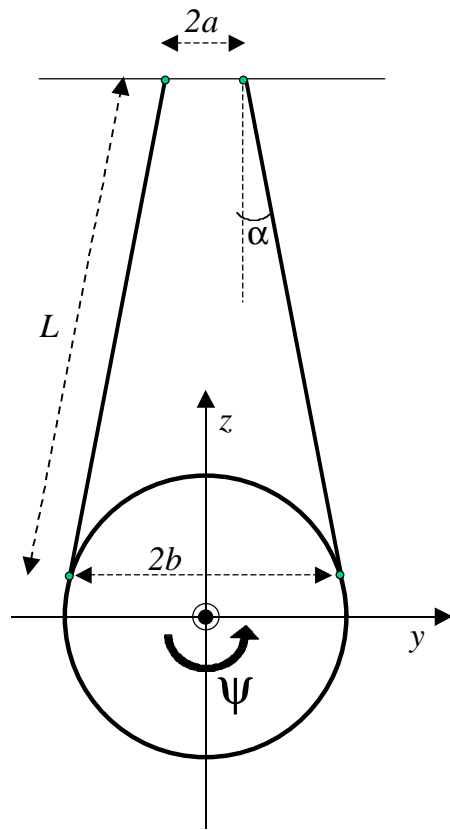


Suspension Diagonalization in LIGO I

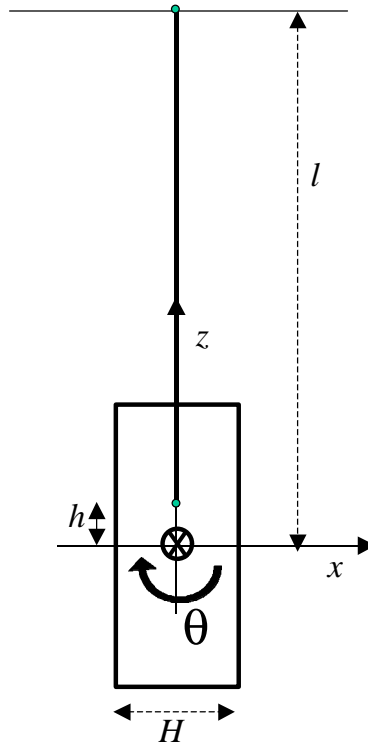
G. González (PSU)

M. Barton, S.Penn

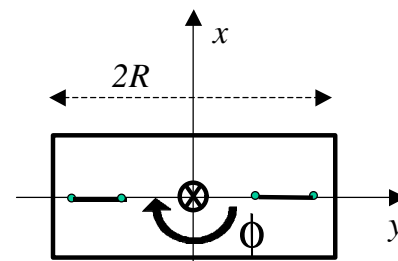
D. Shoemaker, Eric Black, and many
others....



Front view



Side view



Top view

Mirror motion is measured with a “local” or a “global” sensor, and then forces are applied to control the motion.

The local sensors are 4 shadow sensors in the back of the optics and one on the side. The coil-magnet actuators are colocated.

