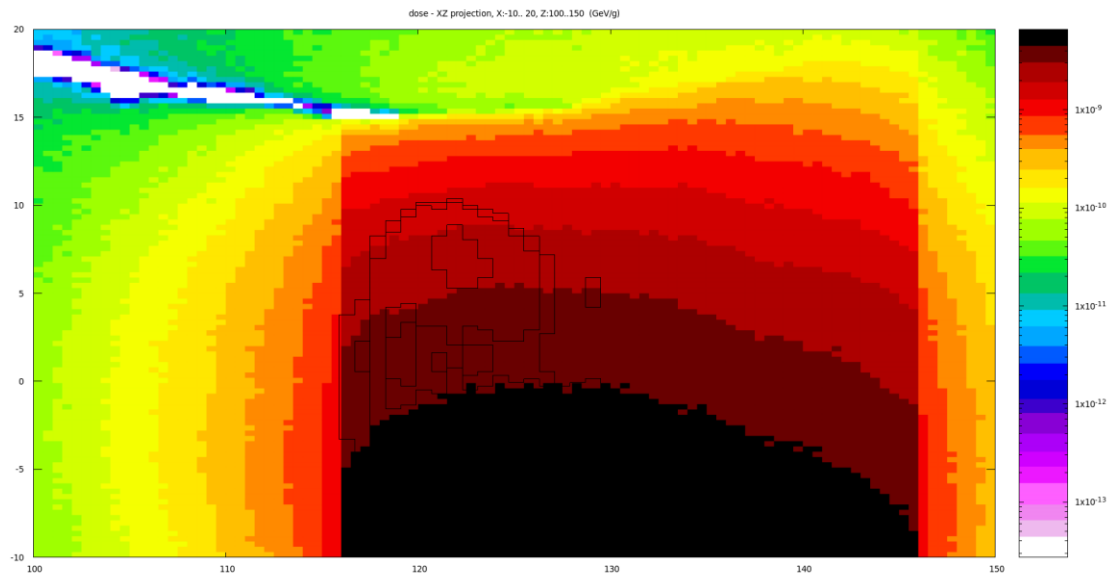
X: -45 .. -15

Y: 15 .. 45

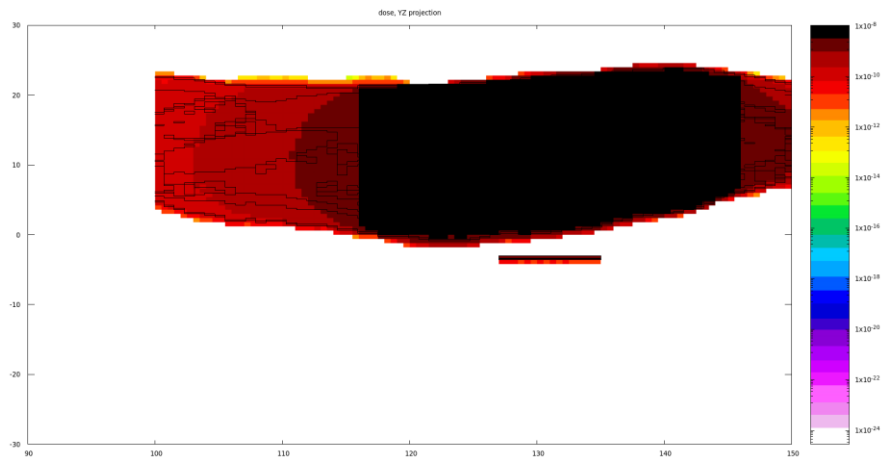
Z: 116 .. 146



XY projection

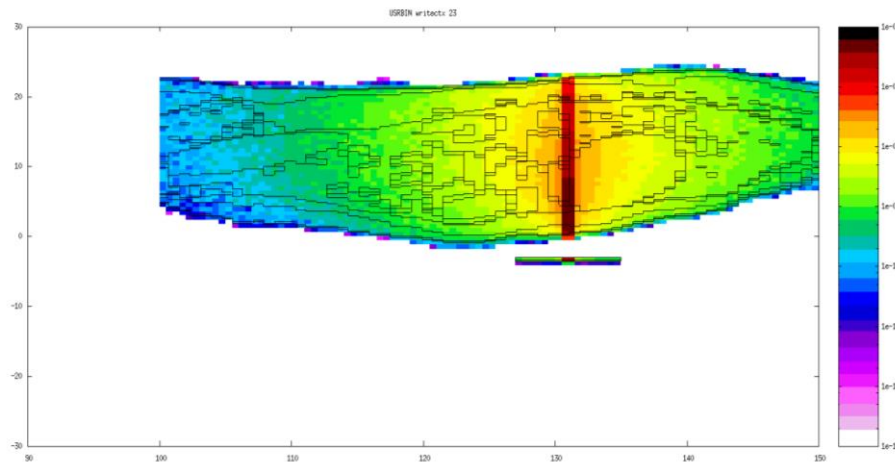


XZ projection



simplified model of the beam

YZ projection



thresholds were set by EMFCUT:

dose:

transport thresholds in all regions

for electrons were  $1\text{E}^{-5}$  GeV (10 keV),

for gama  $1\text{E}^{-6}$  GeV (1 keV)

production thresholds in all materials the same

kerma:

transport thresholds in all regions

for electrons were 0.002 GeV ( 2 MeV)

for gama  $1\text{E}^{-6}$  GeV (1 keV)

production thresholds in all materials the same

Dose per region (back glass) :

