

Squeezed Light Techniques for Gravitational Wave Detection

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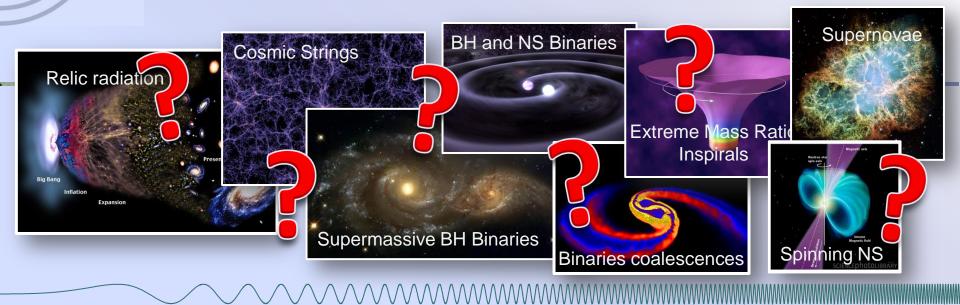


Abstract

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.

LIGO

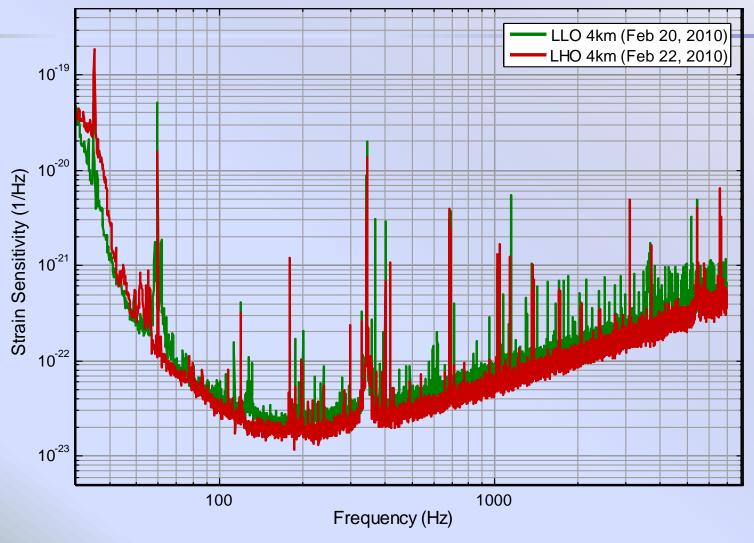
Gravitational Waves