Then,

$$UL=x+D\theta+D\phi$$

$$UR=x+D\theta-D\phi$$

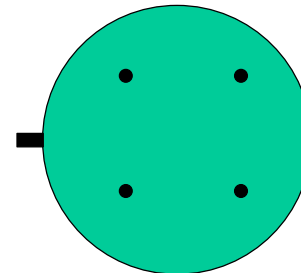
$$LL=x-D\theta+D\phi$$

$$LR=x-D\theta-D\phi$$

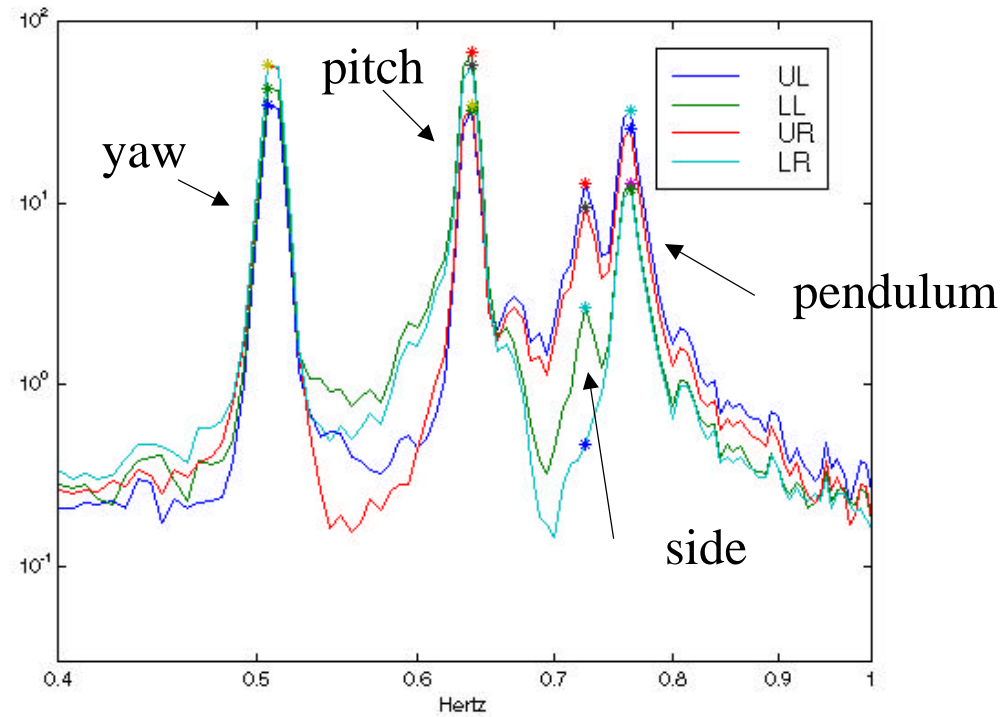
$$F=F_{UL}+F_{UR}+F_{LL}+F_{LR}$$

$$N_{\theta}=F_{UL}+F_{UR}-F_{LL}-F_{LR}$$

$$N_{\phi}=F_{UL}-F_{UR}+F_{LL}-F_{LR}$$



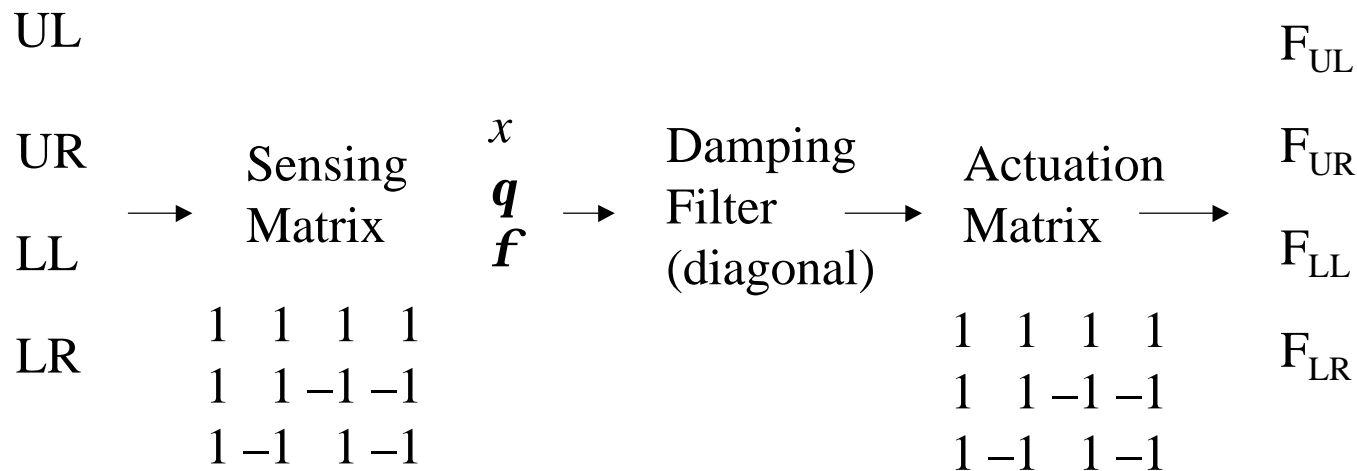
However, shadow sensors have in general different sensitivities, and (in LIGO I OSEM sensors) they are sensitive to transverse motions.



