

Lecture 35 How LIGO works

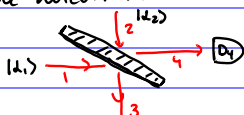
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In this lecture, we will discuss how to measure the quadratures \hat{a}_e and \hat{b}_e , how to reduce the uncertainty in one value at the expense of the other, and how LIGO employs these ideas for higher precision.

To start, we note that one cannot directly measure an oscillating electric field of visible light because it oscillates too fast. The fastest oscilloscope runs at about 100 GHz, while light's oscillating frequency at 10^{14} - 10^{15} Hz is 3-4 orders of magnitude faster.

Nevertheless, there are schemes that do allow us to measure the fields of light by employing clever techniques. The first we will discuss is heterodyne detection. This involves measuring signals from two light beams, whose frequency differs by a small amount, and observing the beats of those signals, which oscillate much more slowly. Let's see how this works.

Heterodyne detection



In this experiment, we send in the weak light $|d_1\rangle$ that we want to measure and the strong light $|d_2\rangle$, used to "boost" the signal. We measure the photo current in channel 4.

$$|4_{in}\rangle = |d_1\rangle \otimes |d_2\rangle$$

$$i_4 = q_e S \int_{\text{area}} W^{(1)}(r_4, t) = q_e S \int E_4^{(1)}(r_4, t) |4_{in}\rangle|^2$$

$$E_4^{(1)} = t E_1^{(1)} - r E_2^{(1)}$$

Assume the frequencies ω_1 and ω_2 are close, so that we can approximate

$$E_{\omega_1}^{(1)} \sim E_{\omega_2}^{(1)} \sim E_{\omega}^{(1)} \quad \omega = \frac{\omega_1 + \omega_2}{2}$$

$$i_4 = q_e S \int (E_{\omega}^{(1)})^2 \left\| (t d_1 e^{-i\omega_1 t} - r d_2 e^{-i\omega_2 t}) |4_{in}\rangle \right\|^2$$

$$= q_e S \int (E_{\omega}^{(1)})^2 \left\{ |t|^2 |d_1|^2 + |r|^2 |d_2|^2 - 2 \text{Re} \left(r t^* e^{i(\omega_1 - \omega_2)t} d_1^* d_2 \right) \right\}$$

Let $d_1 = |d_1| e^{i\phi_1}$ $d_2 = |d_2| e^{i\phi_2}$ assume r and t are real, then

$$i_4 = q_e S \int (E_{\omega}^{(1)})^2 \left\{ |t|^2 |d_1|^2 + |r|^2 |d_2|^2 - 2 r t |d_1| |d_2| \cos[(\omega_1 - \omega_2)t - \phi_1 + \phi_2] \right\}$$

Recall $\int (E_{\omega}^{(1)})^2 = \frac{n}{S T}$ for light moving in a cylindrical quantization volume

recall as well that $|d|^2$ is proportional to the number of photons in the quantization volume since $\langle \psi | \hat{n} | \psi \rangle = |d|^2$.

This number of photons increases as the length $L = ct$ increases by considering longer time intervals for the measurement. But $\Phi_{\text{photon}} = \frac{I \cdot t^2}{T}$ is independent of T (can think of as the "density" of photons)

The beam intensity, or energy density, is $\Phi = \Phi_{\text{photon}} \cdot h\nu_0$

So the beam intensity satisfies $\frac{\Phi}{h\nu_0} = \frac{I \cdot t^2}{T}$

$$\text{or } |d_e| = \sqrt{\frac{\Phi T}{h\nu_0}}$$

So the heterodyne signal becomes

$$i_4(t) = \eta \mathcal{G} e \left\{ t^2 \Phi_1^{\text{photon}} + r^2 \Phi_2^{\text{photon}} - 2rt \sqrt{\Phi_1^{\text{photon}} \Phi_2^{\text{photon}}} \cos[(\omega_1 - \omega_2)t - \phi_1 + \phi_2] \right\}$$

If we tune r and t such that $t^2 \Phi_1^{\text{photon}} = r^2 \Phi_2^{\text{photon}}$

$$\text{then } i_4(t) = 2t^2 \Phi_1^{\text{photon}} \eta \mathcal{G} e (1 - \cos((\omega_1 - \omega_2)t - \phi_1 + \phi_2))$$

which says the visibility is equal to 1.

The idea is that instead of measuring the small amplitude Φ_1^{photon} , we measure a much larger amplitude $\sqrt{\Phi_1^{\text{photon}} \Phi_2^{\text{photon}}}$.

