#### LIGO-G1100174



#### Enhanced LIGO

- Try out Advanced LIGO technologies
- Bet that increased sensitivity outweighs the downtime exposure = time \* (range)^3

More Power — New Laser

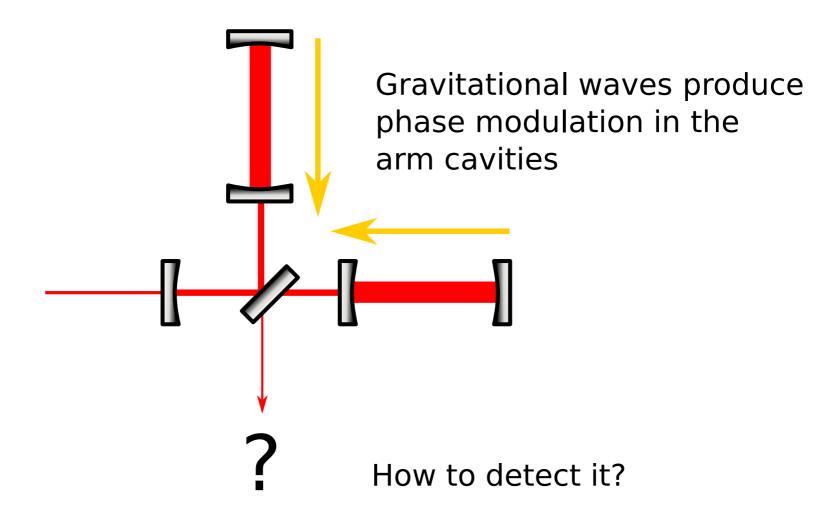
New Input optics

New Thermal Compensation

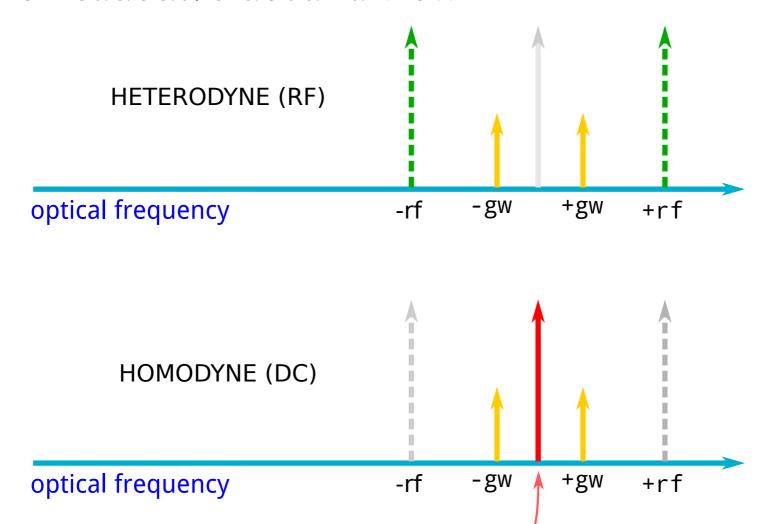
New Alignment Control

Output Mode Cleaner DC Readout

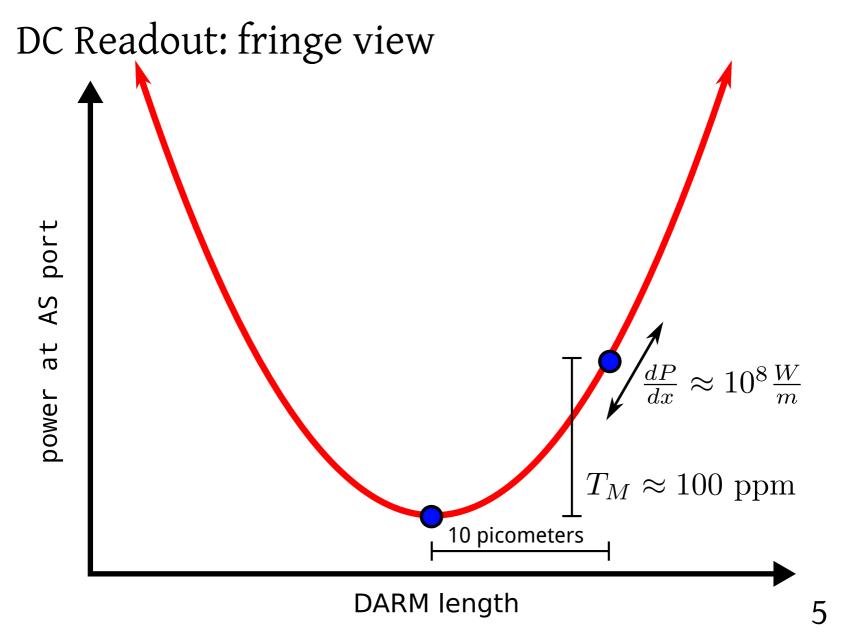
## Interferometer



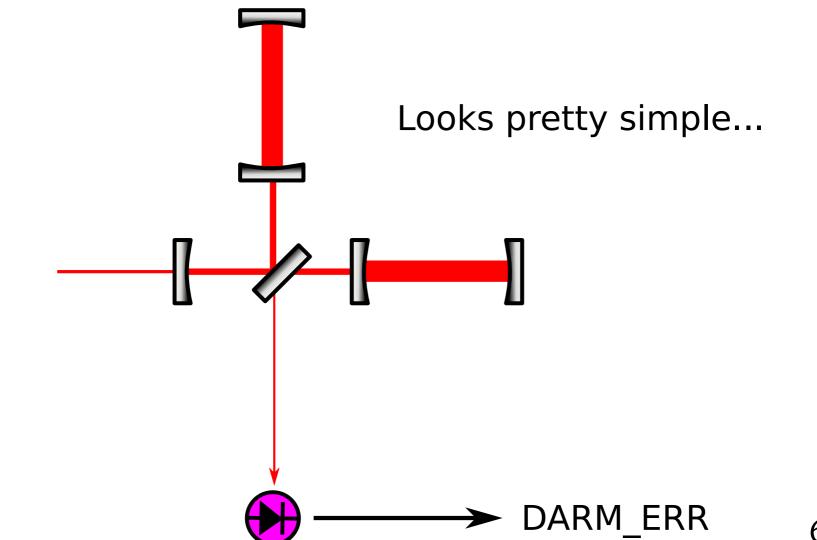
