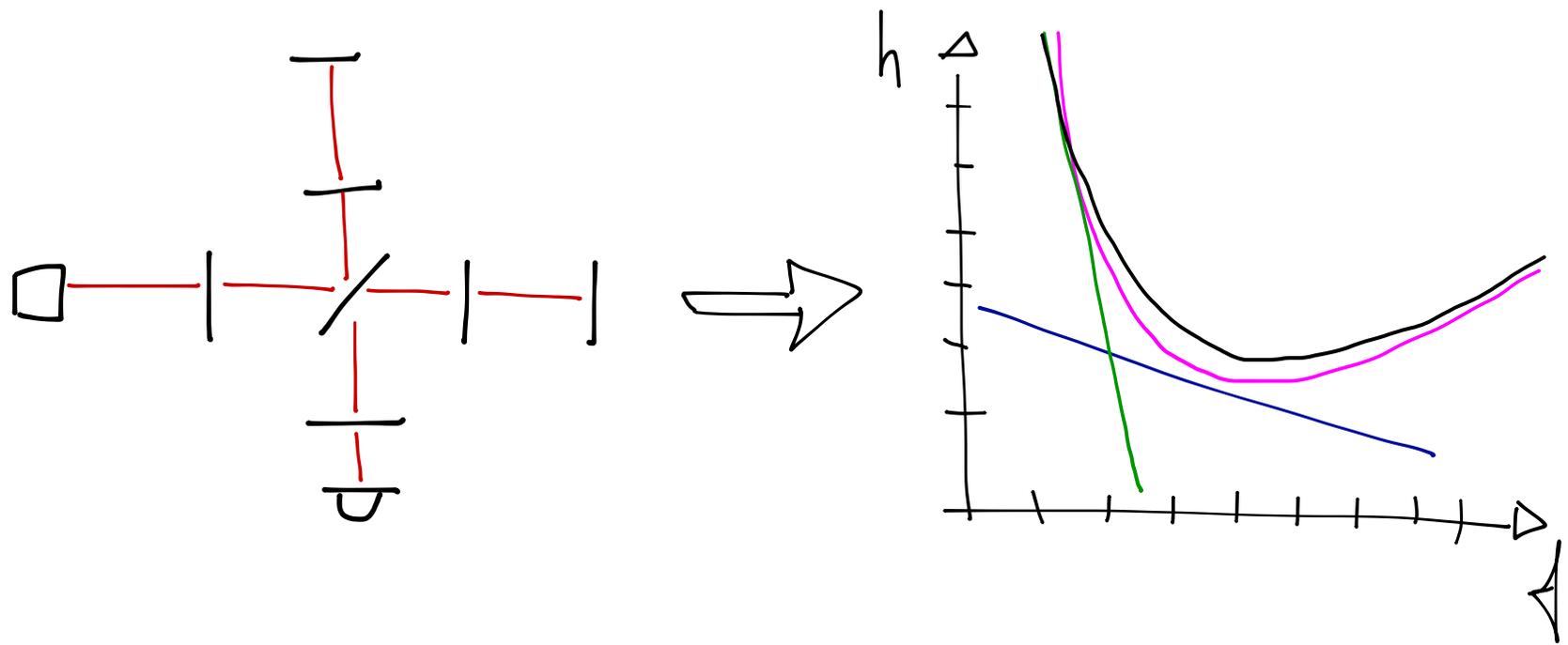


7 QUANTUM NOISE + OPTICAL LAYOUT



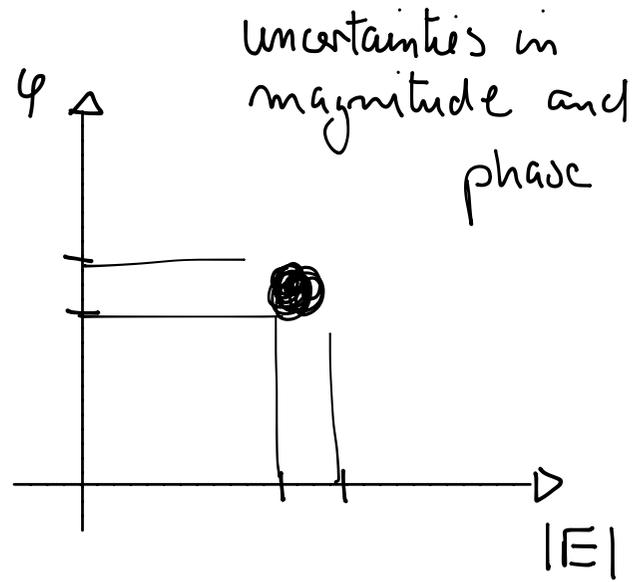
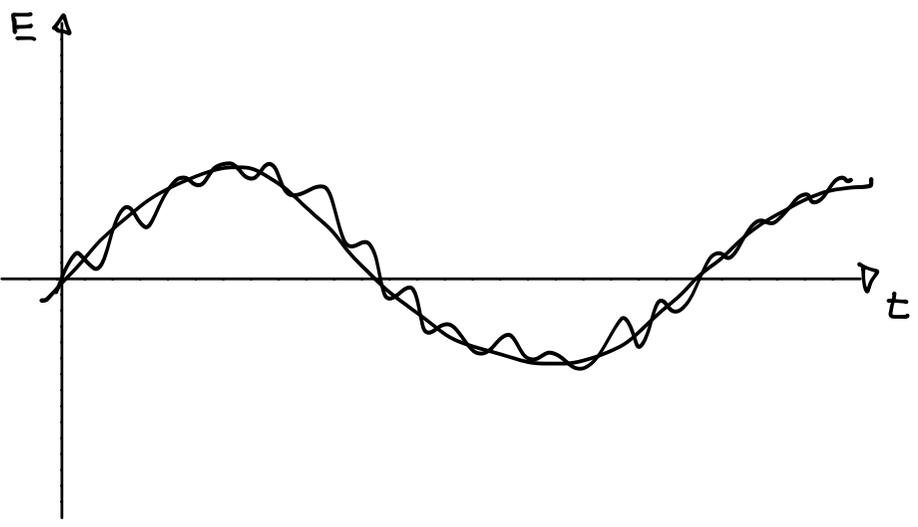
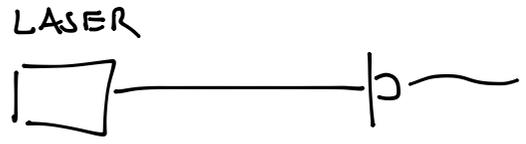
This session:

- The optical layout of Advanced LIGO
- The reason for the addition of extra components (quantum noise)

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Quantum noise

A perfect laser

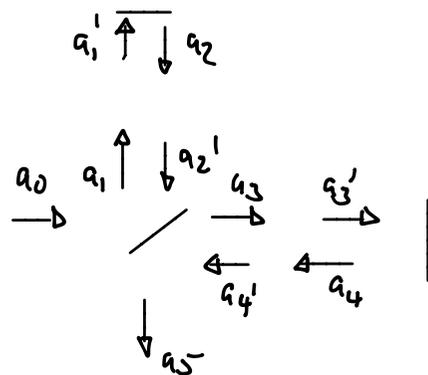


PSD of quantum noise

$$S_q = 2P_0 \hbar \omega_0$$

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GW signal strength in Ruckelshon output