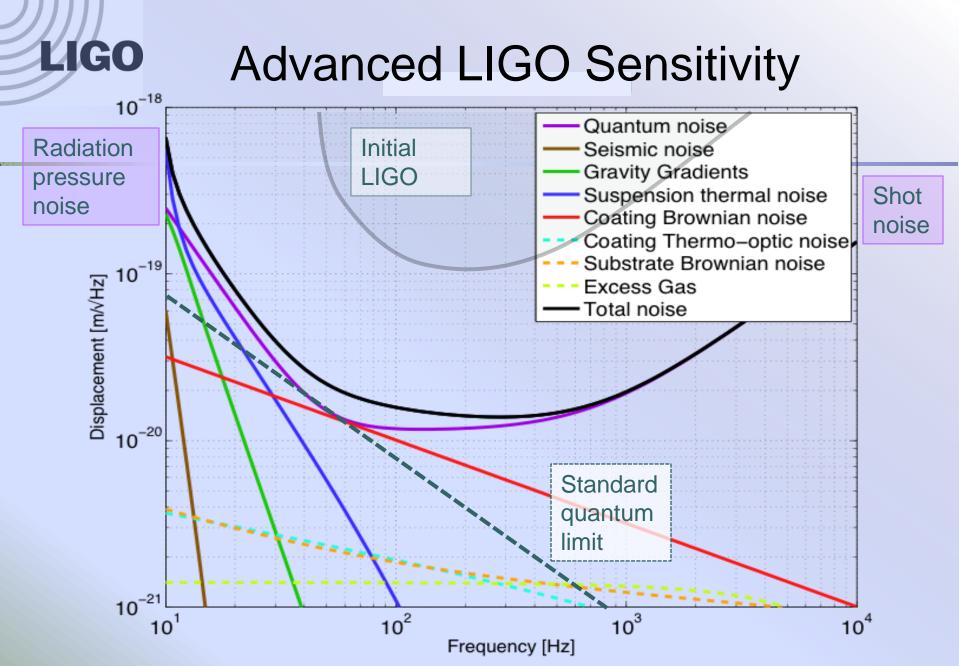






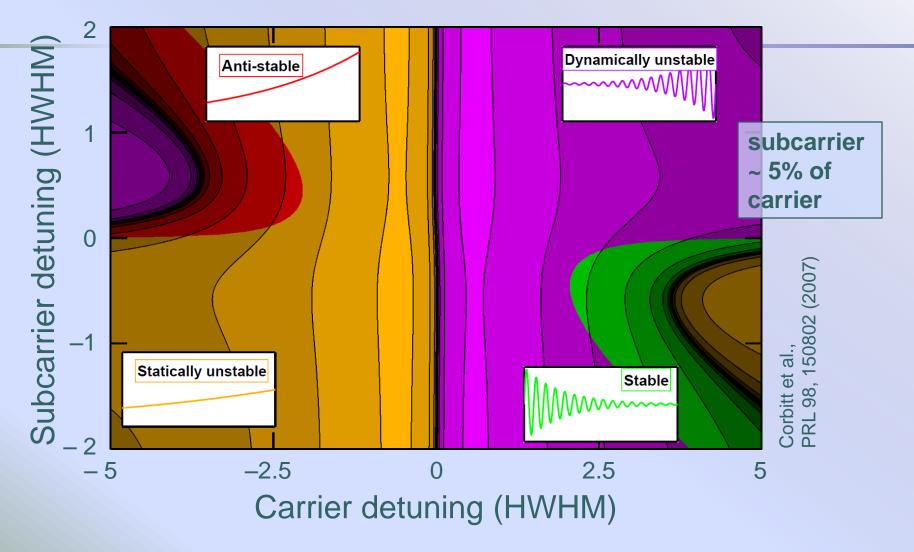
Sensitivity Sixth Science Run





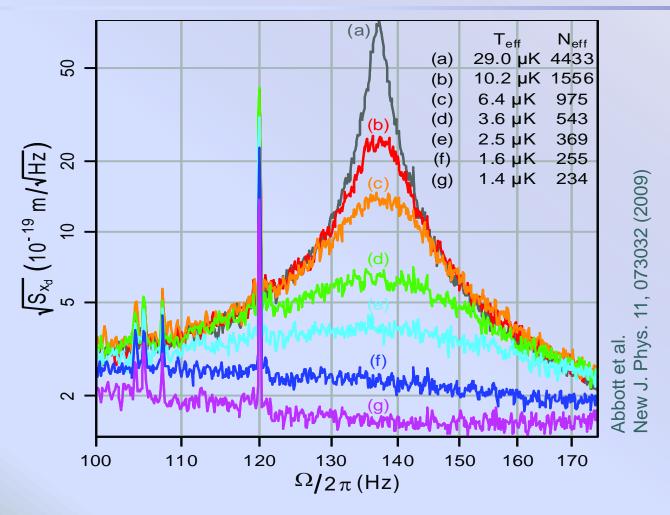


Optical Springs



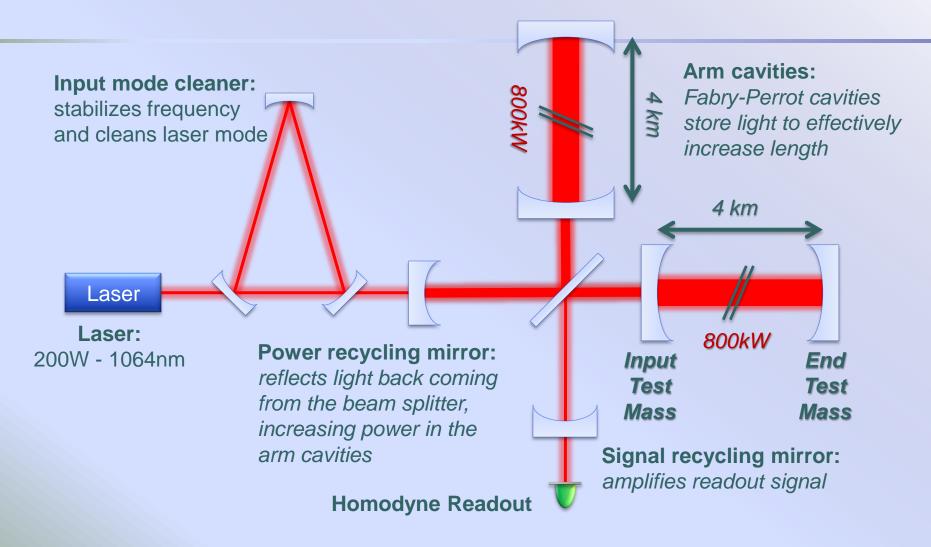


Towards the Quantum Ground State



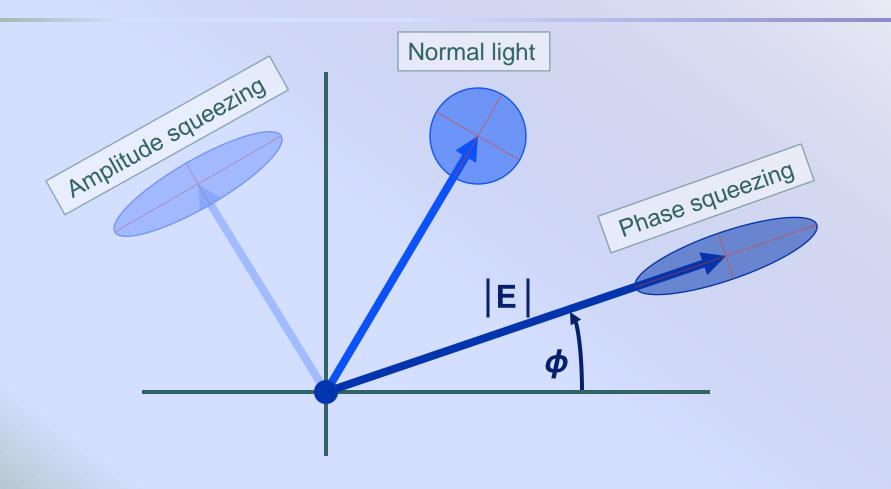


The Advanced LIGO Detector