#### DC Readout: sideband view



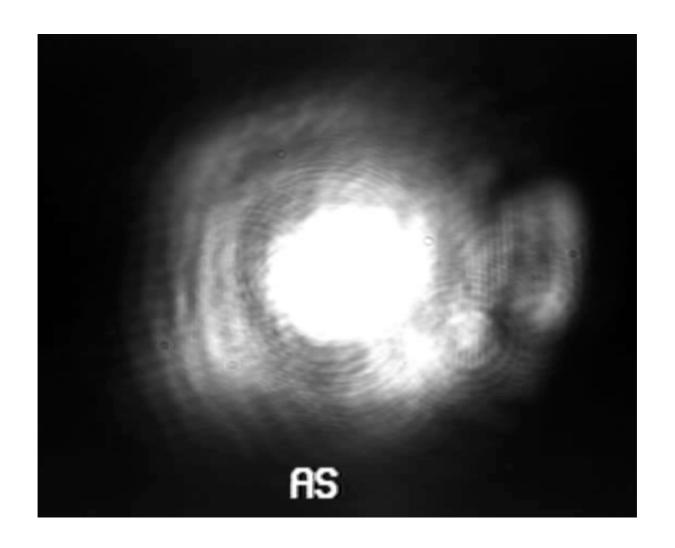
laser carrier



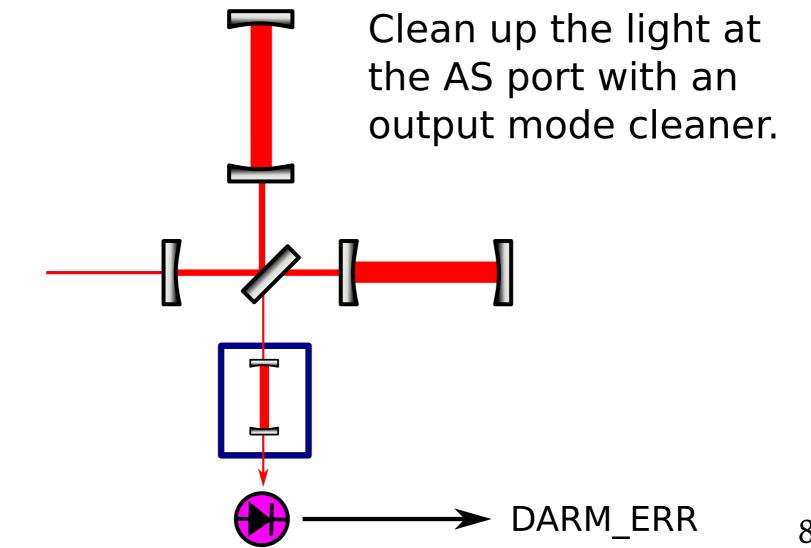
## DC Readout



# Junk Light



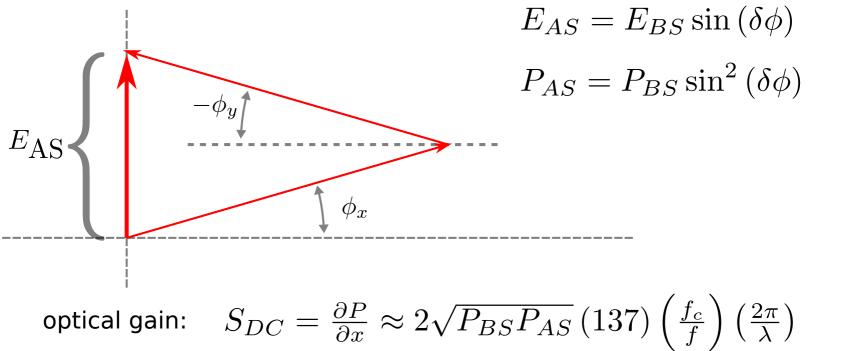
### DC Readout with OMC



## DC Readout promises

- fundamental improvement in SNR
- technical improvement in SNR
- perfect overlap of local oscillator and signal beams
- junk light removal by OMC
- independence from RF oscillator noises