$$a_1' = \sqrt{\frac{1}{2}} e^{-ikL_1} a_0$$

$$a_2 = a_1' (1 + im \cos(\omega_m t))$$

$$a_2' = \sqrt{\frac{1}{2}} a_0 e^{-i2kL_1} (1 + im \cos(\omega_m t))$$

$$a_4' = -i \sqrt{\frac{1}{2}} a_0 e^{-i2kL_2} (1 - im \cos(\omega_m t))$$

GW is differential like ΔL

$$\begin{aligned}
 a_5 &= \sqrt{\frac{1}{2}} (i a_2' + a_4') = \frac{1}{2} i a_0 e^{-i2kL} \left(e^{-i2k\Delta L} (1 + im \cos()) + e^{i2k\Delta L} (1 - im \cos()) \right) \\
 &= i a_0 e^{-i2kL} \left(\cos(2k\Delta L) + \frac{i}{2} m \cos() \underbrace{\left(e^{-i2k\Delta L} - e^{i2k\Delta L} \right)}_{-2i \sin(2k\Delta L)} \right) \\
 &= i a_0 e^{-i2kL} \cos(2k\Delta L) + a_0 m e^{-i2kL} \sin(2k\Delta L) \cos(\omega_m t)
 \end{aligned}$$

Usually we now do P_5 to compute the signal, but for quantum noise we better look a bit closer.

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Signal and local oscillator

at dark fringe, $\cos(2k\Delta L) = 0$

$$\Rightarrow a_s = a_0 m e^{-i2k\bar{L}} \cos(\omega_m t)$$

$$P_s = P_0 m^2 \cos^2(\omega_m t) \Rightarrow \text{No signal at } \omega_m$$

We add a 'local oscillator' a_{LO} :

$$a_s = a_{LO} + a_0 m e^{-i2k\bar{L}} \cos(\omega_m t)$$

$$P_s = P_{LO} + \boxed{\text{Re}\{a_{LO} a_0^* e^{-i2k\bar{L}}\} \cdot m \cdot \cos(\omega_m t)}$$

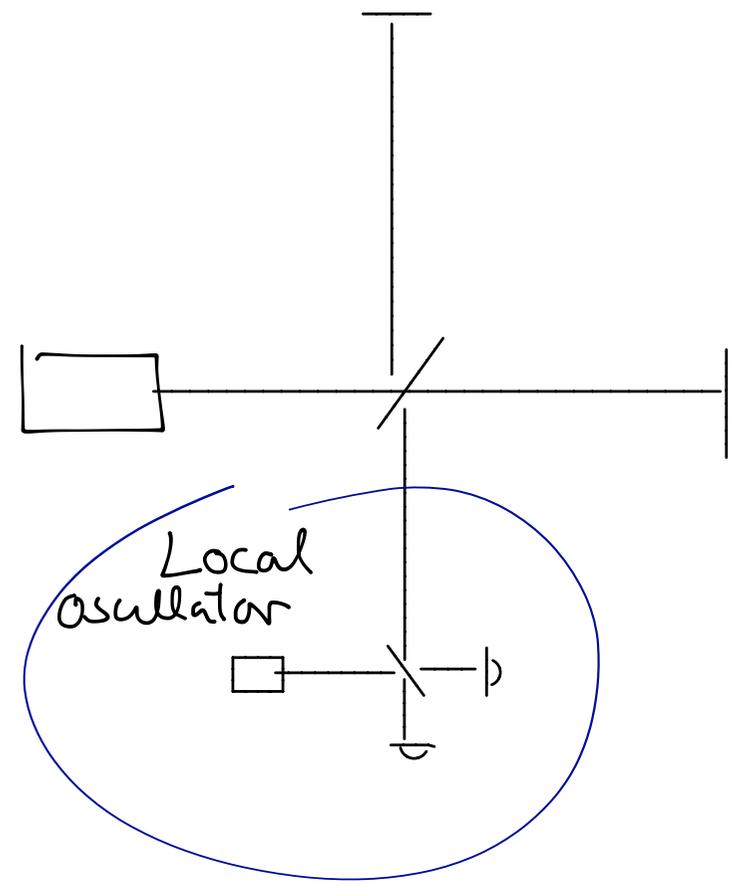
$$+ P_0 m^2 \cos^2(\omega_m t)$$

$$\sim a_{LO} a_0 m \cdot \cos(\omega_m t)$$

Quantum noise : extra modulation at the output

$$a_s = a_{LO} + a_0 m e^{-i2k\bar{L}} \cos(\omega_m t) + n \cos(\omega_m t)$$

$$\Rightarrow P_s(\omega_m) \sim a_{LO} a_0 m \cos(\omega_m t) + a_{LO} n \cos(\omega_m t)$$



$$P_S(\omega_m) \sim a_{LO} a_0 m \cos(\omega_m t) + a_{LO} n \cos(\omega_m t)$$

↑
↑
↑

GW amplitude
fixed by Nature

Laser power!