But one must examine signal to noise to see if there is a true gain.

$$i_{\text{direct}} = \eta \mathcal{G} e \Phi_1^{\text{photon}} \quad i_{\text{hetero}} = \eta \mathcal{G} e r t \sqrt{\Phi_1^{\text{photon}} \Phi_2^{\text{photon}}}$$

The noise is white noise. I don't have time to derive this here, (also called shot noise)

but it is given by $S_{i_{\text{direct}}} = \sqrt{2 \mathcal{G} e i_{\text{direct}} \Delta f}$ $\Delta f = \frac{1}{T} = \text{bandwidth}$

$$\text{So } \left(\frac{\text{Signal}}{\text{Noise}} \right)_{\text{direct}} = \frac{i_{\text{direct}}}{\sqrt{2 \mathcal{G} e i_{\text{direct}} \Delta f}} = \sqrt{\frac{i_{\text{direct}}}{2 \mathcal{G} e \Delta f}} = \sqrt{\frac{\eta \Phi_1^{\text{photon}}}{2 \Delta f}}$$

$$\left(\frac{\text{Signal}}{\text{Noise}} \right)_{\text{hetero}} = \frac{\eta \mathcal{G} e r t \sqrt{\Phi_1^{\text{photon}} \Phi_2^{\text{photon}}}}{r \sqrt{2 \mathcal{G} e^2 \Phi_2^{\text{photon}} \Delta f}} = t \sqrt{\frac{\eta \Phi_1^{\text{photon}}}{2 \Delta f}}$$

\mathcal{G}^2 because of gain \nearrow Φ_2^{photon} dominates the noise

So there seems to be no gain. But this analysis ignored dark current noise. This is constant and can make it impossible to observe i_{direct} . So with dark current, one can measure signals via heterodyning that are much smaller than the dark current if t is large.

Balanced homodyne detection.

This is very similar to heterodyning except now we take $\omega_1 = \omega_2$, $\vec{k}_1 = \vec{k}_2$, $\vec{\epsilon}_1 = \vec{\epsilon}_2$ so there is no oscillation.

We measure now the difference in photocurrents $i_3 - i_4$

Note that the difference of two phot currents, measured over a long time interval, not the coincidences.

$$\text{Recall that } S_T W_{3,4}^{(1)}(\omega, t) = \eta |\langle \psi | \hat{N}_{3,4} | \psi \rangle|^2$$

$$i_{3,4} = \eta \mathcal{G} e |\langle \psi | \hat{N}_{3,4} | \psi \rangle|^2$$

We need to express $\hat{N}_3 - \hat{N}_4$ in terms of the input creation/annihilation operators. In balanced homodyne detection, we take $r = t = \frac{1}{\sqrt{2}}$ so

$$\begin{aligned}\hat{N}_3 &= (r\hat{a}_1^\dagger + t\hat{a}_2^\dagger)(r\hat{a}_1 + t\hat{a}_2) \\ &= \frac{1}{2}(\hat{a}_1^\dagger\hat{a}_1 + \hat{a}_2^\dagger\hat{a}_2 + \hat{a}_1^\dagger\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_1) \\ \hat{N}_4 &= (t\hat{a}_1^\dagger - r\hat{a}_2^\dagger)(t\hat{a}_1 - r\hat{a}_2) \\ &= \frac{1}{2}(\hat{a}_1^\dagger\hat{a}_1 + \hat{a}_2^\dagger\hat{a}_2 - \hat{a}_1^\dagger\hat{a}_2 - \hat{a}_2^\dagger\hat{a}_1)\end{aligned}$$

So $\hat{N}_3 - \hat{N}_4 = \hat{a}_1^\dagger\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_1$, we let $\omega_L = \omega_{LO} = |\omega_{LO}| e^{i\phi_{LO}}$
 $\omega_{LO} = \text{local oscillator}$

$$\begin{aligned}i_3 - i_4 &= \eta \frac{q_0 e}{T} \langle \psi_i | \hat{a}_1^\dagger | \psi_i \rangle |\omega_{LO}| e^{i\phi_{LO}} + \langle \psi_i | \hat{a}_2 | \psi_i \rangle |\omega_{LO}| e^{-i\phi_{LO}} \\ &= \eta \frac{q_0 e}{T} |\omega_{LO}| \langle \psi_i | \hat{a}_1^\dagger e^{i\phi_{LO}} + \hat{a}_2 e^{-i\phi_{LO}} | \psi_i \rangle \\ &= \eta \frac{q_0 e}{T} |\omega_{LO}| \left\{ \langle \psi_i | \hat{a}_1^\dagger + \hat{a}_2 | \psi_i \rangle \cos\phi_{LO} \right. \\ &\quad \left. + i \langle \psi_i | \hat{a}_1^\dagger - \hat{a}_2 | \psi_i \rangle \sin\phi_{LO} \right\}\end{aligned}$$