  - exploit the amazing filtering ability of the interferometer
- Easier platform for squeezed light injection
- Easier to handle higher power

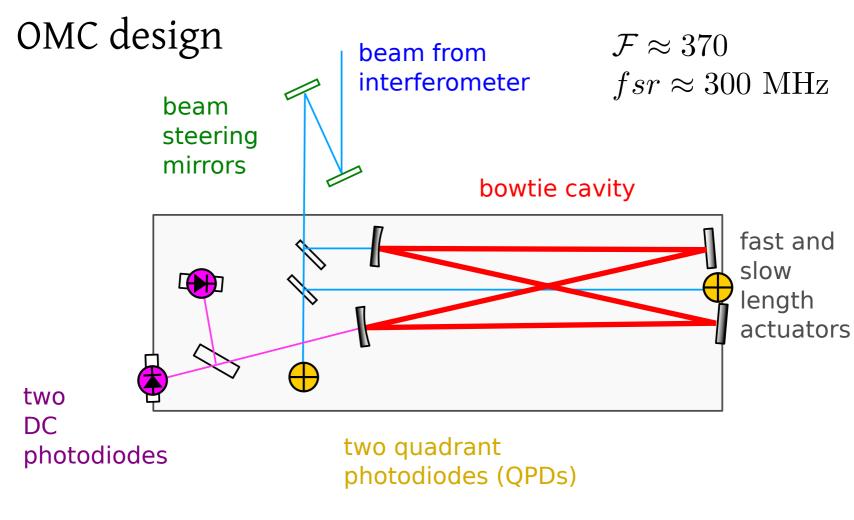
# DC Readout: phasor view



How do we choose the DARM offset?

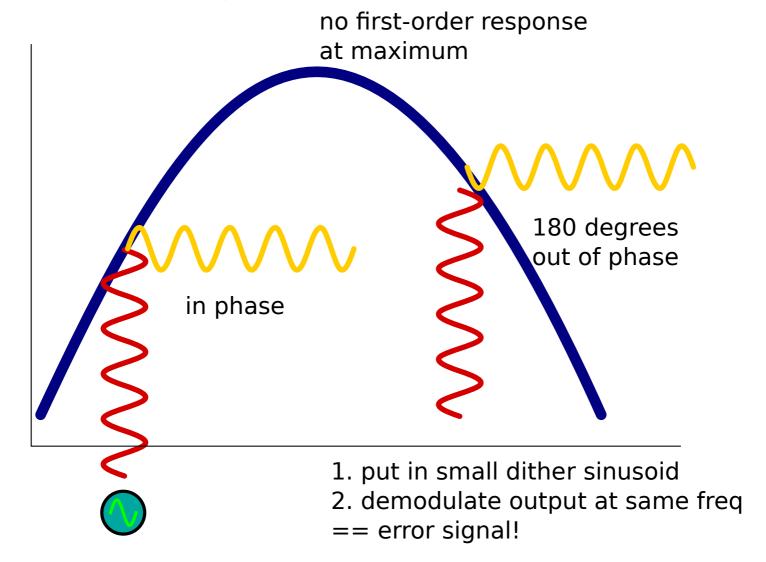
- Must be much greater than residual DARM displacement
- Must overcome contrast defect and electronics noise
- But not excessively detrimental to power recycling