dose (GeV/g) in glass

fluence (particle/cm<sup>2</sup>) in vacuum

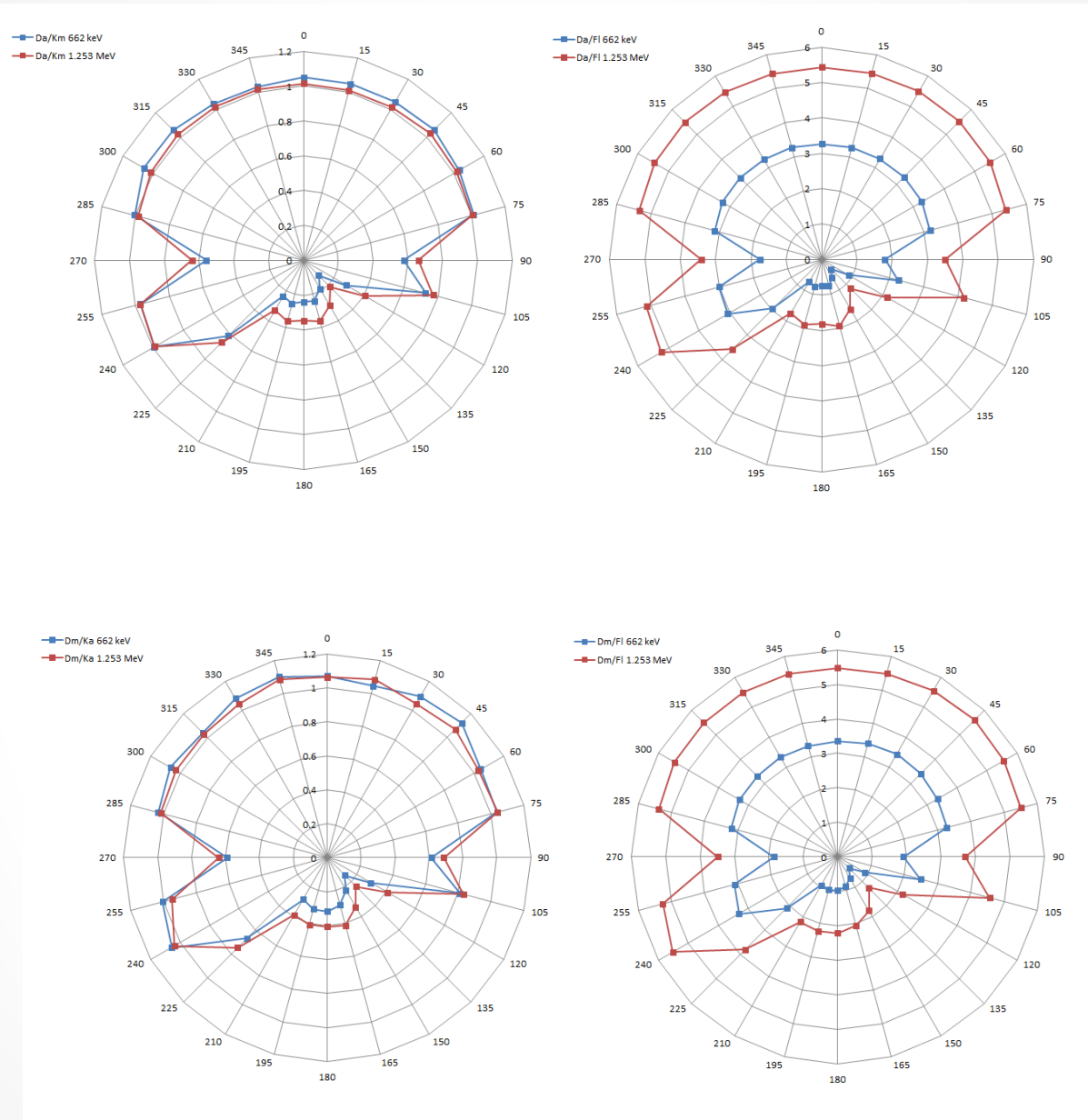
kerma (GeV/g) in air

evaluated ratios:

Dose per fluence: (Gy.cm<sup>2</sup>) ... dose multiplied by a factor of  
1.602176462E-7

and

dose per kerma: (Gy/Gy)



Geometry	Energy (MeV)	$D_m/K_{a(ROT)}$ (Gy/Gy)	$D_m/F_{l(ROT)}$ (pGy·cm <sup>2</sup> )
ROT	0.662	0.727±0.003	2.269±0.001
ROT	1.253	0.757±0.003	4.055±0.002

**Table 4A.**  $D_m/K_{a(ROT)}$  and  $D_m/F_{l(ROT)}$  in back display glass placed on the chest of reference voxel man phantom, rotational geometry, simplified model

Geometry	Energy (MeV)	$D_m/K_{a(ROT)}$ (Gy/Gy)	$D_m/F_{l(ROT)}$ (pGy·cm <sup>2</sup> )
