

Squeezed Light Techniques for Gravitational Wave Detection

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LIGO seminar at Caltech

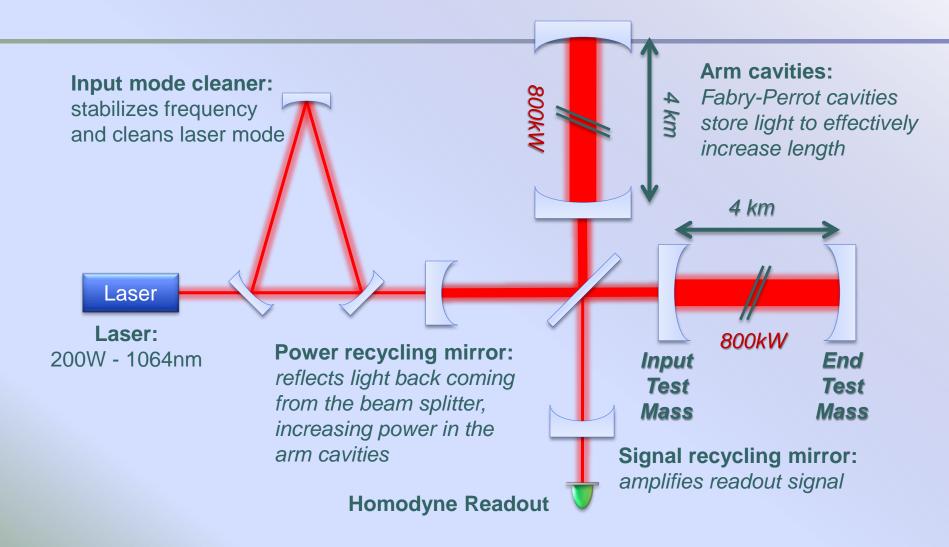


Abstract

Several kilometer long interferometers have been built over the past decade to search for gravitational waves of astrophysical origins. For the next generation detectors intracavity powers of several 100 kW are envisioned. The injection of squeezed light, a specially prepared quantum state, has the potential to further increase the sensitivity of these detectors. The technology behind squeezed light production has taken impressive steps forward in recent years. As a result a series of experiments is underway to prove the effectiveness of squeezed light and to make quantum technology a valid upgrade path for gravitational wave detectors.