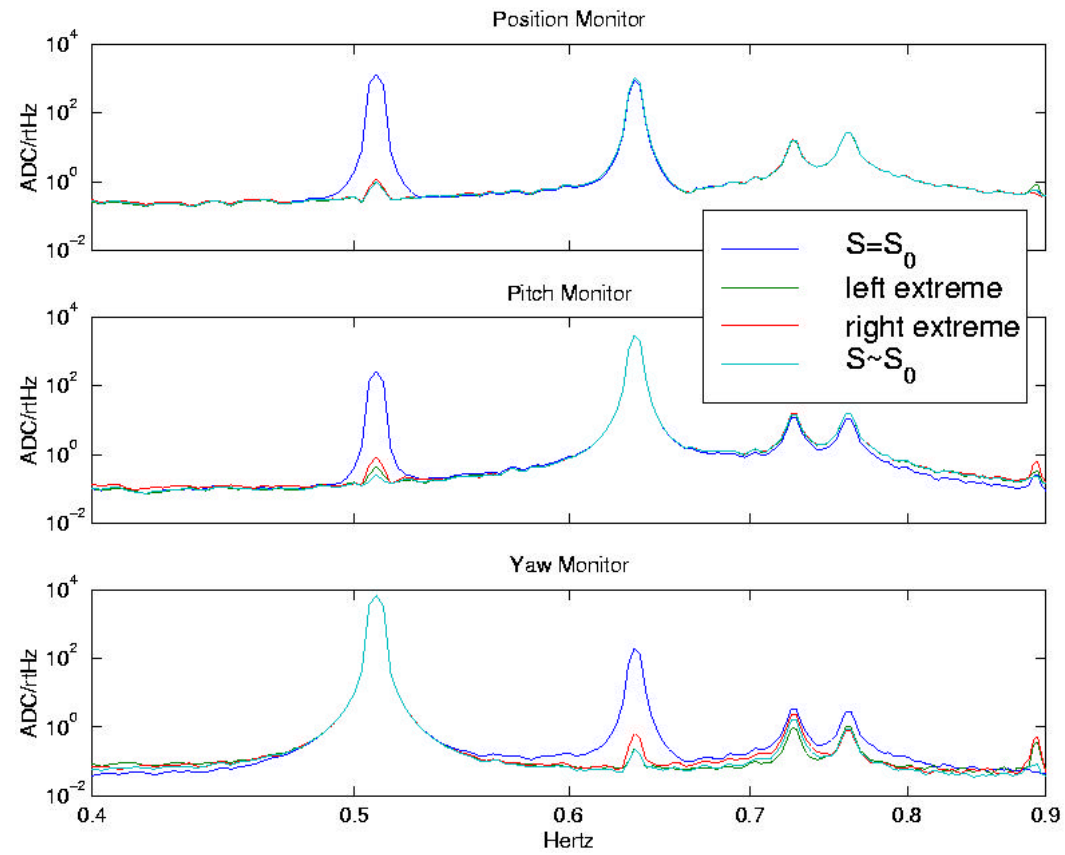
In LIGO I, local damping is done as “modal damping” (not point-to-point), so the “wrong signals’ get transformed into “wrong forces” through the local servo.

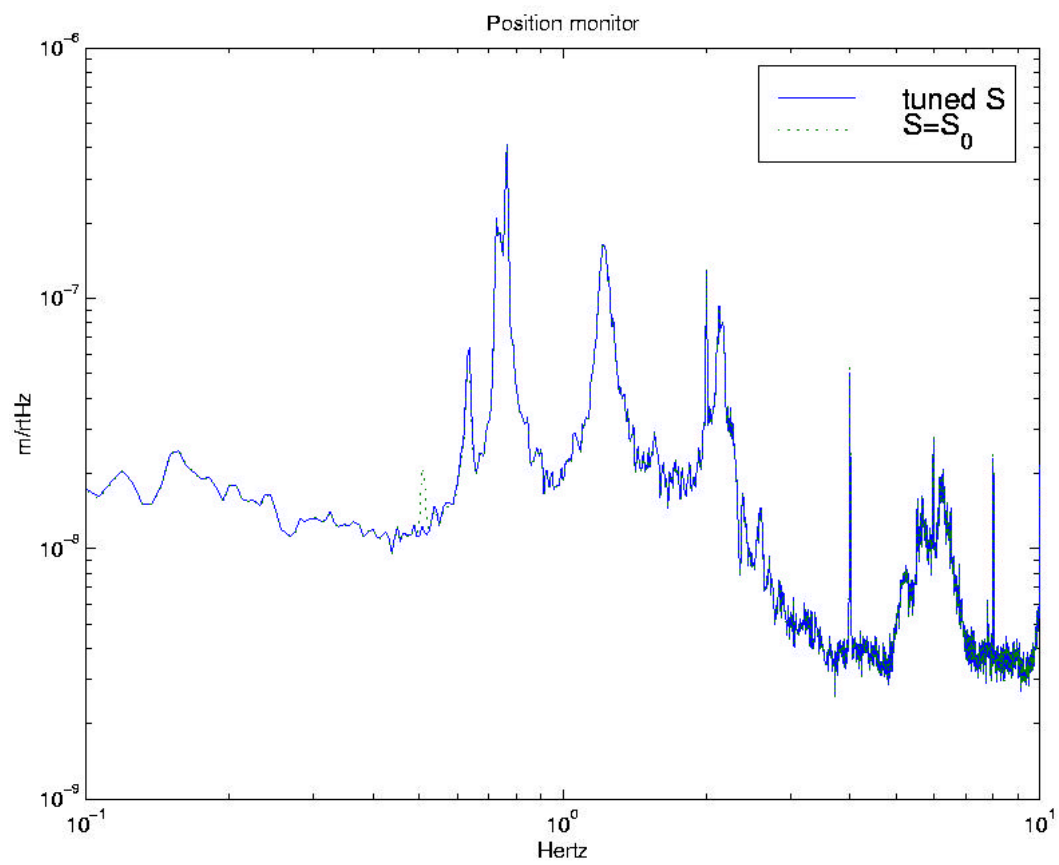
Solution: “diagonalization”