ROT	0.662	0.764±0.008	2.390±0.006
ROT	1.253	0.793±0.008	4.201±0.010

**Table 4B.**  $D_m/K_{a(ROT)}$  and  $D_m/F_{l(ROT)}$  in back display glass placed on the chest of the reference voxel man phantom, rotational geometry

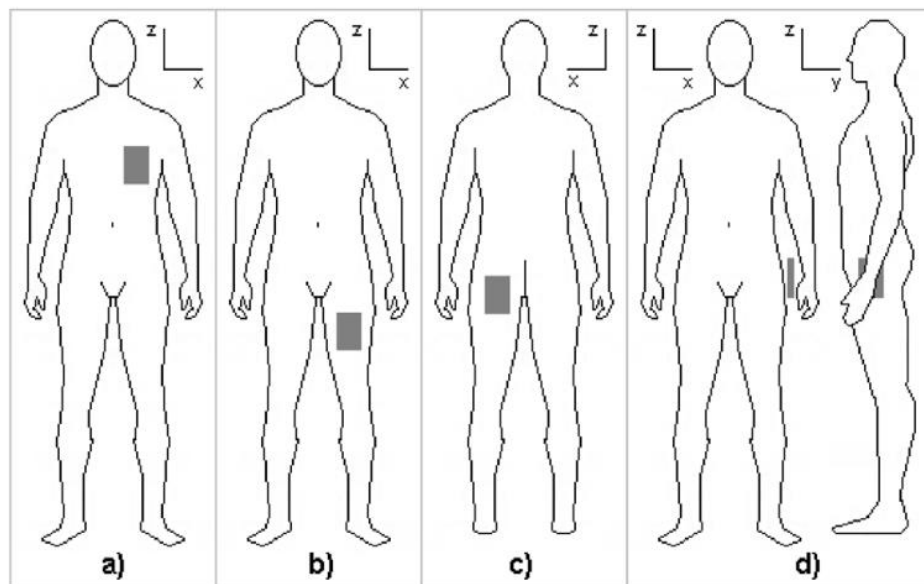


**Fig. 1: Experimental setup.**

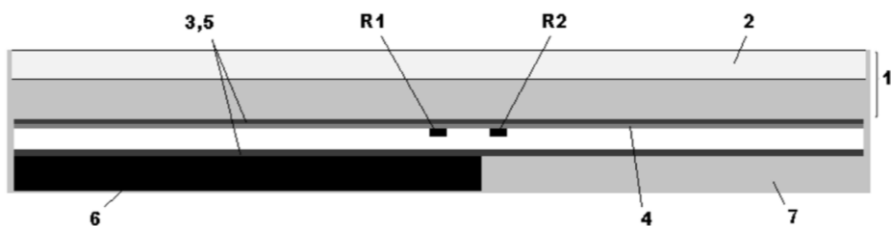


geometry	Experimental data			Computed data	
	reference $K_a$ [Gy]	$D_a/K_a$	$D_a/D_b$	$D_a/K_a$	$D_a/D_b$
AP	0.7	1.00	1.05	1.07	1.11
	2	1.11	1.15		
	4	0.86	0.89		
ROT	0.7	0.74	0.95	0.76	0.97
	2	0.81	1.04		