recall $\hat{a}_1^\dagger + \hat{a}_2 \propto \hat{Q}_1$ and $i(\hat{a}_1^\dagger - \hat{a}_2) \propto \hat{P}_1$

So using balanced homodyne detection, we can measure the quadrature operators as functions of the local oscillator phase.

Note as well that the result is independent of the time interval T because the number of photons grows linearly in the time interval.

We need to now discuss fluctuations / noise.

$$(\hat{N}_3 - \hat{N}_4)^2 = (\hat{a}_1^\dagger\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_1)^2 = \hat{a}_1^\dagger\hat{a}_1\hat{a}_2\hat{a}_2 + \hat{a}_1^\dagger\hat{a}_2\hat{a}_2^\dagger\hat{a}_1 + \hat{a}_2^\dagger\hat{a}_1\hat{a}_1^\dagger\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_2\hat{a}_1^\dagger\hat{a}_1$$

put into normal ordered form (all \dagger 's to the left) to find

$$\begin{aligned}&= \hat{a}_1^\dagger\hat{a}_1\hat{a}_2\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_2\hat{a}_1\hat{a}_1 + \hat{a}_1^\dagger\hat{a}_2\hat{a}_1\hat{a}_2 + \hat{a}_1^\dagger\hat{a}_1 \\ &\quad + \hat{a}_2^\dagger\hat{a}_1\hat{a}_1\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_2 + \hat{a}_2^\dagger\hat{a}_2\hat{a}_1\hat{a}_1\end{aligned}$$

When taking the average with respect to $|\omega_{LO}\rangle$ $\hat{a}_2 \rightarrow \alpha_{LO}$ $\hat{a}_2^\dagger \rightarrow \alpha_{LO}^*$

$$\begin{aligned}\langle \psi_{in} | (\hat{N}_3 - \hat{N}_4)^2 | \psi_{in} \rangle &= |\omega_{LO}|^2 \left\{ \langle \psi_i | \hat{a}_1^\dagger \hat{a}_1^\dagger | \psi_i \rangle e^{2i\phi_{LO}} + \langle \psi_i | \hat{a}_1 \hat{a}_1 | \psi_i \rangle e^{-2i\phi_{LO}} \right. \\ &\quad \left. + \langle \psi_i | \hat{a}_1^\dagger \hat{a}_1 | \psi_i \rangle + \langle \psi_i | \hat{a}_1 \hat{a}_1^\dagger | \psi_i \rangle \right\} + \langle \psi_i | \hat{a}_1^\dagger \hat{a}_1 | \psi_i \rangle\end{aligned}$$

\downarrow neglected because small compared to $|\omega_{LO}|^2$

$$\begin{aligned}\Rightarrow \left(\Delta(N_3 - N_4) \right)_{|\psi_{in}\rangle}^2 &= |\omega_{LO}|^2 \left\{ \langle \psi_i | (\hat{a}_1^\dagger e^{i\phi_{LO}} + \hat{a}_1 e^{-i\phi_{LO}})^2 | \psi_i \rangle \right. \\ &\quad \left. - \left(\langle \psi_i | \hat{a}_1^\dagger e^{i\phi_{LO}} + \hat{a}_1 e^{-i\phi_{LO}} | \psi_i \rangle \right)^2 \right\} \\ &= |\omega_{LO}|^2 \left(\Delta(\hat{a}_1^\dagger e^{i\phi_{LO}} + \hat{a}_1 e^{-i\phi_{LO}}) \right)_{|\psi_i\rangle}^2\end{aligned}$$

As mentioned before, this is related to the quadrature operators. We can define $\hat{Q}_1(\phi_0) = \sqrt{\frac{\hbar}{2}} (\hat{a}_1^\dagger e^{i\phi_0} + \hat{a}_1 e^{-i\phi_0})$ recalling $\hat{Q}_1 = \sqrt{\frac{\hbar}{2}} (\hat{a}_1 + \hat{a}_1^\dagger)$ $\hat{P}_1 = -i \sqrt{\frac{\hbar}{2}} (\hat{a}_1 - \hat{a}_1^\dagger)$ says when $\phi_0 = 0$, we get Q, when $\phi_0 = \frac{\pi}{2}$ we get P

