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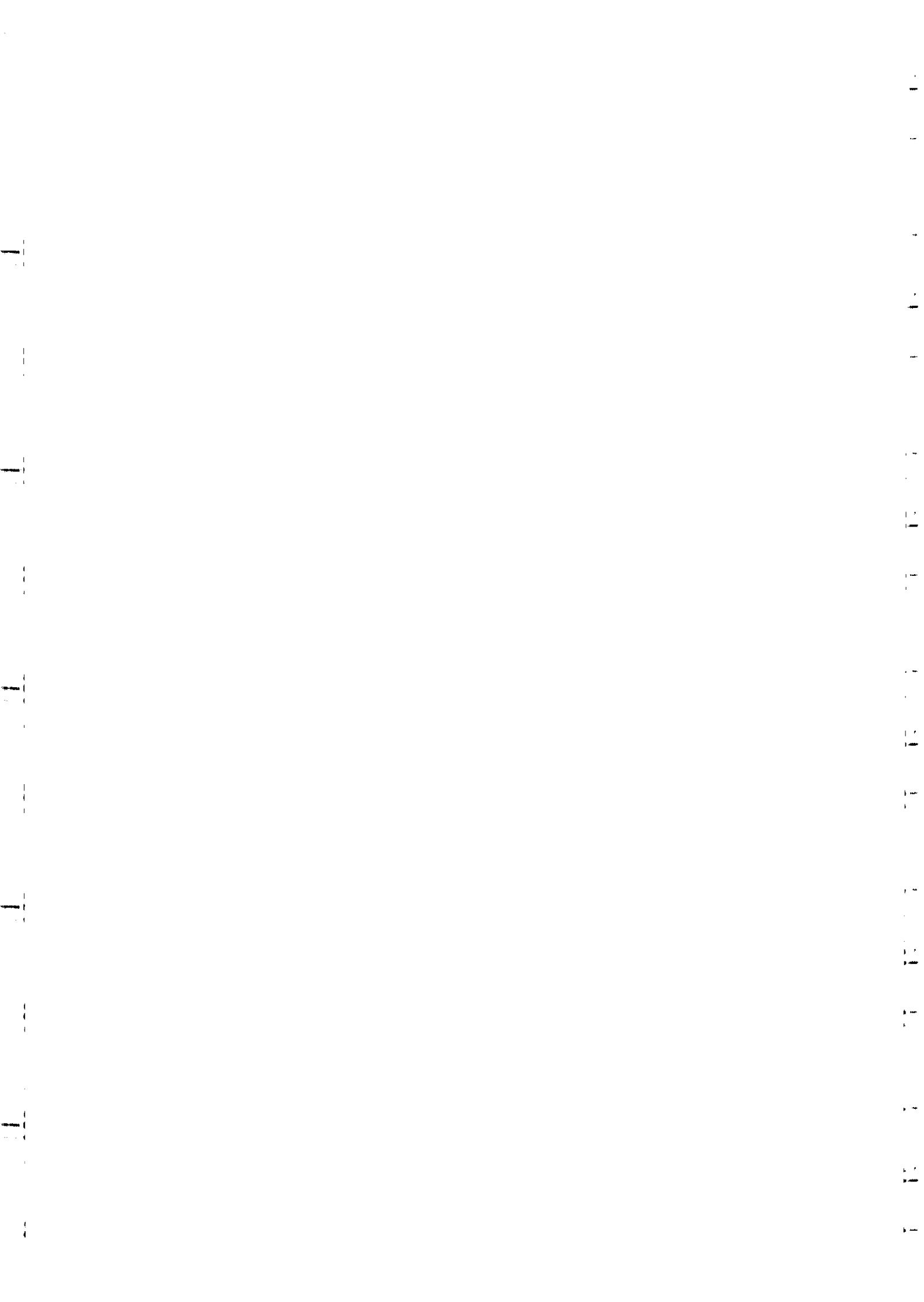
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**COLLEGE ON MEDICAL PHYSICS
AND
WORKSHOP ON
NUCLEAR DATA FOR SCIENCE AND TECHNOLOGY:
MEDICAL APPLICATIONS
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"The EGS4 System for Radiation Transport"

**C.-M. Charlie MA
Stanford University
School of Medicine
Radiation Oncology Department
Stanford, CA 94305-5304
U.S.A.**

These are preliminary lecture notes, intended only for distribution to participants



The EGS4 System for Radiation Transport

C.-M. Charlie Ma

Radiation Oncology Department
Stanford University School of Medicine
Stanford, CA 94305-5304

cma@reyes.stanford.edu
Tel: (650) 723-5591
Fax: (650) 498-4015

OUTLINE

- History of the EGS4 system
- An overview of the EGS4 system
- Basic aspects of the M-C radiation transport
- Techniques for scoring quantities of interest
- Variance reduction techniques
- Implementation of the EGS4 system
- Some important EGS4 parameters
- The EGS4 user codes (the BEAM system)