Squeezed Light

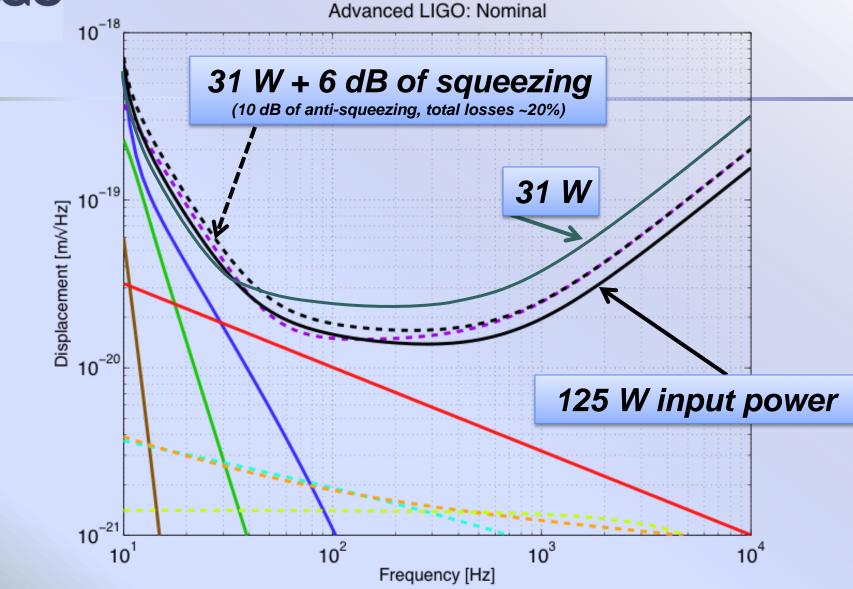




Key Insights

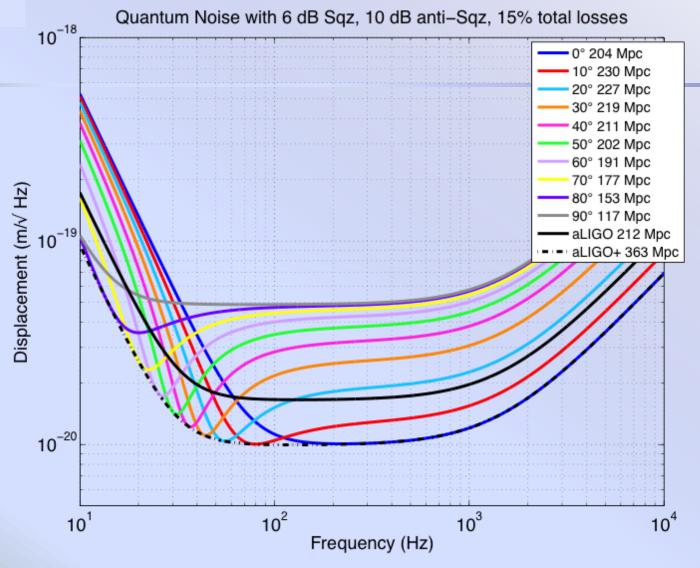
- Shot noise in a Michelson interferometer is due to vacuum fluctuations entering the dark port.
- Quantum noise also produces photon pressure noise.