Note these are related to the electric field amplitude since

$$\hat{E}(F, t) = \int_0^{\infty} \hat{E}_\omega e^{i\omega t} \sqrt{\frac{\hbar}{2\epsilon_0 V}} \left\{ -\hat{Q}_L \sin(\mathbf{k}_L \cdot \mathbf{r} - \omega t) - \hat{P}_L \cos(\mathbf{k}_L \cdot \mathbf{r} - \omega t) \right\}$$

Q is real part of amplitude P is imaginary part of amplitude

In general, we can consider $\hat{Q}(\theta)$ and $\hat{Q}(\theta + \frac{\pi}{2}) = \hat{P}(\theta)$. one can immediately verify that $[\hat{Q}(\theta), \hat{P}(\theta)] = -i\hbar$

We will use these to measure the prob. $|\psi_i\rangle = |d_i\rangle$ $d_i = |d_i| e^{i\phi_i}$

$$\langle \psi_i | \hat{Q}(\theta) | \psi_i \rangle = \sqrt{\frac{\hbar}{2}} \langle d_i | \hat{a}_1^\dagger e^{i\theta} + \hat{a}_1 e^{-i\theta} | d_i \rangle$$

$$= \sqrt{2\hbar} \cos(\theta - \phi_i) |d_i|$$

$$\langle \psi_i | \hat{P}(\theta) | \psi_i \rangle = -i \sqrt{\frac{\hbar}{2}} \langle d_i | -\hat{a}_1^\dagger e^{i\theta} + \hat{a}_1 e^{-i\theta} | d_i \rangle$$

$$= -\sqrt{2\hbar} \sin(\theta - \phi_i) |d_i|$$

Variances: $\langle \psi_i | \hat{Q}(\theta)^2 | \psi_i \rangle = \frac{\hbar}{2} \langle d_i | \hat{a}_1^\dagger \hat{a}_1^\dagger e^{2i\theta} + \hat{a}_1^\dagger \hat{a}_1 + \hat{a}_1 \hat{a}_1^\dagger + \hat{a}_1 \hat{a}_1 e^{-2i\theta} | d_i \rangle$

$$= \hbar |d_i|^2 (\cos 2(\theta - \phi_i) + 1) + \frac{\hbar}{2}$$

$$= 2\hbar |d_i|^2 \cos^2(\theta - \phi_i) + \frac{\hbar}{2}$$

$$\langle \psi_i | \hat{P}(\theta)^2 | \psi_i \rangle = -\frac{\hbar}{2} \langle d_i | \hat{a}_1^\dagger \hat{a}_1^\dagger e^{2i\theta} - \hat{a}_1^\dagger \hat{a}_1 - \hat{a}_1 \hat{a}_1^\dagger + \hat{a}_1 \hat{a}_1 e^{-2i\theta} | d_i \rangle$$

$$= -\hbar |d_i|^2 (\cos 2(\theta - \phi_i) - 1) + \frac{\hbar}{2}$$

$$= 2\hbar |d_i|^2 \sin^2(\theta - \phi_i) + \frac{\hbar}{2}$$

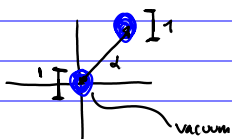
$$\text{so } (\Delta Q(\theta)) \psi_i = \sqrt{\frac{\hbar}{2}} = (\Delta P(\theta)) \psi_i$$

$$(\Delta Q(\theta)) \psi_i (\Delta P(\theta)) \psi_i = \frac{\hbar}{2} = \text{minimal uncertainty state}$$

We can plot the uncertainty in a "phase space"

$$\text{Prob}(Q_1, P_1) = \frac{1}{2\pi \Delta Q \Delta P} e^{-\frac{(Q_1 - \langle Q \rangle)^2 + (P_1 - \langle P \rangle)^2}{2\Delta Q \Delta P}}$$

Use reduced variables $\frac{Q}{\sqrt{2\hbar}}, \frac{P}{\sqrt{2\hbar}} \quad \frac{\partial \Delta Q_1}{\sqrt{2\hbar}} = 1$



Displacement operator does phase from the vacuum to I

Time evolution, given by $d \rightarrow d e^{-i\omega t}$, is a clockwise rotation in a circle. The uncertainty, being a circle, is always the same for Q and P.