Table 1: Experimental results in the form of ratios to the applied reference air kerma values are shown in the third column. These values were compared with whole body doses taken from [2], which is shown in the fourth column. The last two columns contain the corresponding results obtained from simulations.

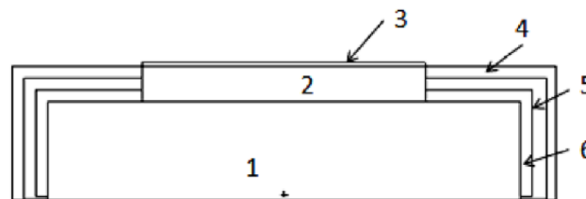


**Figure 6.** Illustration of the approximate locations of the phones (grey rectangles) in the four geometries of interest: (a) Chest, (b) Leg, (c) Back and (d) Hip.



**Figure 1.** Side view of a simulated mobile phone consisting of (1) front and (7) back plastic case, (2) glass screen, (3, 5) aluminium covers, (4) circuit board, (6) battery, and two resistor components with  $Al_2O_3$  substrates (R1 and R2).

	thick (mm)	width (mm)	length (mm)
glass	1	100	80
plastic	3	100	80
aluminium	0.5	100	80
board	0.5	100	80
aluminium	0.5	100	80
plastic	4	100	80



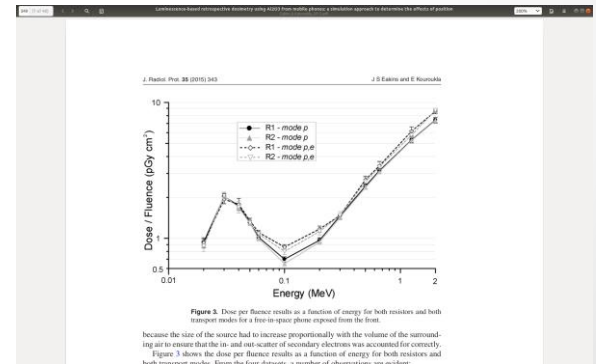
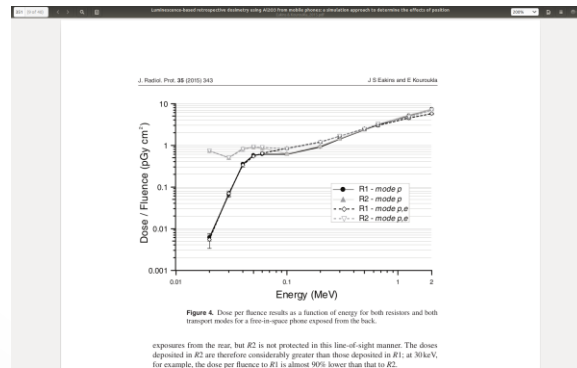
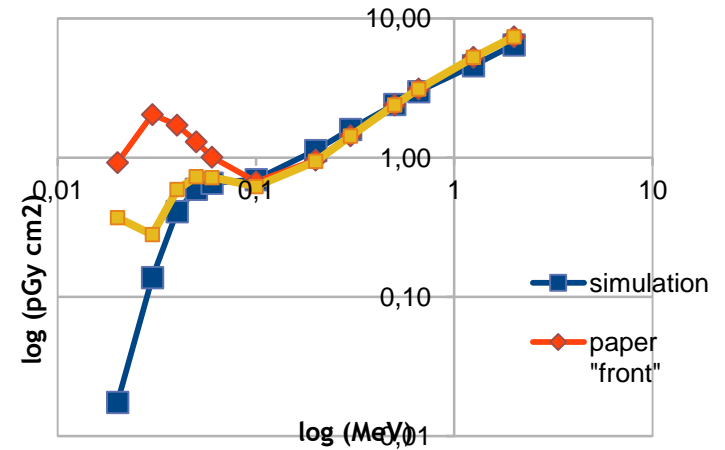
**Figure 2.** Model of a '0805' type SMR. The material compositions of parts 1–6 are explained in table 1.