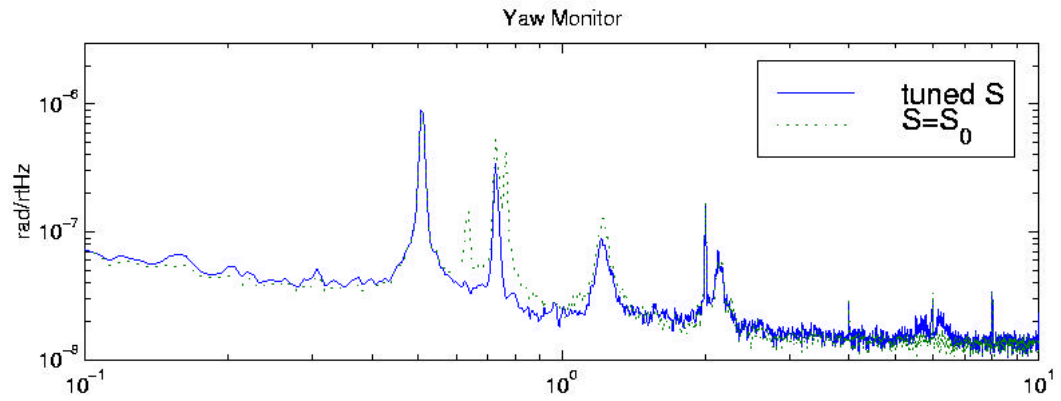
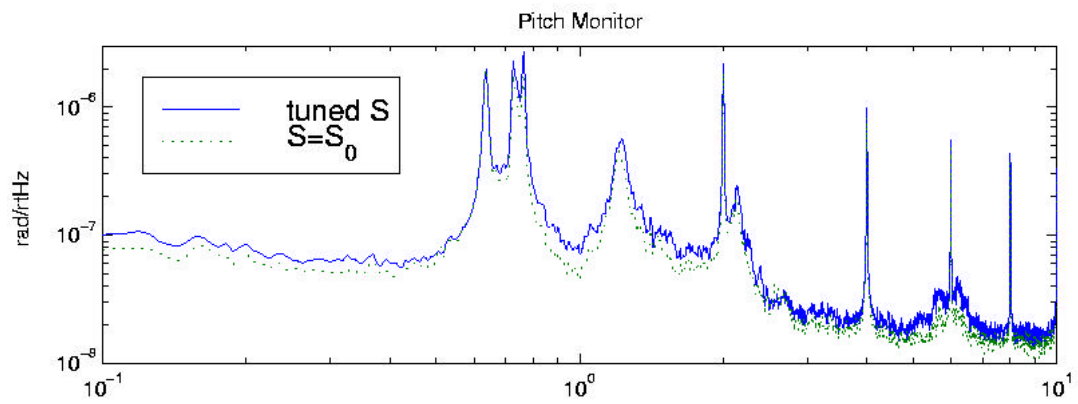
We use variable digital gains in suspension controllers.