Squeezed light trades off the uncertainty for Q to uncertainty in P or vice versa.

Recall Bogoliubov transformation from HW

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$$\hat{A}_R = \cosh R \hat{a} + \sinh R \hat{a}^\dagger \quad \hat{A}_R^\dagger = \cosh R \hat{a}^\dagger + \sinh R \hat{a}$$

$$[\hat{A}_R, \hat{A}_R^\dagger] = (\cosh^2 R - \sinh^2 R) = 1$$

consider the squeezed operators |states to be in one mode only

A squeezed state satisfies $\hat{A}_R |d, R\rangle = \alpha |d, R\rangle$

Calculate averages by inverting

$$\hat{a} = \cosh R \hat{A}_R - \sinh R \hat{A}_R^\dagger$$

$$\hat{a}^\dagger = \cosh R \hat{A}_R^\dagger - \sinh R \hat{A}_R$$

$$\langle d, R | \hat{E}(\hat{r}, t) | d, R \rangle = i \frac{e^{i\omega t}}{2} E^{(1)} \left((\cosh R \alpha - \sinh R \alpha^*) e^{i(k\hat{r} - \omega t)} + \text{c.c.} \right)$$

This is the same average as a QCL state with $\alpha_{QCL} \rightarrow \alpha \cosh R - \alpha^* \sinh R$
 $= \text{Re} \alpha e^{-R} + i \text{Im} \alpha e^R$

If α is real, then $\alpha_{QCL} = \alpha e^{-R}$

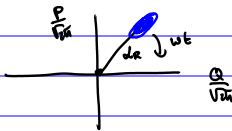
Calculating the variance is the same as before too, just use \hat{A}_R and find $[\hat{A}_R, \hat{A}_R^\dagger]$ is what contributes so

$$\langle \Delta E(\hat{r}, t) \rangle_{|d, R\rangle}^2 = \left(E^{(1)} \right)^2 \left[e^{2R} \cos^2(\omega t) + e^{-2R} \sin^2(\omega t) \right]$$

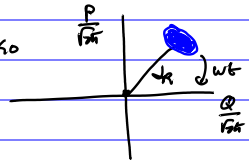
This takes a few lines to calculate, you should do it. Focus on only the $[\hat{A}_R, \hat{A}_R^\dagger]$ term. The variance changes as a function of time when $R \neq 0$.

The dispersion varies with time now

R > 0



R < 0

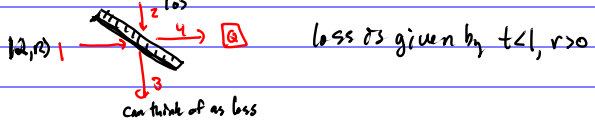


$R > 0$ has the best accuracy when the field amplitude is large

$R < 0$ has the best accuracy when the field amplitude is zero

the latter is best for measuring the phase as where the field crosses zero tells us the phases

When we measure on a beam splitter



$$\hat{Q}_4 = \sqrt{\frac{\hbar}{2}} (\hat{a}_4 + \hat{a}_4^\dagger) = \sqrt{\frac{\hbar}{2}} (t \hat{a}_1 - r \hat{a}_2 + t \hat{a}_1^\dagger - r \hat{a}_2^\dagger)$$

$$= \sqrt{\frac{\hbar}{2}} \left(t (\hat{A}_R \cosh R - \hat{A}_R^\dagger \sinh R) - r \hat{a}_2 + t (\hat{A}_R^\dagger \cosh R - \hat{A}_R \sinh R) - r \hat{a}_2^\dagger \right)$$

$$= \sqrt{\frac{\hbar}{2}} (t \hat{A}_R e^{-R} + t \hat{A}_R^\dagger e^{-R} - r \hat{a}_2 - r \hat{a}_2^\dagger)$$

$$\langle d, R | \hat{Q}_4 | d, R \rangle = \sqrt{\frac{\hbar}{2}} t e^{-R} (2\alpha) \quad \text{for } \alpha \text{ real}$$