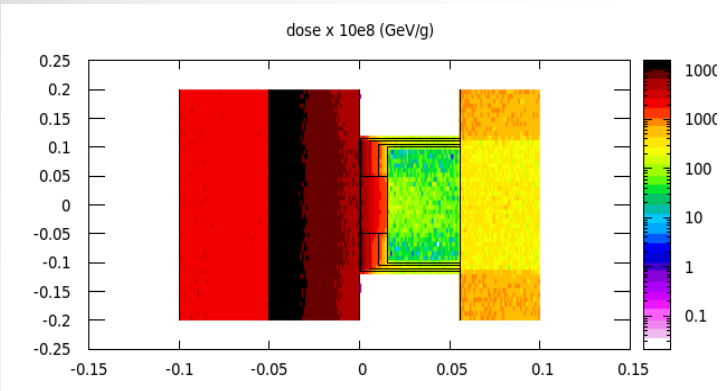
**Table 1.** Dimensions and material compositions of the various parts of an SMR.

Resistor part	Dimensions (cm)			Material
	Length	Width	Thickness	
1. Ceramic substrate	0.2	0.125	0.04	Alumina ( $Al_2O_3$ )
2. Resistive element	0.1	0.125	0.015	Ruthenium oxide ( $RuO_2$ )
3. Insulating coating	0.1	0.125	0.0005	Epoxy
4. Outer termination	0.06	0.125	0.005	Tin-Silver (Sn-Ag)
5. Middle termination	0.06	0.125	0.005	Nickel (Ni)
6. Inner termination	0.06	0.125	0.005	Palladium-Silver (Pd-Ag)

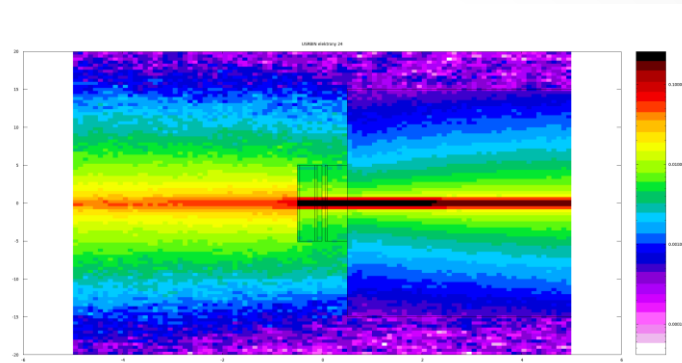
Area no. 1:  
 $Al_2O_3$  - OSL/TL

MeV	Dose (GeV/g)	Fluence (particle/cm <sup>2</sup> )	pGy cm <sup>2</sup> (simulation)	pGy cm <sup>2</sup> (paper „front“)
0.02	1.13E-7 (1.0%)	1.04 (0.1%)	1.75	9.20
0.03	8.93E-7 (1.0%)	1.04 (0.1%)	1.41	2.04
0.04	2.66E-6 (0.7%)	1.04 (0.1%)	4.28	1.71
0.05	3.86E-6 (1.0%)	1.04 (0.1%)	5.95	1.30
0.06	4.26E-6 (0.7%)	1.04 (0.1%)	6.66	1.01
0.1	4.53E-6 (1.0%)	1.04 (0.1%)	6.98	6.70
0.2	7.32E-6 (1.0%)	1.04 (0.1%)	1.14	9.60
0.3	1.04E-5 (0.8%)	1.04 (0.1%)	1.60	1.44
0.5	1.57E-5 (0.9%)	1.04 (0.1%)	2.42	2.39
0.66	1.94E-5 (1.0%)	1.04 (0.1%)	2.99	3.11
1.25	2.98E-5 (0.8%)	1.04 (0.1%)	4.59	5.27
2	4.16E-5 (0.7%)	1.04 (0.1%)	6.41	7.39