In practice: turn the knob to get the best sensitivity



monolithic, suspended, in-vacuum

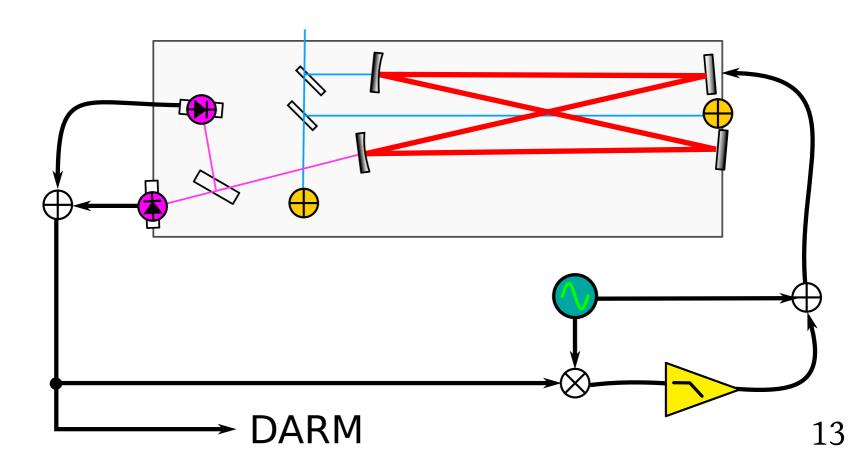
# Dither Locking



# OMC Length Control

Cavity length dithered at ~10 kHz via PZT actuator

PZT offloaded onto slow, long-range thermal actuator

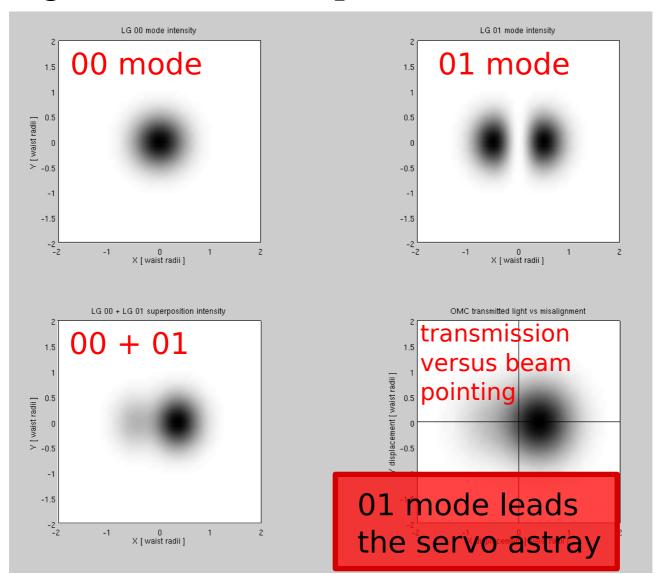


## OMC Alignment Control

The mode cleaner will clean the modes if you can identify what mode you want to keep.

Initial idea: maximize transmission through the OMC

# Junk light confuses simple servo



# Drumhead Beacon Dither Idea: Tag the photons in the arm by modulating the ETM Excite the test-mass drumhead mode (9 kHz) Dither the "tip tilt" mirrors at low frequency (~3 Hz) detect power in demodulate at drumhead mode dither frequency M. Evans/Nicolás(LHO)

# Optical Gain vs Jitter

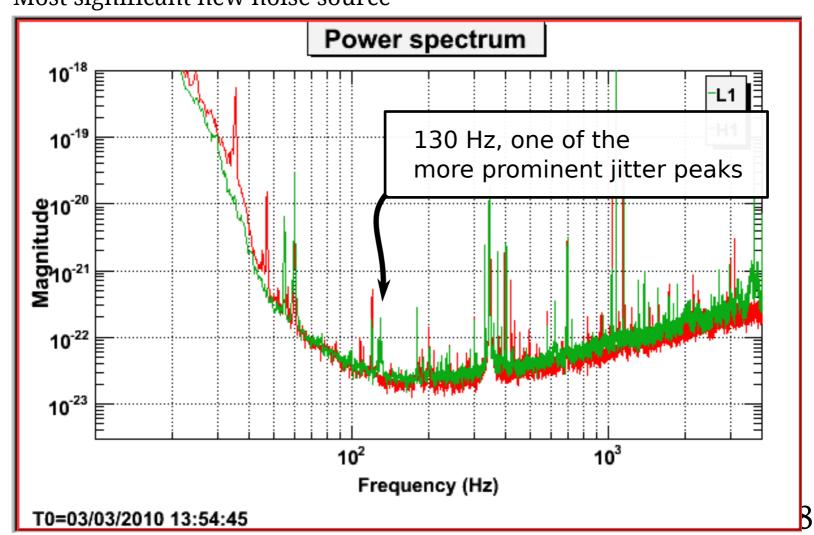
But if we optimize alignment for optical gain...

