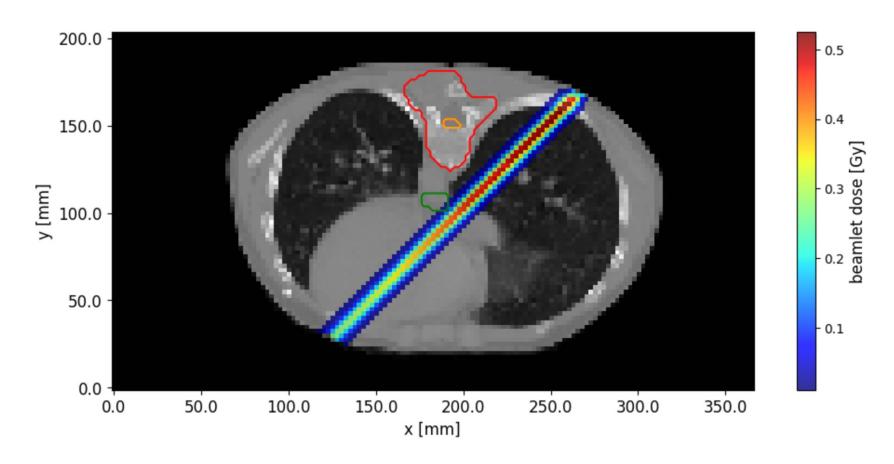


Exercise class – Ex6

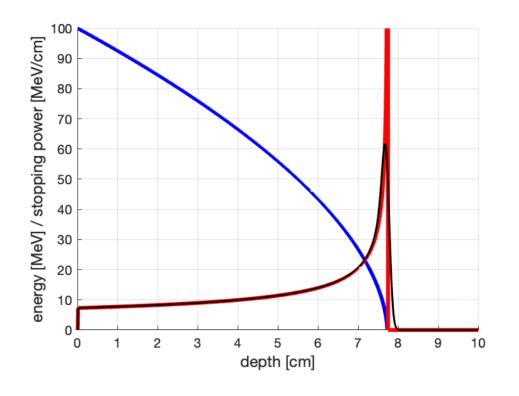
Noemi Bührer, noeminaijia.buehrer@uzh.ch

Mostly well solved, some difficulties...



Student solution for ex. 4

Bethe-Bloch equation in water



Energy E

Energy loss dE/dz

Range straggling

Any questions regarding ex.5?

Implement a proton pencil beam dose calculation algorithm!
Write a function:

calculate_proton_pencil_beam_dose(angle,energy,latpos,raddepth)

angle the angle of the incident beam,
energy the initial proton energy,
latpos the lateral position of the beam's central axis relative to the isocenter,
raddepth the radiological depth matrix for that beam angle.

We've seen in the lecture that:

$$D(x, y, z) = D_0(z_{rad}(z), E_0) \frac{1}{2\pi\sigma^2(z_{rad}(z), E_0)} \exp\left(-\frac{x^2 + y^2}{2\sigma^2(z_{rad}(z), E_0)}\right)$$

 $D_0(z, E_0)$: depth dose curve in water

 $\sigma(z, E_0)$: width of the beam

→ dose defined by radiological depth and x-coordinate!

The beam width $\sigma(z, E_0)$ and the depth dose curve $D_0(z, E_0)$ in water are provided in *protondosedata.zip*.

pbmcs32.0.dat $\boldsymbol{D_0}$ σ pbmcs40.2.dat pbmcs47.3.dat 0.0000 3256.1840 7.0915 pbmcs53.6.dat 0.9000 3288.4143 7.0960 pbmcs59.4.dat 7.1007 1.9000 3314.3708 pbmcs64.8.dat 2.9000 3328.1217 7.1058 Dose distributions for pbmcs69.8.dat 3370.2122 7.1110 3.9000 different initial energies pbmcs74.6.dat 4.9000 3397.0884 7.1165 5.9000 3421.5304 7.1222 pbmcs79.2.dat 3461.6003 7.1282 6.9000 pbmcs83.5.dat 7.9000 3500.1658 7.1343 pbmcs87.7.dat 8.9000 3539.5519 7.1406 pbmcs91.8.dat 9.9000 3574.5618 7.1471 pbmcs95.7.dat pbmcs99.5.dat **Depth in mm**

edata.dat : available proton energies

rdata.dat : corresponding ranges

Same steps as in ex. 4:

- 1. Calculate radiological depth matrix
- 2. Compute the distance to the beam central axis
- 3. Compute dose with radiological depth and lateral distance
 - \rightarrow additionally extract D_0 and σ of the corresponding depth and E_0

Remark: it is sufficient to calculate the dose to the centre of the voxel!

Exercise 6 – What we expect!