- Injecting a specially prepared light state with reduced phase noise (relative to vacuum) into the dark port will improve the shot noise sensitivity.
- > 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.





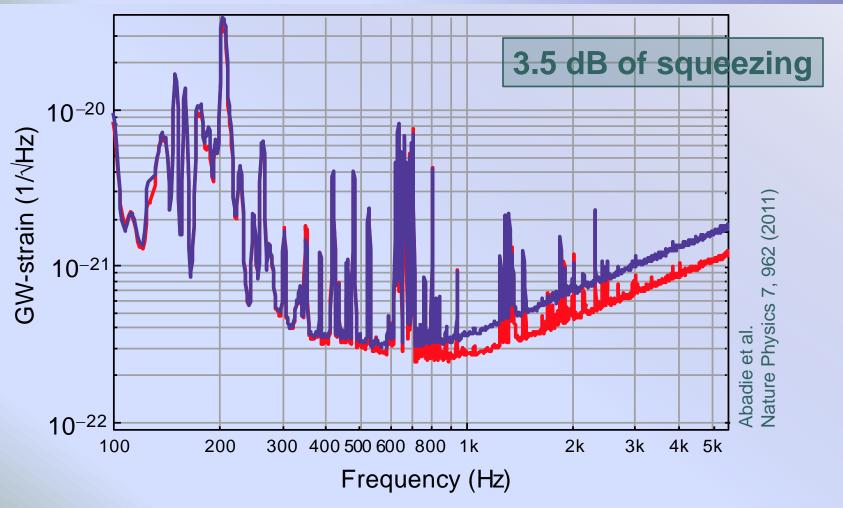
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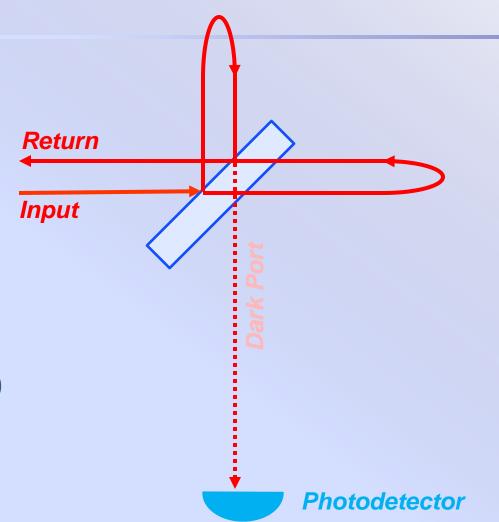