...and best optical gain does not correspond to maximum transmission

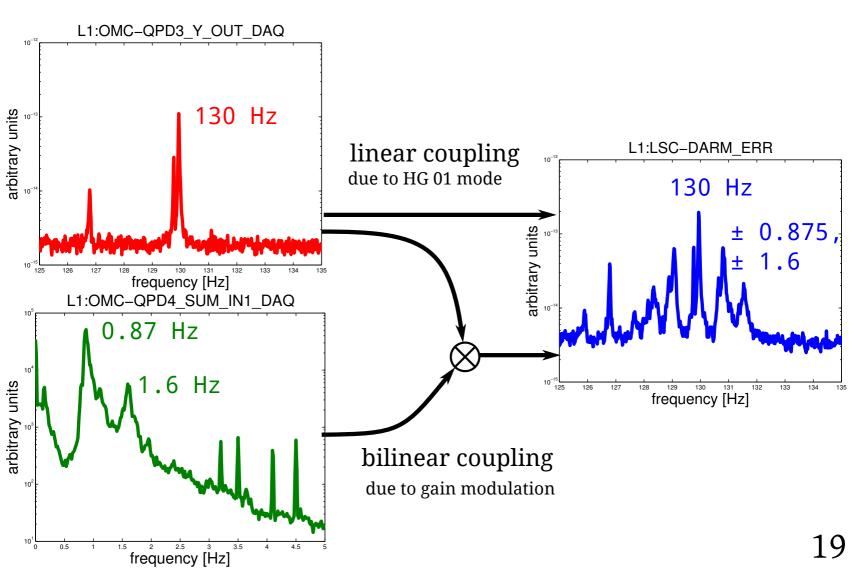
...then we introduce a beam jitter coupling

## Beam Jitter Noise

Most significant new noise source

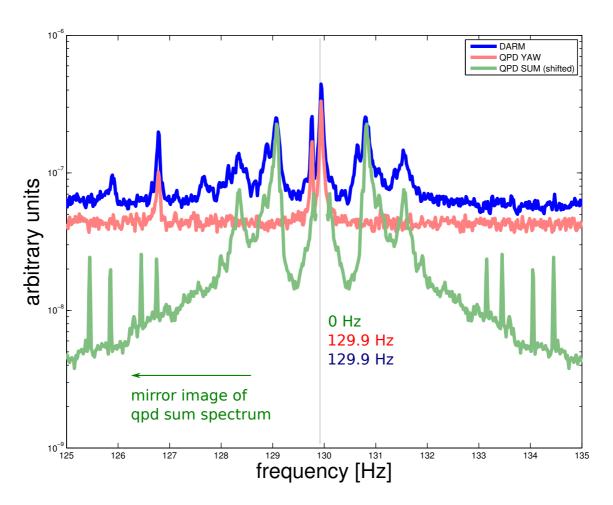


### A closer look at 130 Hz

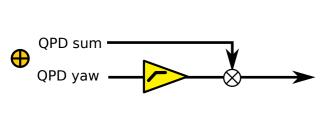


### A closer look at 130 Hz

Quick check: overlay the spectra



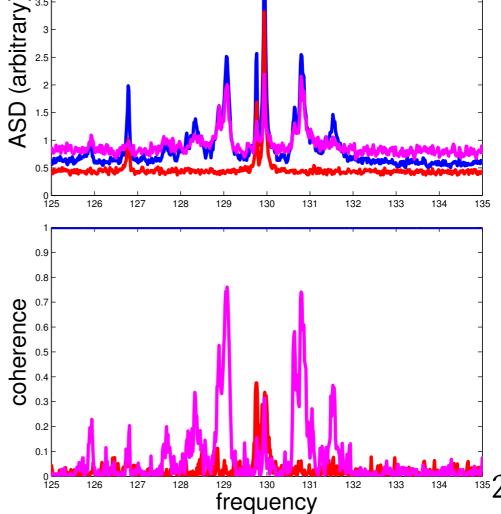
Can we predict the timeseries?