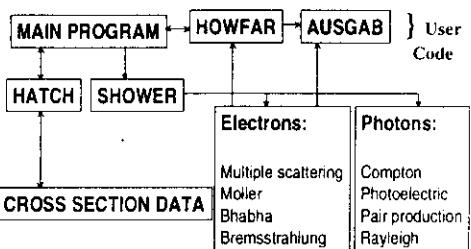
An Overview of the EGS4 system

The EGS4 system is a Monte Carlo computer simulation program package.

- PEGS4 is a standalone program to generate material cross-section and other data used for particle transport
- Other subroutines (SHOWER, etc.) can be called from a user-written program (a user code) to simulate the transport of the radiation particles
- A user code takes care of the simulation geometry, scoring quantities and data analysis

ELECTRON GAMMA SHOWER

(Stanford Linear Accelerator Center)



Basic aspects of the EGS4 Monte Carlo radiation transport

• Particle transport

$$N_\lambda = S/\lambda_{ave}, \quad N_\lambda = -\ln R, \quad S = -\lambda_{ave} \ln R$$

• Particle interaction

$$F(k) = (\sigma_1 + \sigma_2 + \dots + \sigma_k)/\sigma_n, \quad F(k) < R < F(k+1)$$

Random Number Generators

The linear congruential random number generators (LCRNG): $I_{n+1} = aI_n + c$ modulus 2^k

- a is the "multiplier", c is the "increment" and k is the number of bits in the integers of the computer

The multiplicative congruential random number generators (MCRNG): $I_{n+1} = aI_n$ modulus 2^k

- The RNG used in EGS4 is a = 663608941 and k = 32 with a sequence length of about 10^9

Scoring quantities of interest

The absorbed dose = $\sum E/m$

- E_i is the energy deposited by the particle i in a voxel and m is the mass of the voxel

The particle fluence = $\sum s/V$

- s_i is the track length of the particle i in a voxel and V is the volume of the voxel

Tagging a history using LATCH

Variance reduction techniques

The efficiency of a Monte Carlo calculation can be estimated by

$$\epsilon = I/(\sigma^2 T)$$

where T is the computation time to obtain a variance estimate σ^2

Photon interaction forcing

Force to interact in a phantom

$$N_\lambda = -\ln(1-R[1-e^{-M_\lambda}])$$

M_λ is the thickness of the phantom in number of mean free paths

The new weighting factor: $W' = W \{ 1 - e^{-M_\lambda} \}$

Force to interact in a region of a phantom

$$N_\lambda = M_{\lambda 1} - \ln(1-R[1-e^{-(M_{\lambda 2}-M_{\lambda 1})}])$$

$M_{\lambda 1}$ is the number of mean free paths to the near boundary of the region and $M_{\lambda 2}$ to the far boundary of the region.

The new weighting factor: $W' = W \{ e^{-M_{\lambda 1}} - e^{-M_{\lambda 2}} \}$

Exponential Transform

Bias the sampling procedure to interact in the regions of interest

$$N_\lambda = -\beta \ln R$$

$$\beta = 1/(1-C\cos\theta)$$

C is defined by the user, θ the photon angle wrt the direction of interest

The new weighting factor: $W' = W \beta e^{-N_\lambda C \cos\theta}$

$C < 0$: smaller N_λ for surface problem

$0 < C < 1$: larger N_λ for shielding problem

Electron Range rejection

Range rejection:

- Discard an electron if its residual range is smaller than the distance to the nearest boundary

Region Rejection:

- Discard an electron if its energy is smaller than the energy cutoff (ECUT) for a region, which is "far" away from the region of interest.

Correlated Sampling

Sharing same particle tracks:

- same geometry for several simulations

Sharing same random number sequence:

- different geometry for several simulations

Repeating particle tracks:

- several tracks for the same simulation (displacement, rotation, stretching)

Implementation of EGS4

Generate the PEGS4 data

- Use consistent data for the simulation

Write the main program

- Input beam and geometry data
- Call HATCH to obtain cross-section data
- Call SHOWER to generate histories
- Write HOWFAR to handle geometry and boundary crossing
- Write AUSGAB to score quantities of interest
- Analyze results and output

Some Important EGS4 Parameters

AE, AP

- Threshold energy for δ -ray and bremsstrahlung generation

ECUT, PCUT

- Energy cutoffs for electron and photon transport

ESTEPE

- Maximum fractional energy loss per electron step

TMAX

- Upper limit on electron step size (in cm)