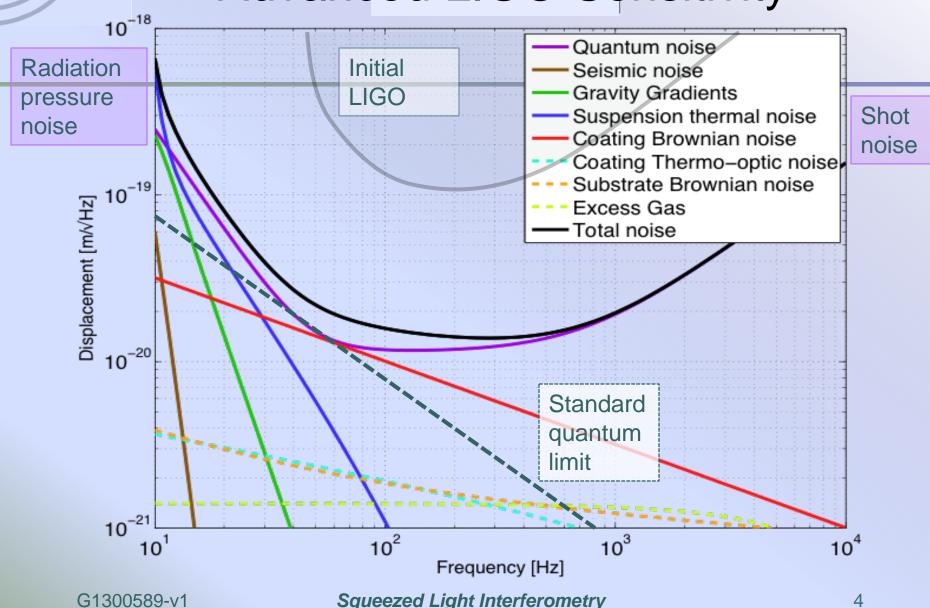


The Advanced LIGO Detector



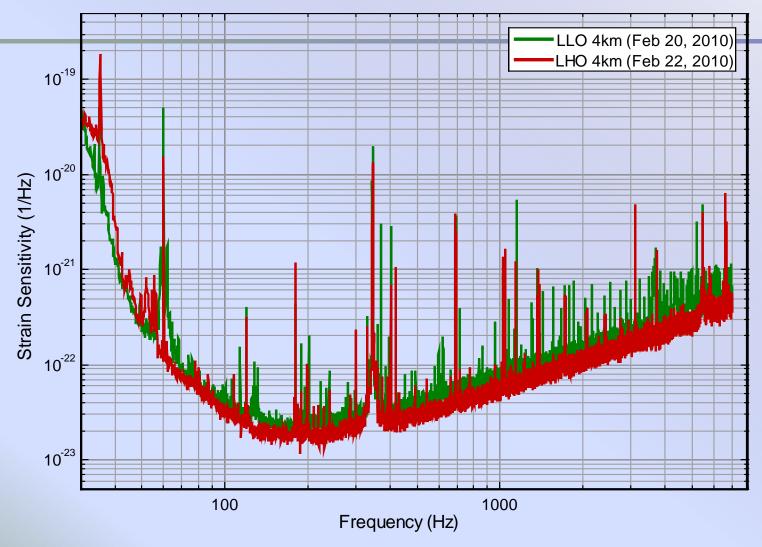


Advanced LIGO Sensitivity



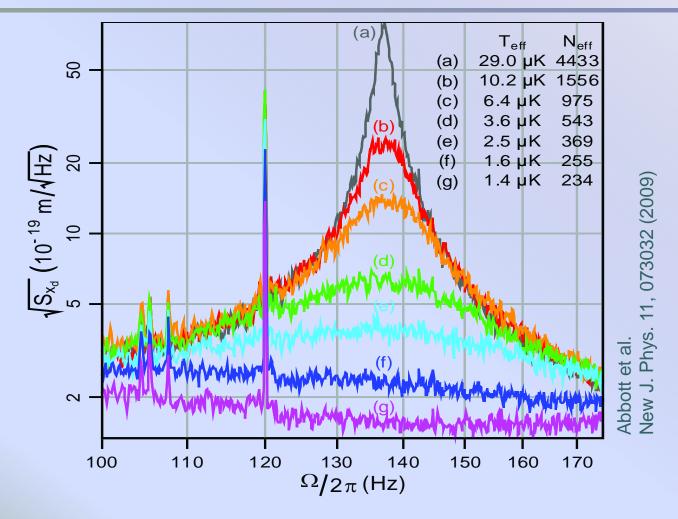


Sensitivity Sixth Science Run



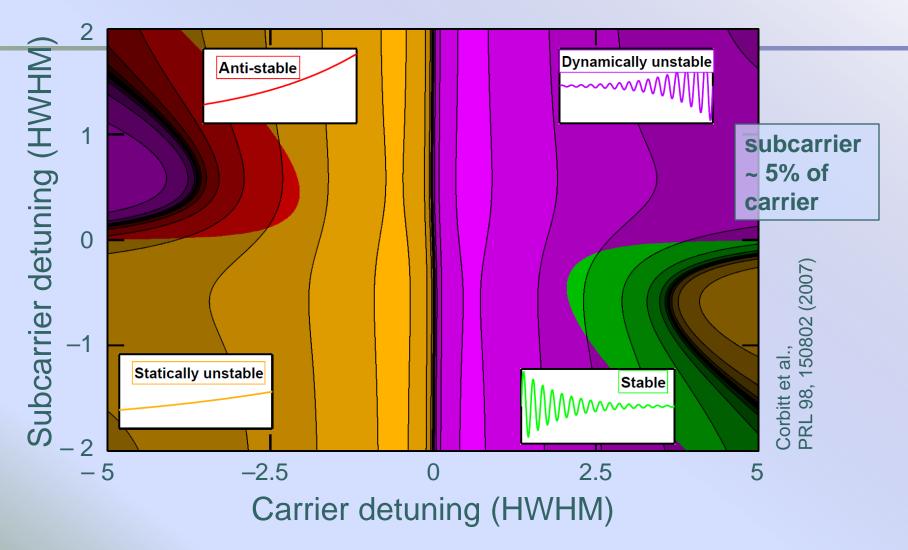


Towards the Quantum Ground State



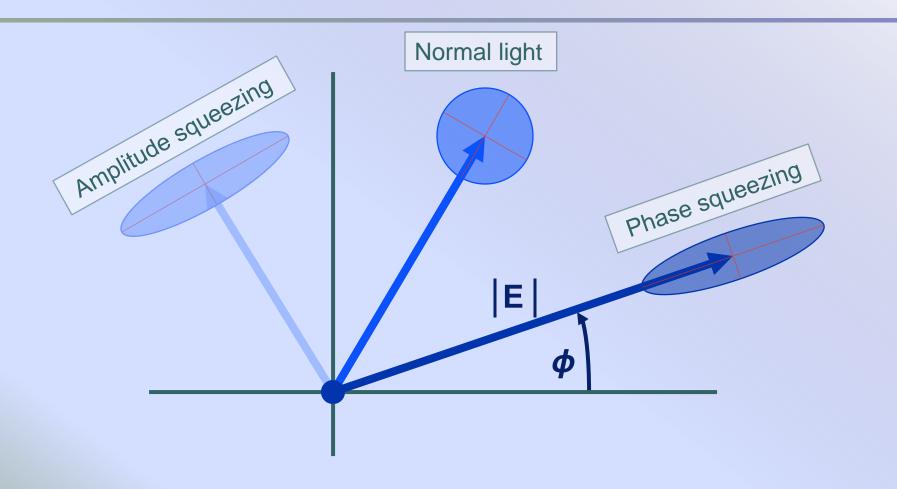


Optical Springs





Squeezed Light