Experimental Confirmation at the GEO600 Detector



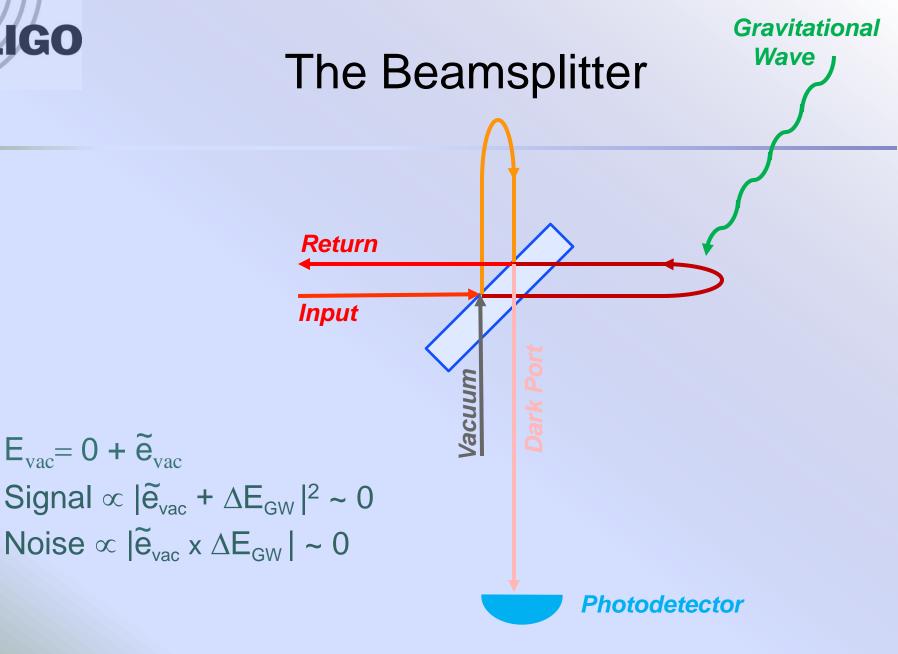


The Beamsplitter



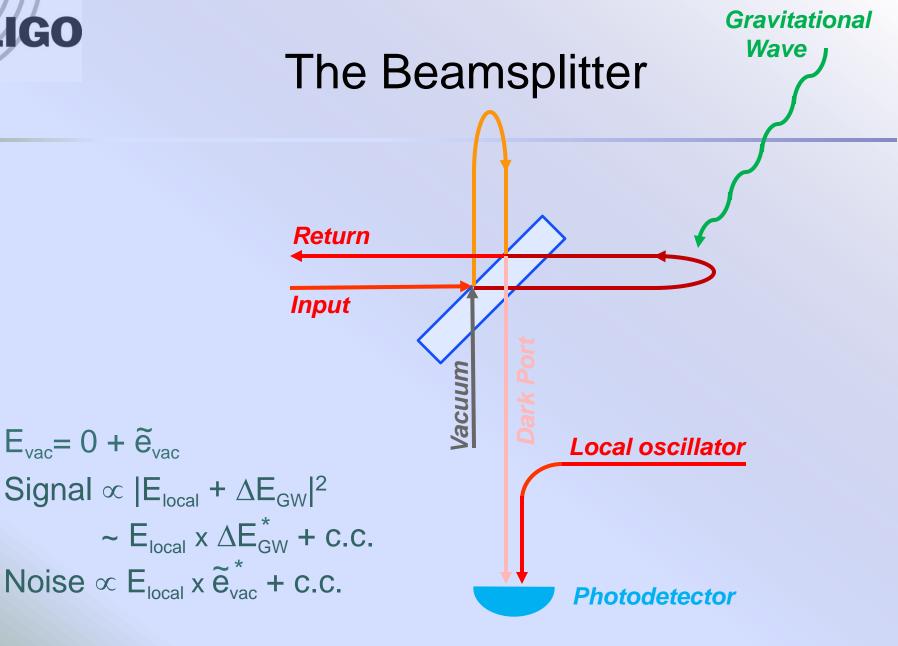
Signal $\propto |E_{in} - E_{in}|^2 = 0$ Noise = 0





