

Enhanced Extremity Dosimetry in Nuclear Medicine through Advanced Monte Carlo Simulations

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Abstract

Nuclear medicine is a clinical discipline characterized by the use of radiopharmaceuticals with high activities, resulting in significant occupational exposure to the extremities of personnel involved in the preparation and administration of radionuclides. Current extremity dosimetry methods, based on ring and wrist dosimeters, exhibit limited capability to reliably assessing the equivalent skin dose $H_p(0.07)$. This limitation arises primarily from their energy and angular dependence, as well as the inability to determine the actual location of the maximum dose on the skin surface. Consequently, these methods frequently lead to systematic underestimation of exposure, particularly in situations where the highest doses occur at the fingertips rather than at the standard dosimeter placement sites.

To address these limitations, a prototype extremity dosimetry system has been developed, integrating advanced Monte Carlo simulations, computer vision techniques and artificial intelligence algorithms. The system enables three-dimensional tracking of hand movements during radiopharmaceutical preparation and

administration, followed by automated reconstruction of the exposure geometry. This approach allows for the generation of spatially resolved $H_p(0.07)$ dose maps that incorporate both the energy and angular distribution of the radiation field. Preliminary results demonstrate the feasibility of identifying high-dose regions and determining maximum doses within a 1 cm² area, in accordance with regulatory skin dose limits.

The ongoing project includes the development of high-fidelity digital twins of clinical procedures, the integration of Monte Carlo methods with AI-based optimisation, and the validation of the system under real clinical conditions using physical dosimeters. The ultimate objective is to establish a tool capable of providing rapid, individualized extremity dose assessments, thereby supporting radiological protection optimisation, improving clinical practice and enhancing staff training in accordance with the ALARA principle.

Key words: extremity dosimetry, $H_p(0.07)$, nuclear medicine, Monte Carlo simulations, artificial intelligence, computer vision, digital twin, radiation protection, ALARA

Introduction

Nuclear Medicine (NM) is a modality that has been tremendously helpful in the field of medicine. The combination of radioisotopes and biologically active molecules in what is known as radiolabelling, this specialty diagnoses and treats a wide range of diseases from malignant to benign conditions. However, with use of such radionuclides comes serious radiation protection

considerations such as adequate exposure monitoring of the staff handling the radionuclides either in the preparation from the hot labs or in the administration to the patients. Even with protective personal equipment (PPE), the hands are in close proximity to a source of radiation typically in the range of a few thousands megabecquerels^{1,2}, putting them at risk of receiving doses to the skin of their hands that exceeds the recommended limit of 500 mSv per year as some studies have shown. Current

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methods of estimating doses to the extremities based on single point measurements with ring or wrist dosimeter have shown to really underestimate the doses that staff in nuclear medicine departments receive due to the inherent limitations of such traditional passive dosimeters. Prominent amongst them is the energy and angular dependence, and the fact that the position of the maximum dose is not known in advance. In most cases the dosimeter is worn on the base of the finger whereas the fingertip has been shown to receive the highest amount of doses in most cases. The dose estimation might be even more inaccurate when using wrist dosimeter.

Material and Methods

A more comprehensive approach to solve the limitations of conventional extremity dosimeters is the use of advanced computational methods since it has the potential to overcome the limitations of conventional methods. This could be done with the use of advanced Monte Carlo simulations, 3-D camera tracking, computer vision and artificial intelligence (AI). A first prototype of this method of extremity dosimetry using computational methods has been developed with preliminary results already demonstrating the feasibility. The system developed was able to track the hands of a nuclear medicine worker during the preparation and dispensing of a radiopharmaceutical using a 3-D camera. The position of the hands and source are obtained from the video feed, with detection algorithms detecting the hands and source of radiation (syringe). The results are then passed onto an animation software that generates the geometry needed to run Monte Carlo simulations generating 3-D dose maps of the dose distribution to the hands of the worker. This computational system can take into account the energy and the angular distribution of the source and would allow 3-D dose maps to indicate which regions of the hands have hot spots. It can look for the maximum dose in a 1cm² surface to compare with the dose limits. The goal would be to obtain a similar or even better accuracy than passive dosimeters, which cannot do better than a factor of 2 for such point measurements. It could even be envisaged to go towards real time dose estimations or active dose monitoring. This would help in training nuclear medicine staff and would help implementing the ALARA principle. Some validation exercises were conducted and it showed that there are a still number of limitations present that need improving upon as well as some additions^{3,4}.

Preliminary Results, Further Work, and System Development

The scope of the current project being undertaken first task will be to develop precise digital twins of clinical procedures, incorporating staff hand movements and source manipulations using advanced computer vision. AI algorithms and MC methods will then be combined to optimize simulation parameters,

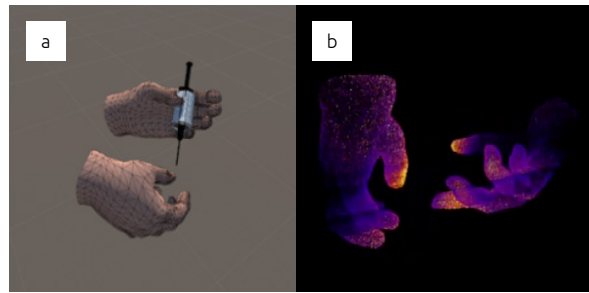


Fig. 1. Preliminary results from prototype developed: a) 3D model deformation. b) Dose assessment and visualization from Monte Carlo Simulation³

enabling real-time dose estimation with reduced computational demands. Followed by the creation of an AI-driven system to detect radiological spills and contamination using input from environmental radiation monitors. Then finally, rigorous benchmarking will be conducted through MC simulations of realistic clinical scenarios, and validation of the methodologies against measurements from physical dosimeters during actual clinical practices for a range of radionuclides used in NM.

Conclusions

The end goal is to provide rapid, individualized extremity and skin dose estimates for nuclear medicine staff, improving dosimetry accuracy and providing an additional functionality for optimisation and training. In conclusion, with the current limitations of traditional dosimetry methods and the new possibilities offered by the methods integrating Monte Carlo simulations, artificial intelligence and computer vision technologies, the fusion of both passive with computational approaches is our best bet to improving extremity dosimetry in nuclear medicine.

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