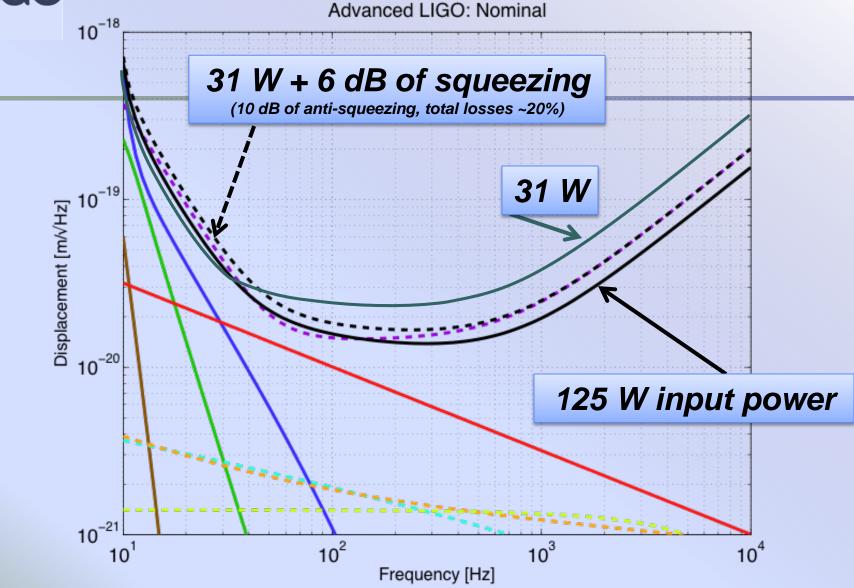




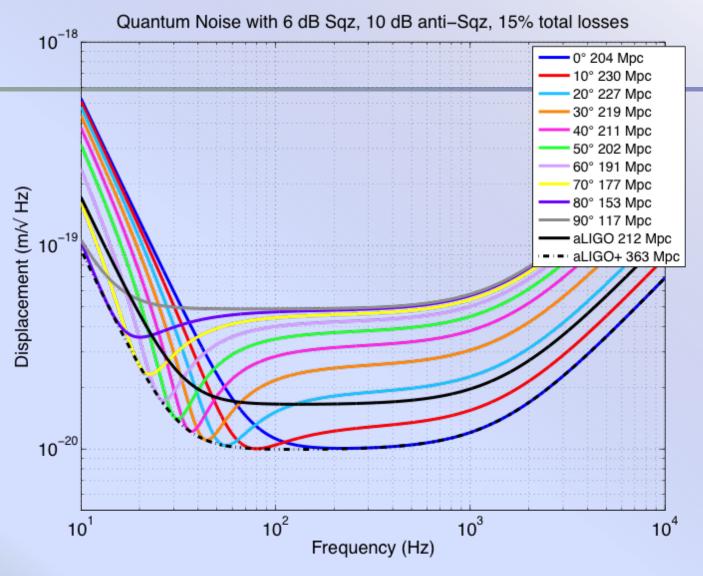
Key Insights

- Shot noise in a Michelson interferometer is due to vacuum fluctuations entering the dark port.
- Quantum noise also produces photon pressure noise.
- Injecting a specially prepared light state with reduced phase noise (relative to vacuum) into the dark port will improve the shot noise sensitivity.