One of several possible bilinear couplings.

**Yes.** Good coherence shows this is a real coupling.

(bilinear wiener filtering?)
have to be careful to not subtract
DARM from DARM



QPD YAW SUM" HP(YAW)

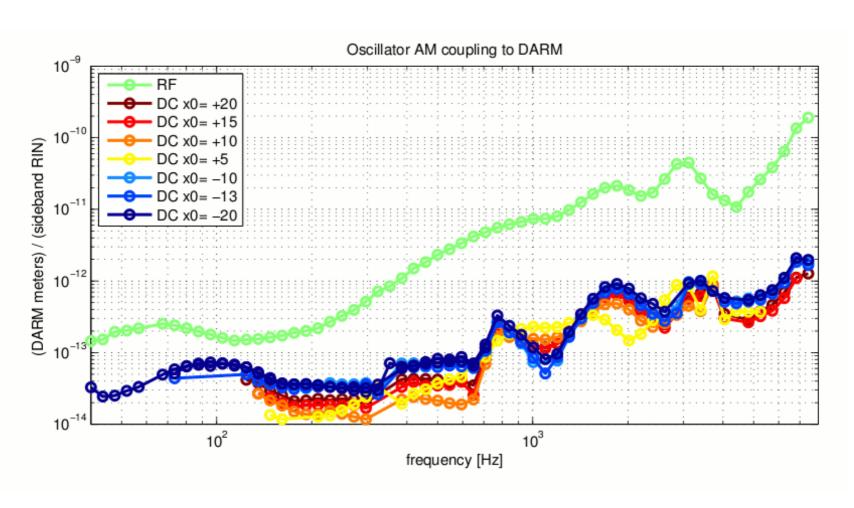
## Beam jitter mitigation

- Remove the offending resonance or increase isolation i.e. tip-tilt blade springs, no fixed mirror
- Reduce sensitivity to the motion i.e. clever telescope design
- Cancel the motion (feedback/forward)
   i.e. 60 Hz magnetometer FF
- Reshape the output beam i.e. use WFS1 to push on the ASC

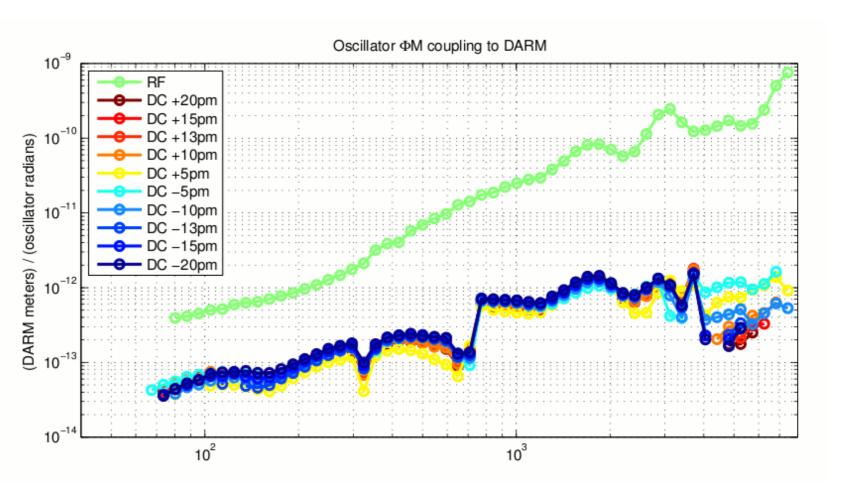
# Noise Couplings

- \* Oscillator amplitude
- \* Oscillator phase
- \* Laser intensity
- \* Laser frequency