 $E_{vac} = 0 + \tilde{e}_{vac}$

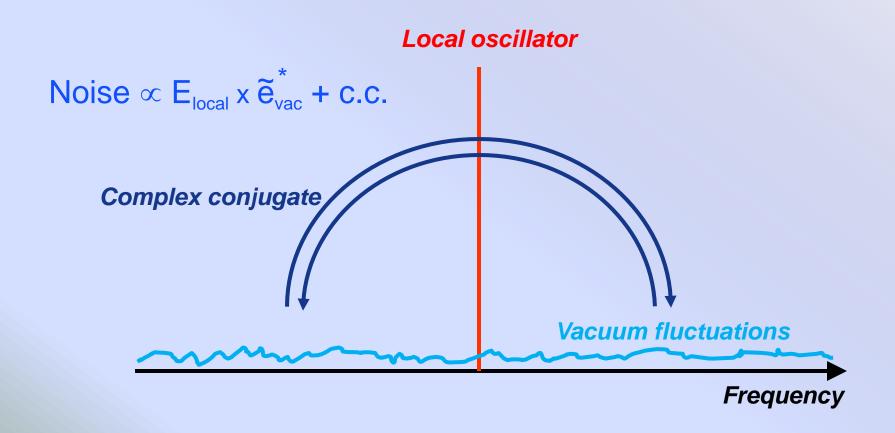




 $E_{vac} = 0 + \tilde{e}_{vac}$



In Fourier Space





Generating Squeezed "Vacuum"

Need an operation that applies

$$\tilde{e}_{vac} \rightarrow \tilde{e}_{vac} + e^{2i\phi} \times \tilde{e}_{vac}^*$$
 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



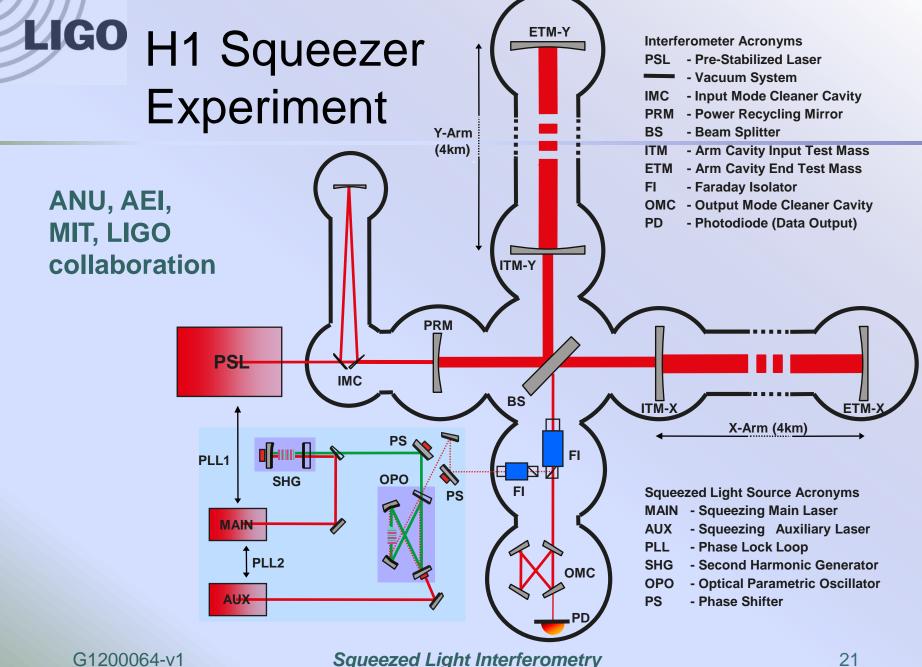
The H1 Squeezer Experiment

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:

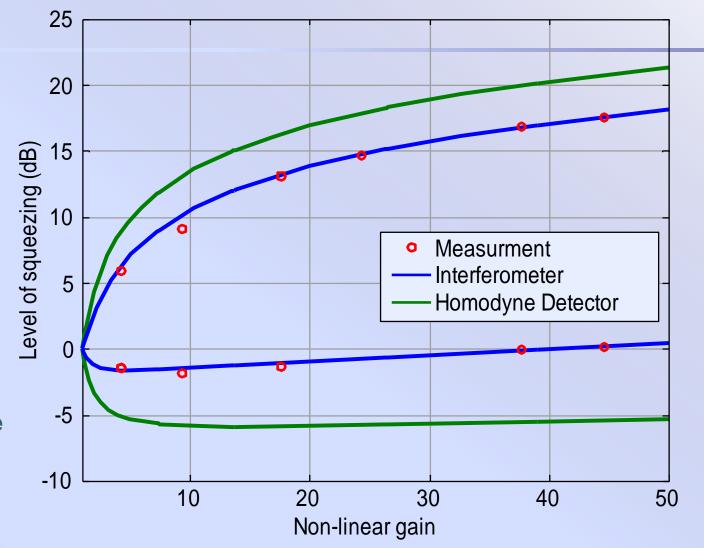
- Back scattering
- Stray light
- Phase noise
- Optical losses
- Auxiliary servo noise
- Alignment jitter
- > Stability





LIGO

Non-Linear Gain

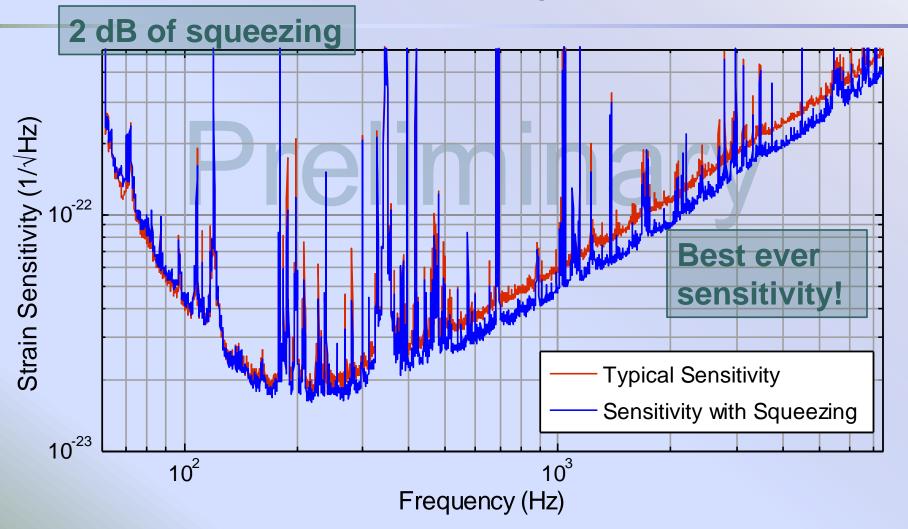


61% loss 5º phase noise

19% loss 1.3º phase noise

LIGO

H1 Squeezed





Outlook

- □ GEO600/AEI will work on high performance squeezing and long term stability
- ANU continues to optimize the ring-cavity OPO
- R&D program at MIT to work on filter cavities and a low loss readout chain
- Start a design for an advanced LIGO squeezer

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