- > Similarly, injecting light with reduced amplitude noise will reduce the photon pressure noise.
- Non-linear optical effects can be used to generate a squeezed "vacuum" state.



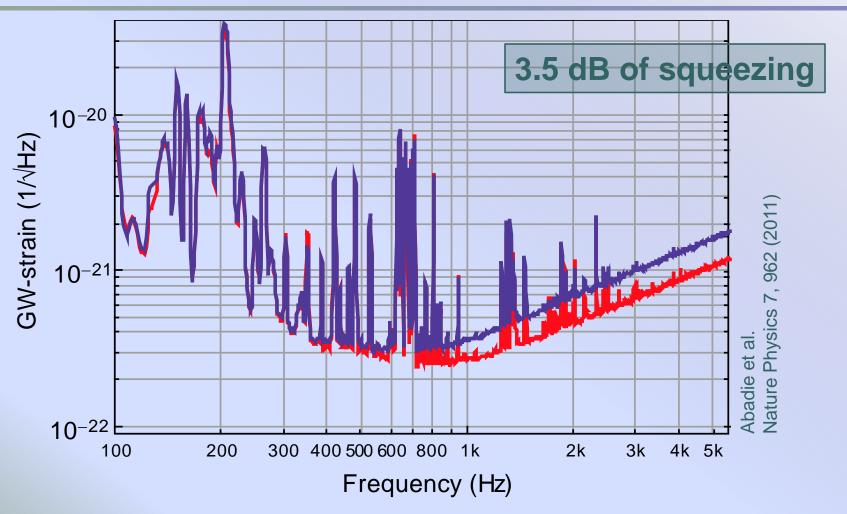






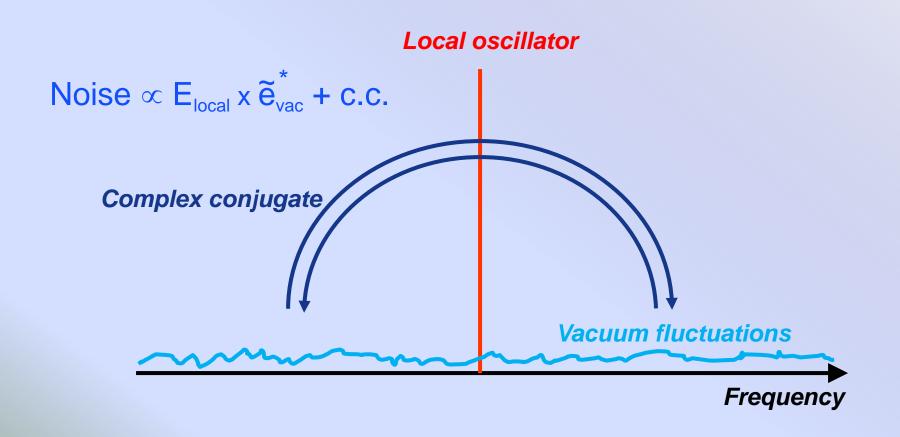


Experimental Confirmation at the GEO600 Detector





In Fourier Space





Generating Squeezed "Vacuum"