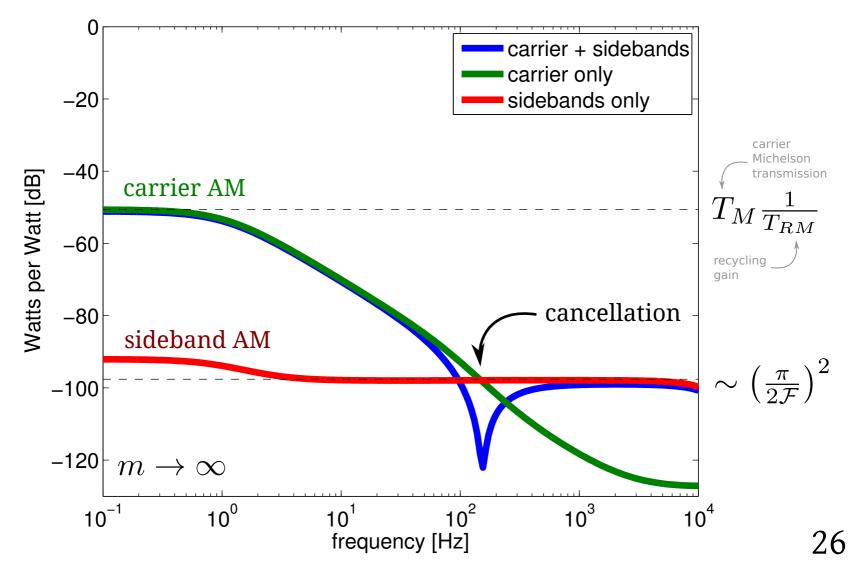
# Oscillator Amplitude noise



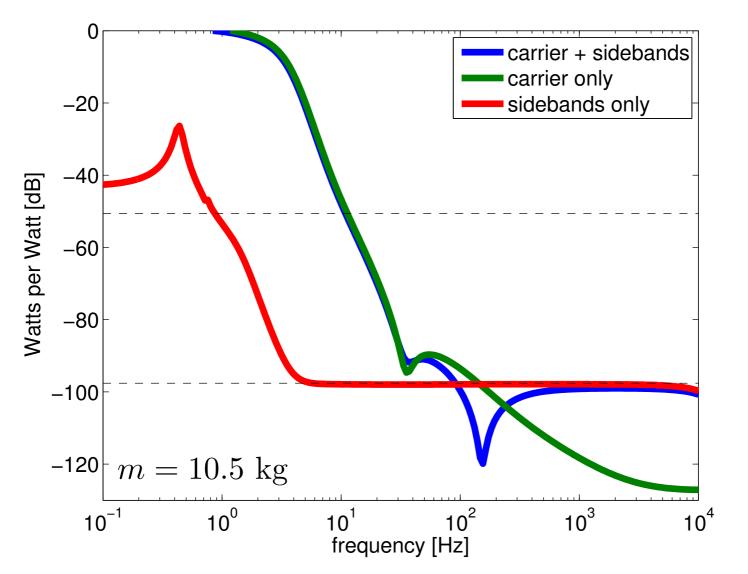
### Oscillator Phase noise



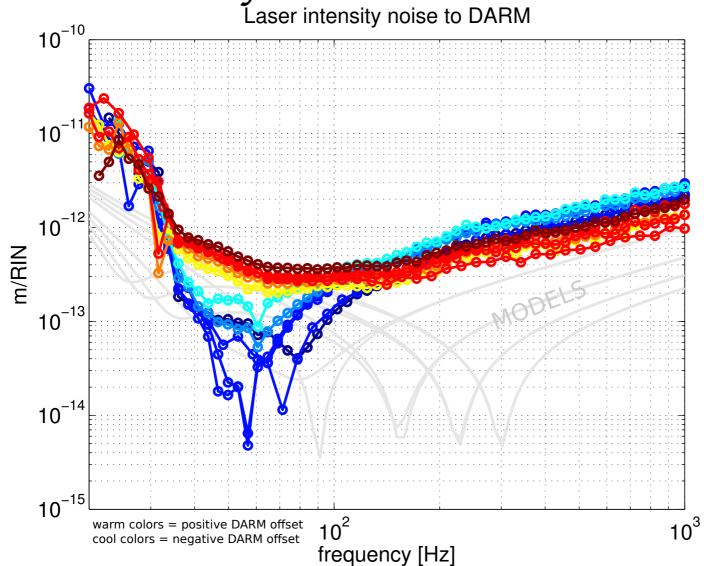
# Anatomy of intensity noise coupling



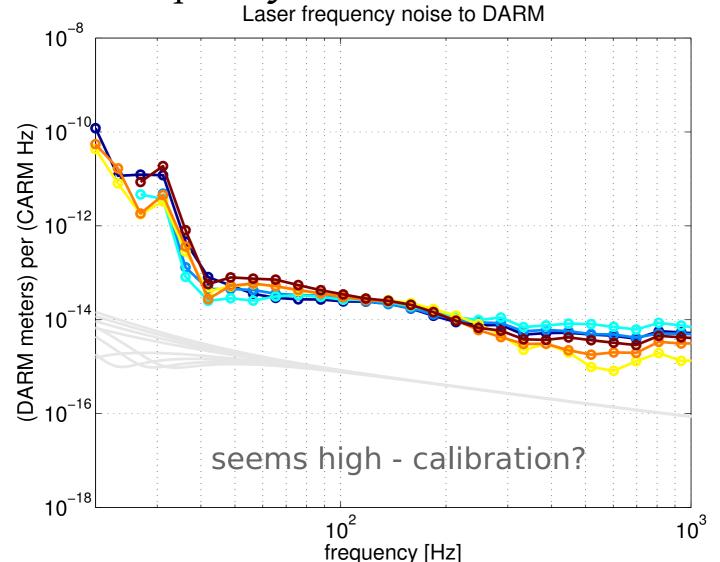
# Anatomy of intensity noise coupling II



Laser intensity noise



Laser frequency noise



## Noise Couplings To-Do

- Wrap control loops around Optickle results (Pickle) and around measured results to see effect of cross-coupling.
- Tune parameters to fit results as well as possible
- Be informed by / compare with other methods:
  - Zach's mode tracking absorption msmts