To be precise: $\sqrt{P_A}$ with P_A the power at the moment of modulation i.e. the power in the arm!

Conclusion: the win over quantum noise we have to improve power in the arms.

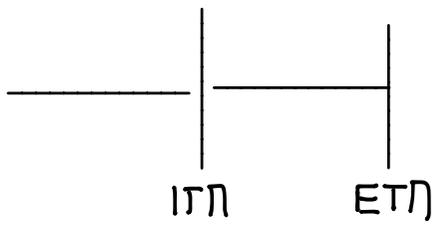
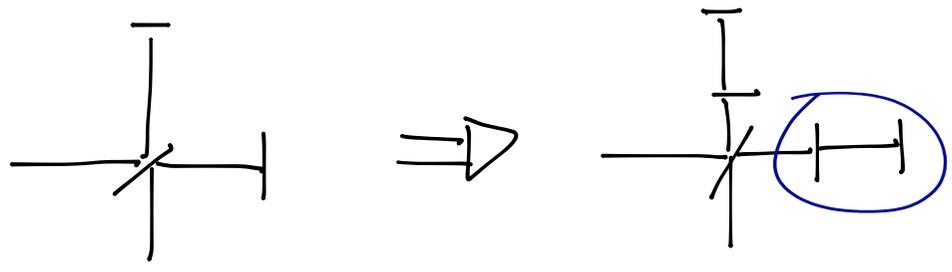
Signal to quantum noise increases by \sqrt{P}

Note this covers only 'shot noise' and not 'radiation pressure noise' or any complicated quantum noise reduction scheme, but is sufficient to explain the Advanced LIGO optical layout.

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Increasing the power

- 0. bigger laser ! ☺
- 1. arm cavities



$$R_{ETM} \approx 1$$

$$R_{ITM} = 0.986, T_{ITM} = 0.014$$

$$\text{Power increase} \approx \frac{4}{T_{ITM}} \approx 300$$

ITM : Input test mass
 ETM : End test mass

Why not more? I.e. Why not $T = 0.00001$?

⇒ Technical difficulties in making and operating such a high finesse cavity.

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More power through recycling!

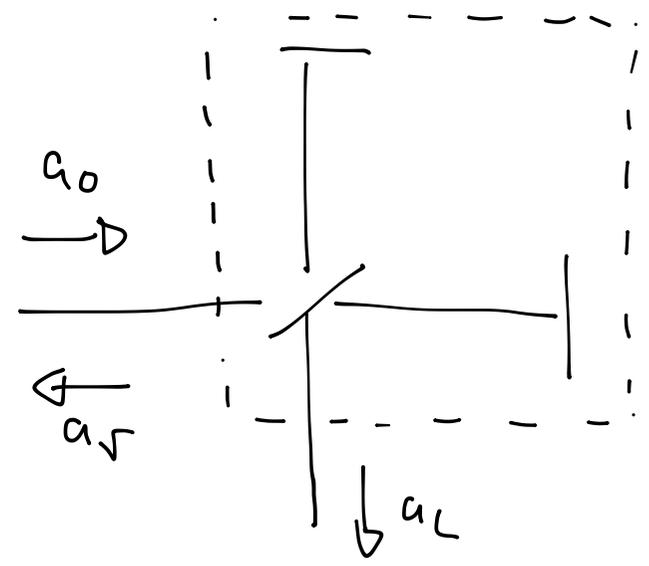
$$a_t = i a_0 e^{-i2kL} \cos(2k\Delta L)$$

$$a_r = -a_0 e^{-ik2L} \sin(2k\Delta L)$$

Define $r_{\pi} = \frac{a_r}{a_0}$

$\Rightarrow R_{\pi} = \sin^2(2k\Delta L)$. At dark fringe $2k\Delta L = \frac{\pi}{2} \Rightarrow \sin^2(\) = 1$

$\Rightarrow R_{\pi} = 1$ all power is reflected back to the laser!