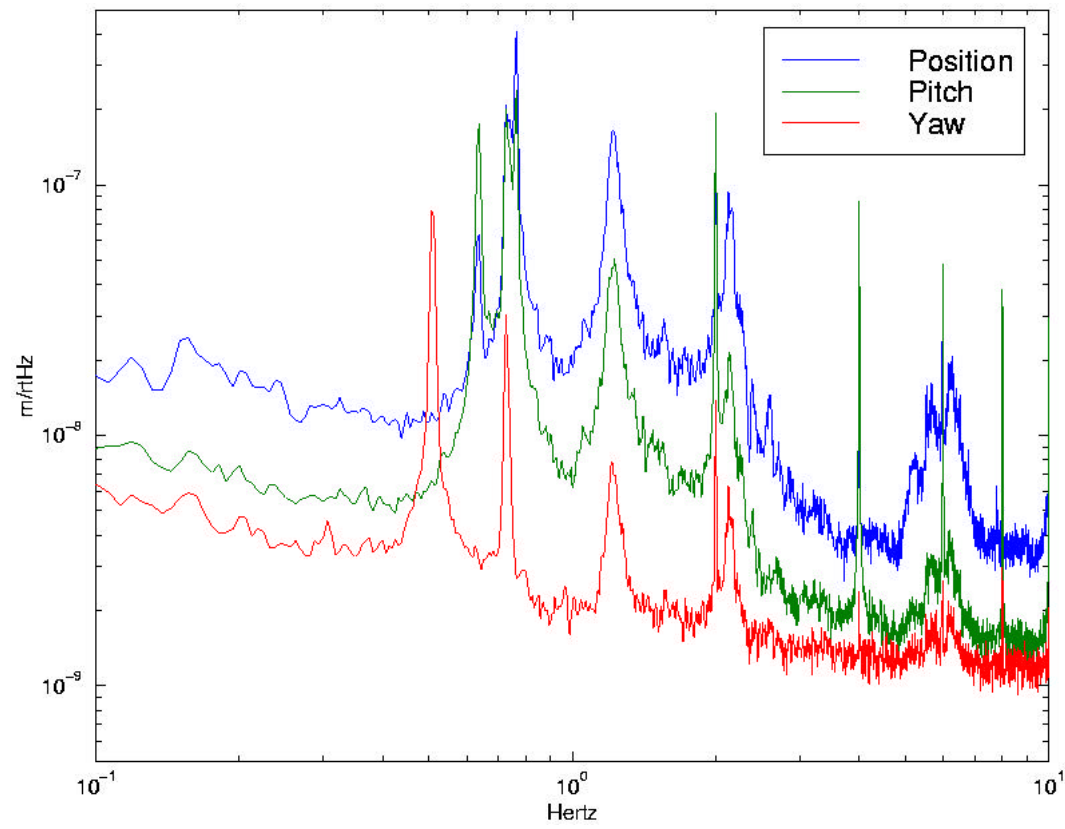


Tuned sensors:



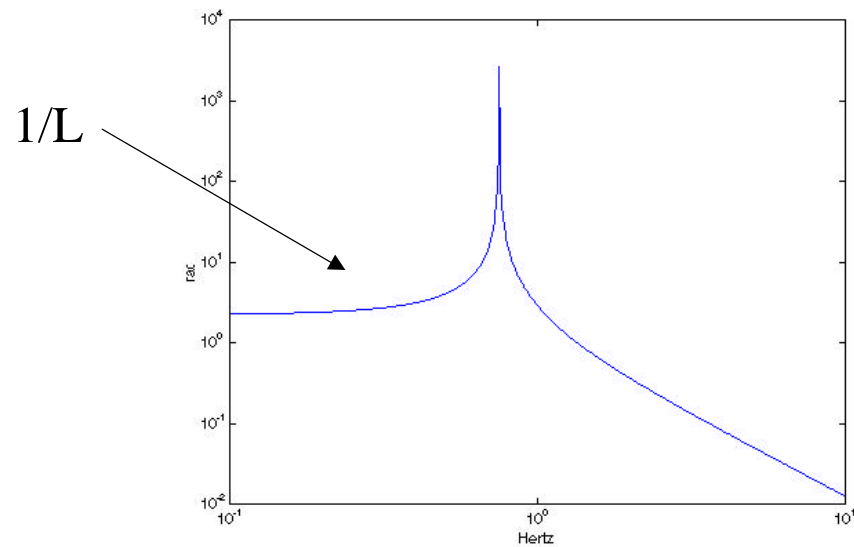






A more critical problem:
how to apply forces without introducing angles.

In LIGO I suspensions, there is a non-zero pitch produced by
a pure force used to produce a displacement



... for example, when locking an optical cavity

We solve this by using the actuation matrix to introduce a compensating torque for every force, making it “non-diagonal” in a specific way.

However, we then introduce spurious angular noise at higher frequencies.

⇒ Mode-dependent matrix (lock acq. vs detection)

....or freq. dependent actuation matrix

For these and other reasons, LIGO I is building a 2nd generation of suspension controllers.

Conclusions: Questions for LIGO II

Are these issues important in LIGO II,
with multiple pendulum modes strongly coupled by design?

Can we anticipate alignment problems and angular noise?