  - Mode scans
  - Arm cavity pole (ringdown) measurements

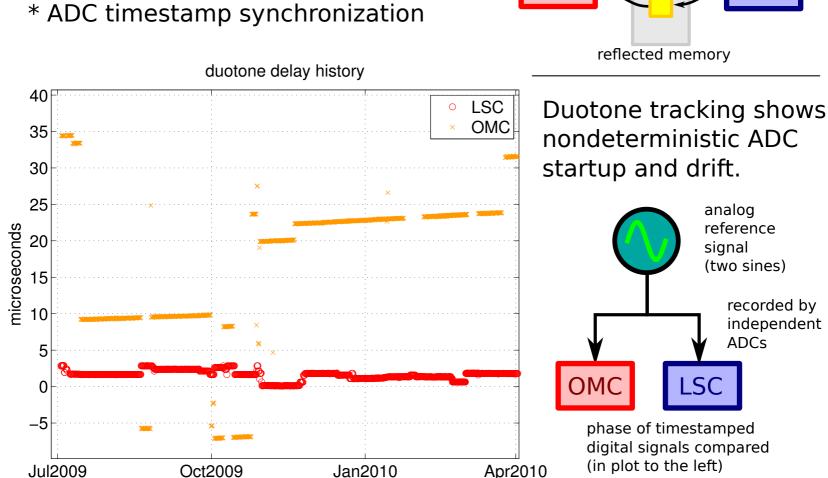
\* Not new!

\* But we keep 'rediscovering' them!

Digital Gotchas

Digital Gotchas: Synchronization

- \* synchronization of communication

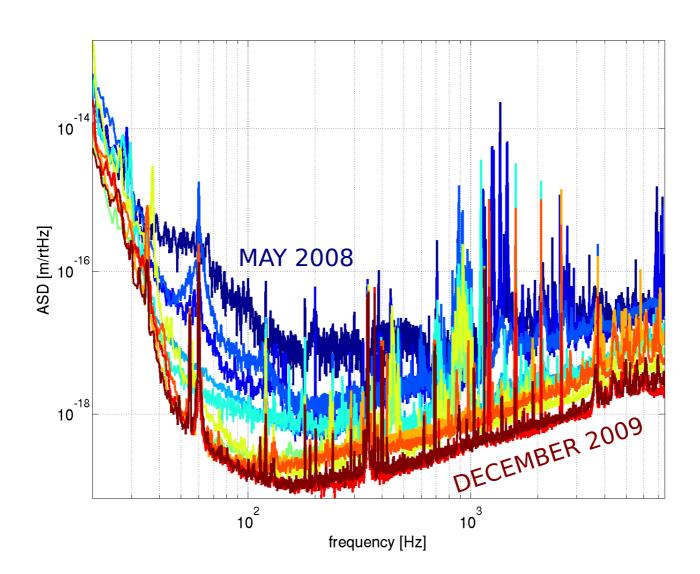


LSC

## Digital Gotchas: Other

- \* Quantization noise in DACs
  - -- "dark noise" not enough
- \* Floating point dynamic range/oddities
  - -- don't add small numbers to big numbers
  - -- use double precision
  - -- beware denormalized numbers (slow)
- \* Nondeterministic runtimes
  - -- need to leave headroom in cycle time

## Commissioning



### Shot noise