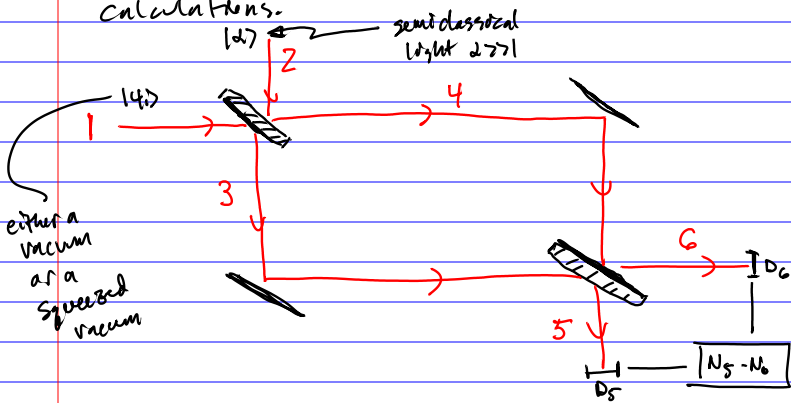
$$\langle d, R | \hat{Q}_4^2 | d, R \rangle - \left(\langle d, R | \hat{Q}_4 | d, R \rangle \right)^2 = \frac{\hbar}{2} (t^2 e^{-2R} + r^2)$$

↑
vac fluc of 2

The vacuum fluctuations from channel 2 can ruin benefits of squeezing when one has losses.

Carlton Caves showed in 1980 how squeezing helps one measure on a Mach Zehnder Interferometer. (6)

I will give a brief description of how this works but not go through the detailed calculations.



Note how this is essentially a balanced homodyne detection at the lower right.

$$\langle \psi_{in} | \hat{N}_5 - \hat{N}_6 | \psi_{in} \rangle = \alpha \sqrt{\frac{2}{\hbar}} \langle \psi_{in} | \hat{p}_1 | \psi_{in} \rangle$$

$$\langle \psi_{in} | (\hat{N}_5 - \hat{N}_6)^2 | \psi_{in} \rangle = \alpha^2 \frac{2}{\hbar} \langle \psi_{in} | \hat{p}_1^2 | \psi_{in} \rangle$$

So the fluctuations are determined by $(\Delta p_1)_{|\psi\rangle}^2$

If we use an ordinary vacuum $(\Delta p_1)_{|\psi\rangle}^2 = \frac{\hbar}{2}$

but if we use a "p-squeezed vacuum" $(\Delta p_1)_{|\psi\rangle}^2 = \frac{\hbar}{2} e^{2R}$

So with RLO, we get an improvement.

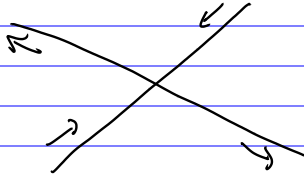
Note, the squeezed vacuum has photons in it. It is fragile and the gains are reduced with losses. So one needs super high quality mirrors and optics.

The improvement of accuracy by $1+\delta$, will increase the volume of observed universe by $(1+\delta)^3$ so even small improvements will create huge increases in the observable universe with gravity waves.

LIGO is an interferometer

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Gravity waves are quadrupole waves



like a "d-wave" excitation

Each arm is 4km long and detects $\frac{\delta L}{L} \sim 10^{-21}$

or a measurement of 10^{-18} m ($\frac{1}{1000}$ the radius of a nucleus)

Resonant cavities are used. These increase the effective length by a factor of 300. Interferometry can measure ~ 10 nm ($\lambda \sim 500$ nm).

so the length difference is $\frac{\delta L}{L} = \frac{10 \times 10^{-9} \text{ m}}{300 \cdot 4000 \text{ m}} \sim 10^{-14}$

I believe the other 7 orders of magnitude come from the $|\dot{h}|^2$ from the lasers, but I have not been able to confirm this.

The squeezed vacuum reduces noise by 28%

$\Rightarrow (1.28)^3 \sim$ twice as much universe can be observed.

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3.8 Beating the SQL in Gravitational Waves detection

BEYOND THE STANDARD QUANTUM LIMIT IN LIGO

The image shows a man in a grey suit and glasses speaking. To his right is a graph titled "BEYOND THE STANDARD QUANTUM LIMIT IN LIGO". The graph plots noise spectral density (1/√Hz) on a logarithmic y-axis (from 10⁻¹¹ to 10⁻¹⁰) against frequency (Hz) on a logarithmic x-axis (from 10¹ to 10³). Three curves are shown: a red curve for "Typical noise without squeezing", a blue curve for "Shot noise", and a black curve for "Squeezing: enhanced sensitivity". The black curve shows a significant reduction in noise compared to the red curve, especially at higher frequencies. An inset graph shows a zoomed-in view of the 100-300 Hz range, with a dashed line indicating a "2.5 dB" noise reduction.