Some EGS4 User Codes

DOSRZ

- dose calculation in cylindrical-planar geometry

FLURZ

- fluence calculation in cylindrical-planar geometry

CAVRZ

- dose calculation in cylindrical-planar geometry

DOSTMETER

- dose calculation in cylindrical-planar/rectangular geometry

The OMEGA/BEAM system

The BEAM script

- to build and compile EGS4 user codes for linac simulation

The BEAM proper and Component Modules

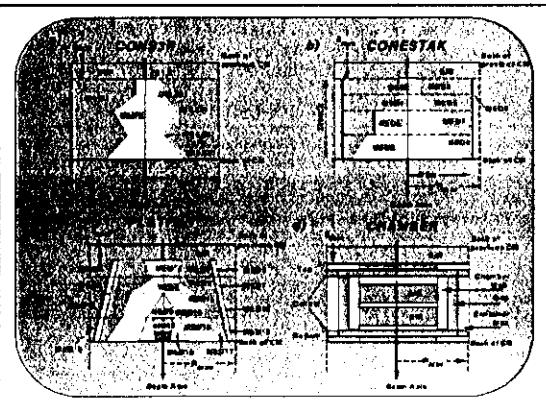
building blocks to form EGS4 user codes

DOSXYZ

- dose calculation in a 3D rectilinear geometry (CT phantom)

BEAMDP, STATDOSE, beam_gui, xyz_gui

- utility software for data in/output and analysis



OMEGA BEAM SYSTEM

NRC Canada, University of Wisconsin, Madison



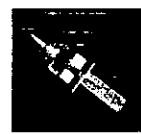
VARIAN



THERAC

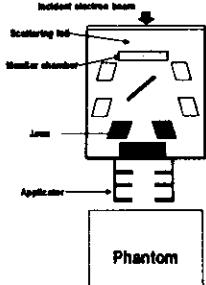


SCANDITRONIX

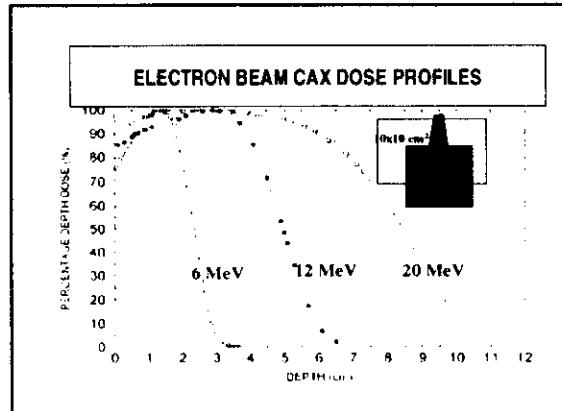


PHILIPS

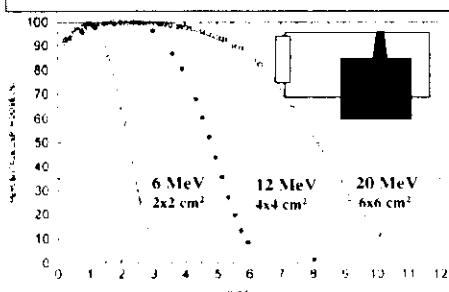
ELECTRON BEAMS



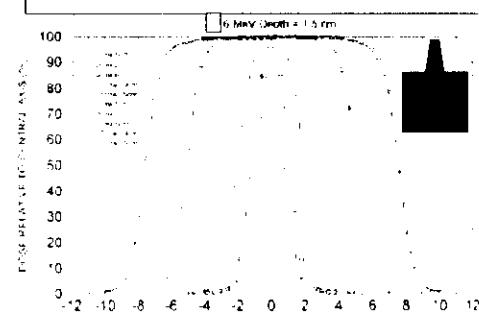
- Vendor specifications
- Start with $10 \times 10 \text{ cm}^2$ fields
- Parameters AE, AP, ESTEPE, ECUT, PCUT
- $R_{50} \rightarrow$ Mean Energy
- Phase space
- Dose calculation
- Compare with measurement
 - relative CAX dose profile
 - transverse dose profile



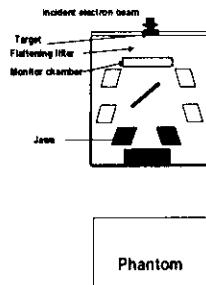
ELECTRON BEAM CAX DOSE PROFILES



ELECTRON BEAM TRANSVERSE DOSE PROFILES



PHOTON BEAMS



- Start with $10 \times 10 \text{ cm}^2$
- Vendor specifications
- Phase space
- Dose calculation
- Compare with measurement
 - relative CAX dose profile
 - transverse dose profile

PHOTON BEAM CAX DOSE PROFILES