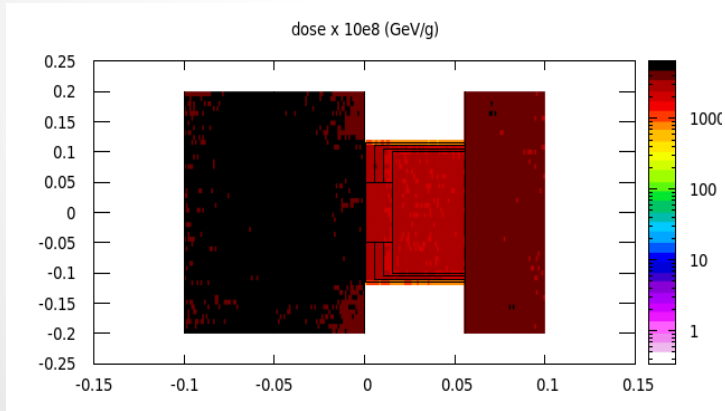


30 keV: dose  $8.93 \times 10^{-7}$  GeV/g

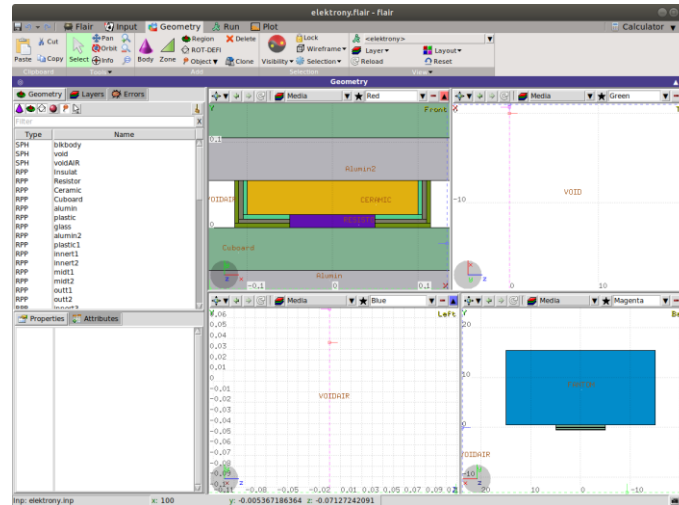


Source:  $E=300$  keV  $\Delta X, \Delta Y = 1$  cm

- 0.1
- 0.01
- 0.001
- 0.0001



2 MeV: dose  $4.16 \times 10^{-5}$  GeV/g



water phantom in air, AP orientation, out (board replaced by= plastic)  
 resistor volume 0.001 cm<sup>3</sup>

MeV	Dose (GeV.cm <sup>3</sup> /g)	Fluence (particle.cm <sup>3</sup> /cm <sup>2</sup> )	pGy cm <sup>2</sup> (simulation)	pGy cm <sup>2</sup> (paper)
0.05	5.21E-09 (0.6%)	1.01E-03 (0.1%)	0.82	1.39
0.1	4.80E-09 (0.8%)	1.02E-03 (0.1%)	7.52	9.60
0.2	7.23E-09 (0.7%)	1.02E-03 (0.1%)	1.13	1.28
0.3	1.03E-08 (0.9%)	1.03E-03 (0.1%)	1.60	1.73
0.662	1.92E-08 (1.0%)	1.03E-03(0.1%)	2.98	3.37
1.253	2.99E-08 (1.0%)	1.03E-03(0.1%)	4.67	5.50

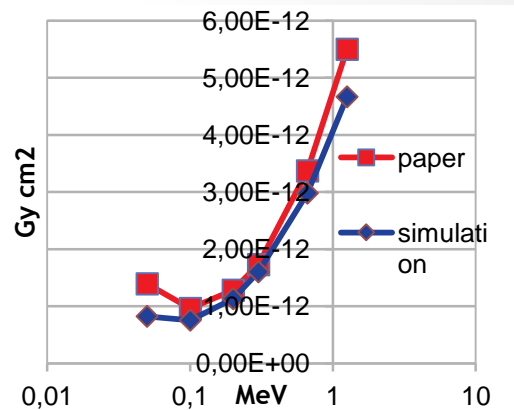


Table 2. Board - composition (2)

	Weight ratio %	Density g/cm <sup>3</sup>	Metal: 63 %
<b>Metal</b>	63 (59.34)	5.83	Cu -20% (12.6%)
<b>Ceramics</b>	24 (24)	3.72	Fe - 8% (5.04%)
<b>Polymer</b>	13 (16.66)	1.17	Zn - 2% (1.26%)

(2) Yamane LH, Morales, VT, Espinosa DCR, Tenorio JAS , Waste Manag. 31 (2011) 2553-8