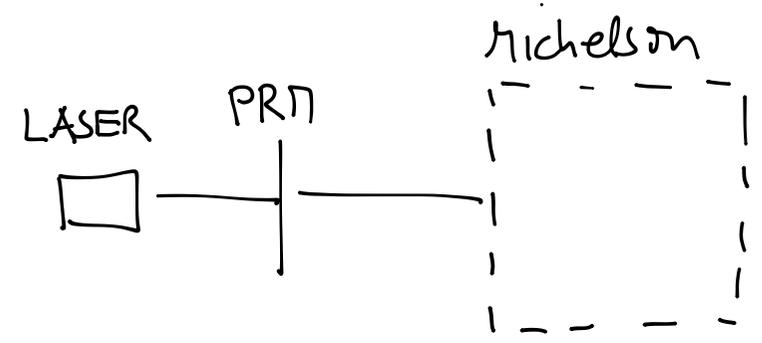


Lets make another cavity!

PRM: Power Recycling Mirror

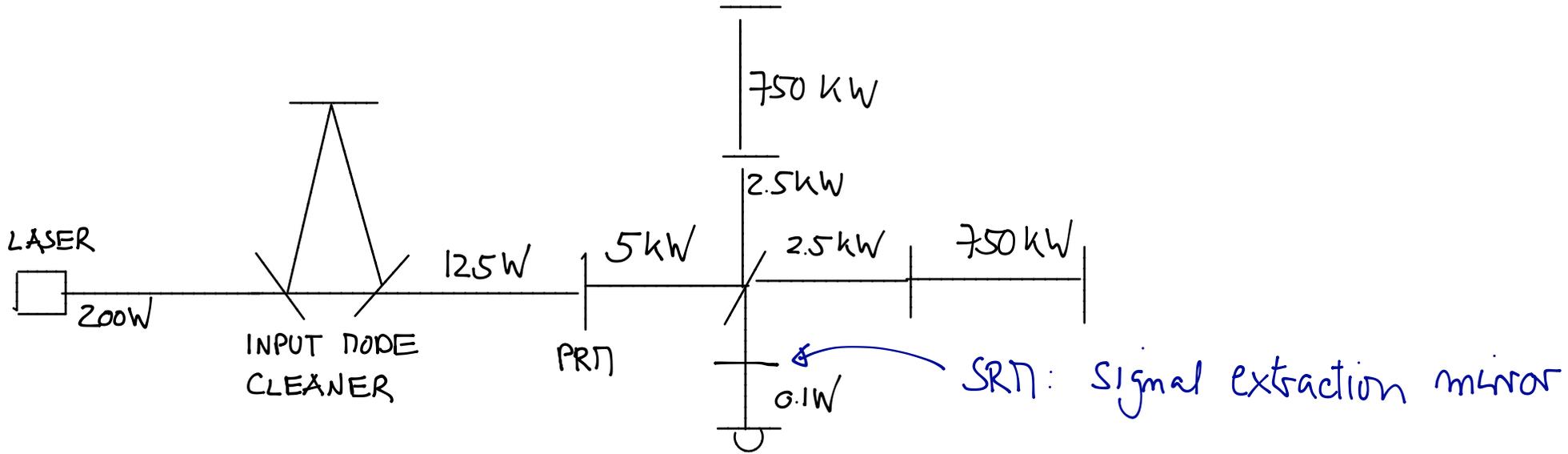
$T_{PRM} \sim 0.1$

Power increase $\sim \frac{4}{1} = 40$



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Light powers in UGO



Signal to noise improvement is $\sqrt{\frac{750k}{125}} \approx 80$

Summary:

- Why high power? Quantum noise!
 - Arm cavity power increase ~ 300
 - Power recycling: increase ~ 40 , requires dark fringe
- Signal-to-quantum noise $\sim \sqrt{P}$