Need an operation that applies

$$\tilde{e}_{vac} \rightarrow \tilde{e}_{vac} + e^{2i\varphi} \times \tilde{e}_{vac}^*$$
 φ : squeezer angle

- \Rightarrow Noise $\propto |\mathsf{E}_{\mathsf{local}}| \times |\widetilde{\mathsf{e}}_{\mathsf{vac}}| \times \mathsf{cos}(\Phi_{\mathsf{local}} \varphi) \times \mathsf{cos}(\widetilde{\Phi}_{\mathsf{vac}} \varphi)$
- Optical parametric oscillator (OPO)
 Non-linear crystal that is pumped at double the frequency and below threshold.



Shot /Radiation Pressure Noise in the Quantum Picture

Phase fluctuations in the vacuum field entering the beamsplitter are responsible for the shot noise

Phase squeezing reduces shot noise

Amplitude fluctuations in the vacuum field entering the beamsplitter are responsible for radiation pressure noise

Amplitude squeezing reduced radiation pressure noise



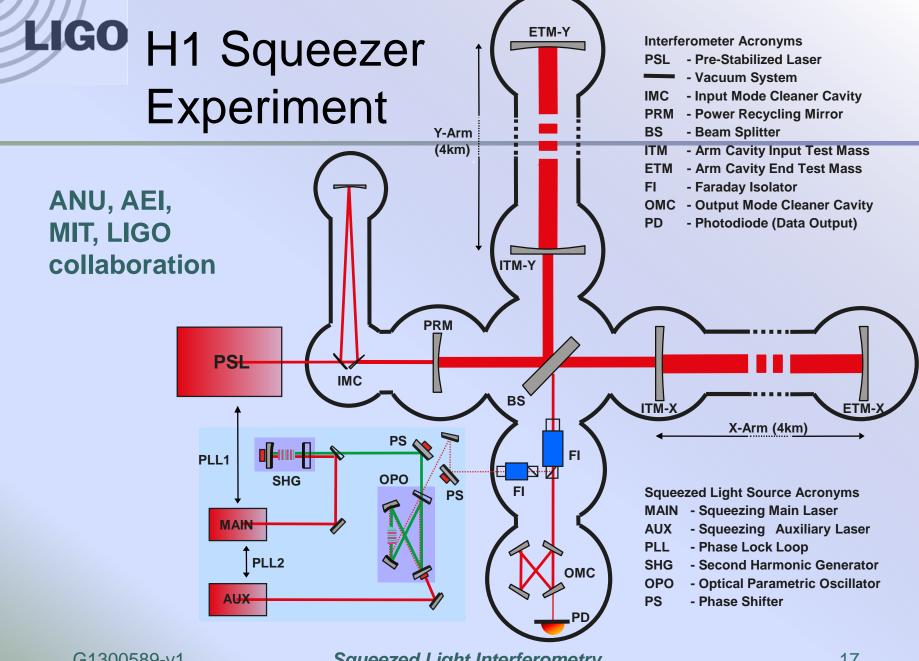
The H1 Squeezer Experiment

Goals:

- Demonstrate 3dB of squeezing at the initial LIGO sensitivity
- Don't degrade low frequency sensitivity
- Risk mitigation for high power operations
- Pathfinder for advancedLIGO squeezer

Potential show stoppers:

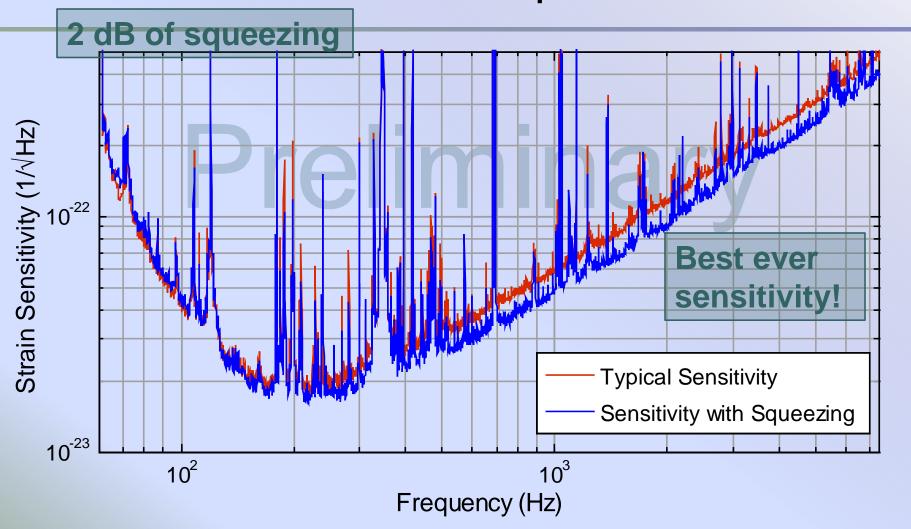
- Back scattering
- Stray light
- > Phase noise
- Optical losses
- Auxiliary servo noise
- > Alignment jitter
- > Stability

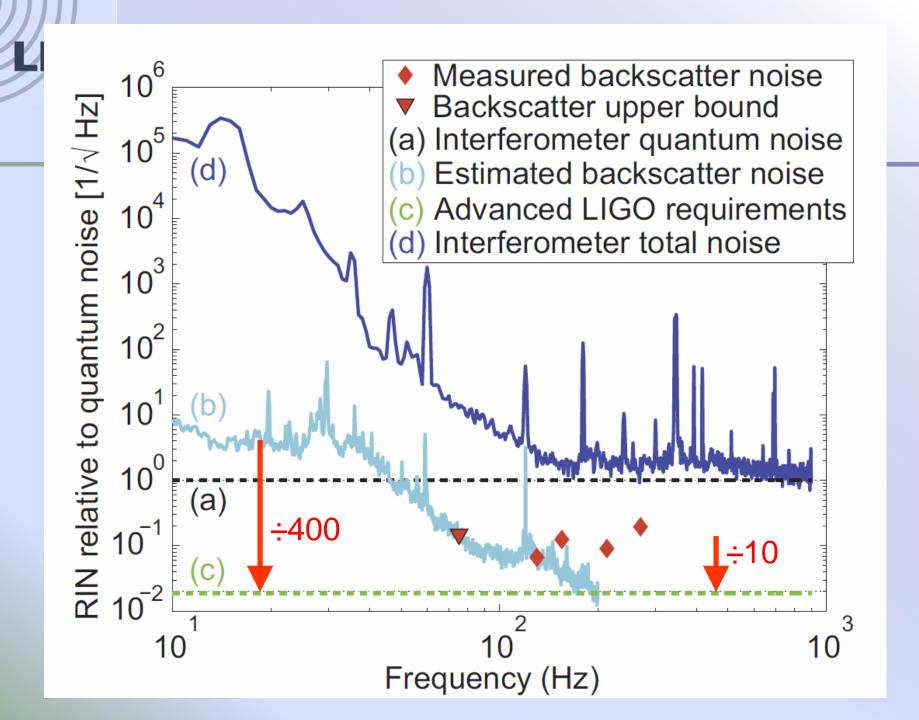




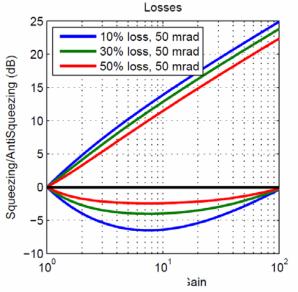
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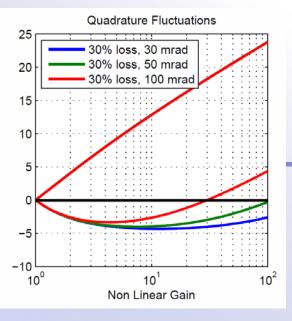
H1 Squeezed

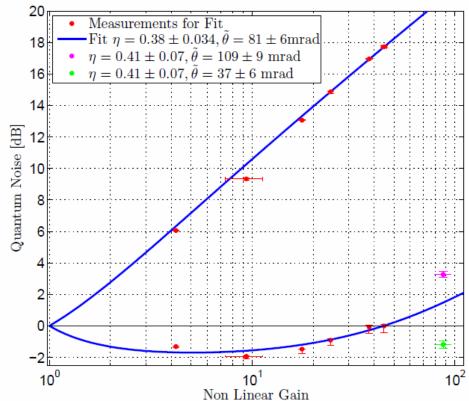


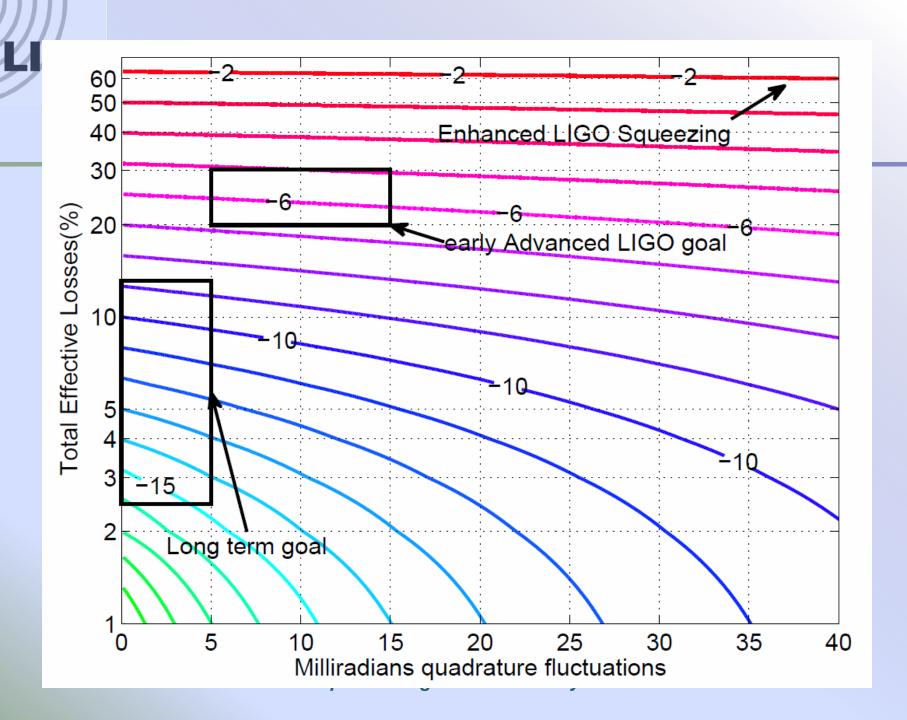


LIGO











Optical Losses and Phase Noise

Measured mode mismatch squeezer/OMC	25%	5%
Measured scatter and absorption loss in OMC	18%	2%
Measured Faraday losses	20%	2%
Measured total optical losses	56%	2%

Source		Estimate	Measurement
Squeezer	OPO length noise	24.6 ± 2	
	Coherent locking field(CLF) sensor noise	1.8 ± 0.5	
	OPO and SHG length control sidebands	< 1	
	Crystal temperature fluctuations	unknown	
	Total intrinsic to squeezer	24.7 ± 2	21±6
IFO	Interferometer (IFO) sidebands	3.1 ± 0.4	
	Alignment jitter coupling (inferred from total)	35-100 mrad	
	Squeezer + IFO total (good alignment)		37 ± 6



Summary and Outlook

- Advanced LIGO squeezer needs in-vacuum OPO
 - Planned R&D programs at ANU and MIT for VOPO
- Need a low loss readout chain
- GEO is developing an auto-alignment system
- R&D program at MIT to work on filter cavities

Squeezed light sources will be the first upgrade to advanced gravitational-wave interferometers

