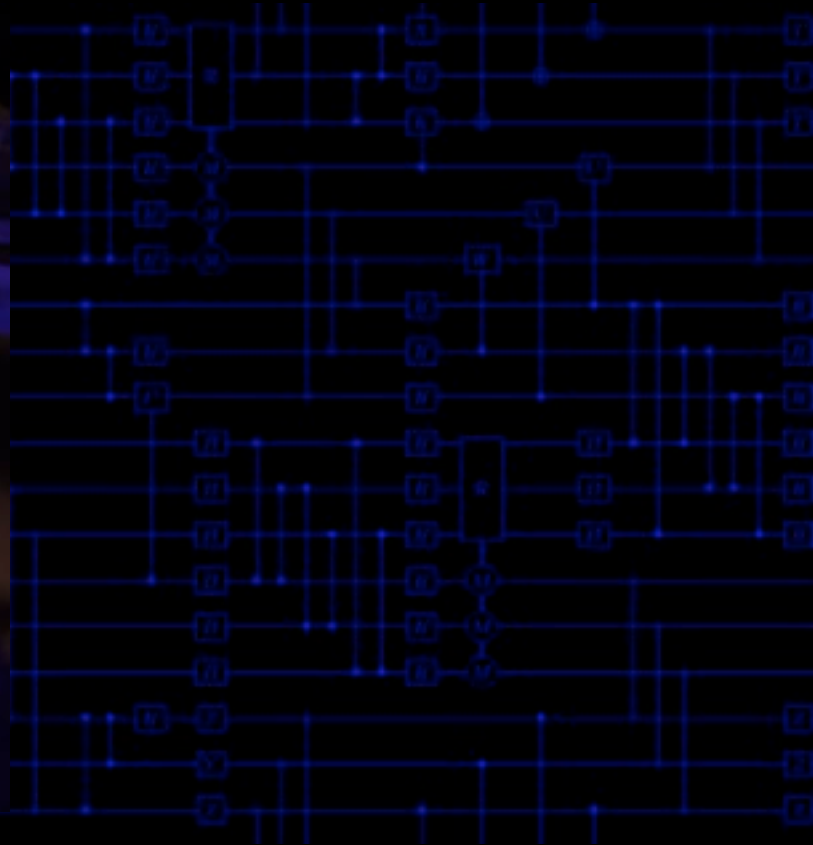
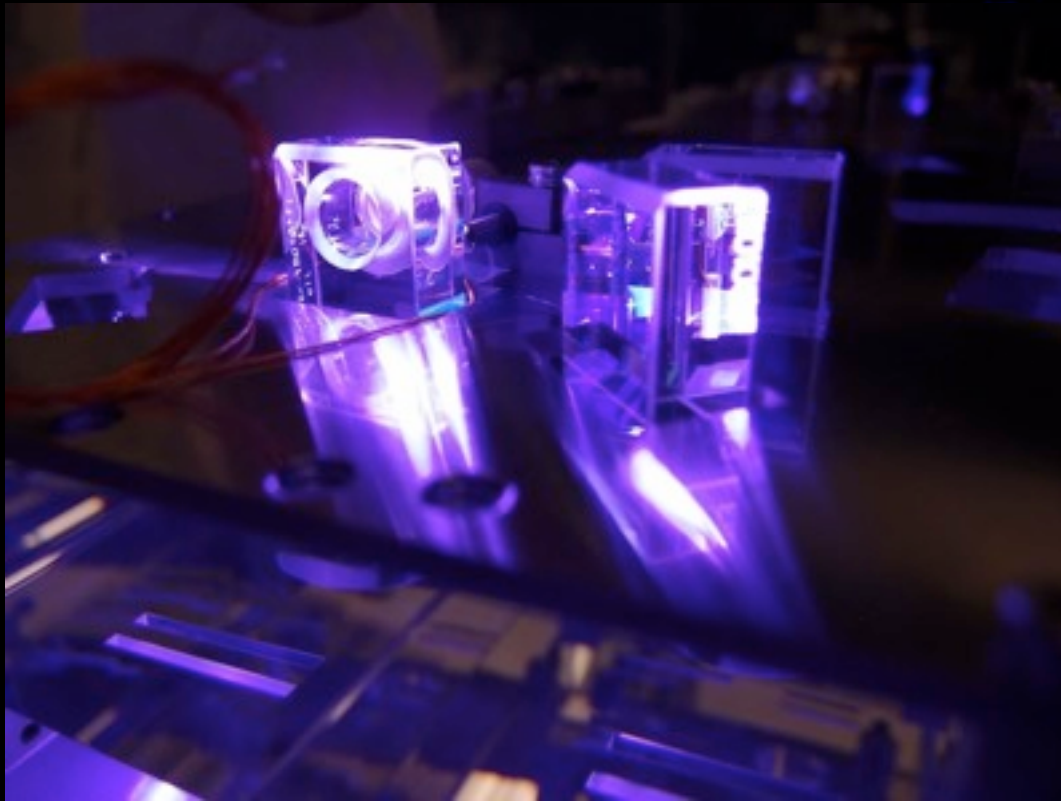


QUANTUM MEASUREMENT LIMITS IN THE GRAVITATIONAL WAVE DETECTORS



IF INFORMATION IS NEVER LOST

...

According to quantum mechanics, information that falls into a black hole will not be lost forever. Even after the black hole explodes, the information contained in it can still be recovered.

If information cannot be lost, each particle that escapes from a black hole must be linked to another particle that escaped earlier.

Unitarity

AND SPACE-TIME IS SMOOTH ...

According to Einstein's theory of general relativity, particles pass smoothly over the threshold of a black hole. If the particle were a person, he or she would experience "no drama" at the border.

In order for space-time to be smooth, each particle that leaves a black hole must be linked to another particle inside the black hole.

Strong Equivalence

THERE IS A PARADOX!

Particles can have only one link. When forced to choose between the two laws, physicists have generally sided with the idea that information is never lost.

If an exiting particle must be linked to a partner outside the black hole, it will have to break the link with its partner inside. The energy released in these breaks would create a "firewall" — a ring of fire around the black hole that violates the theory of "no drama."

A POSSIBLE SOLUTION?

If each escaping particle remains connected to the black hole through a wormhole, only one link would be required to connect the particles. Both laws of physics would be preserved.

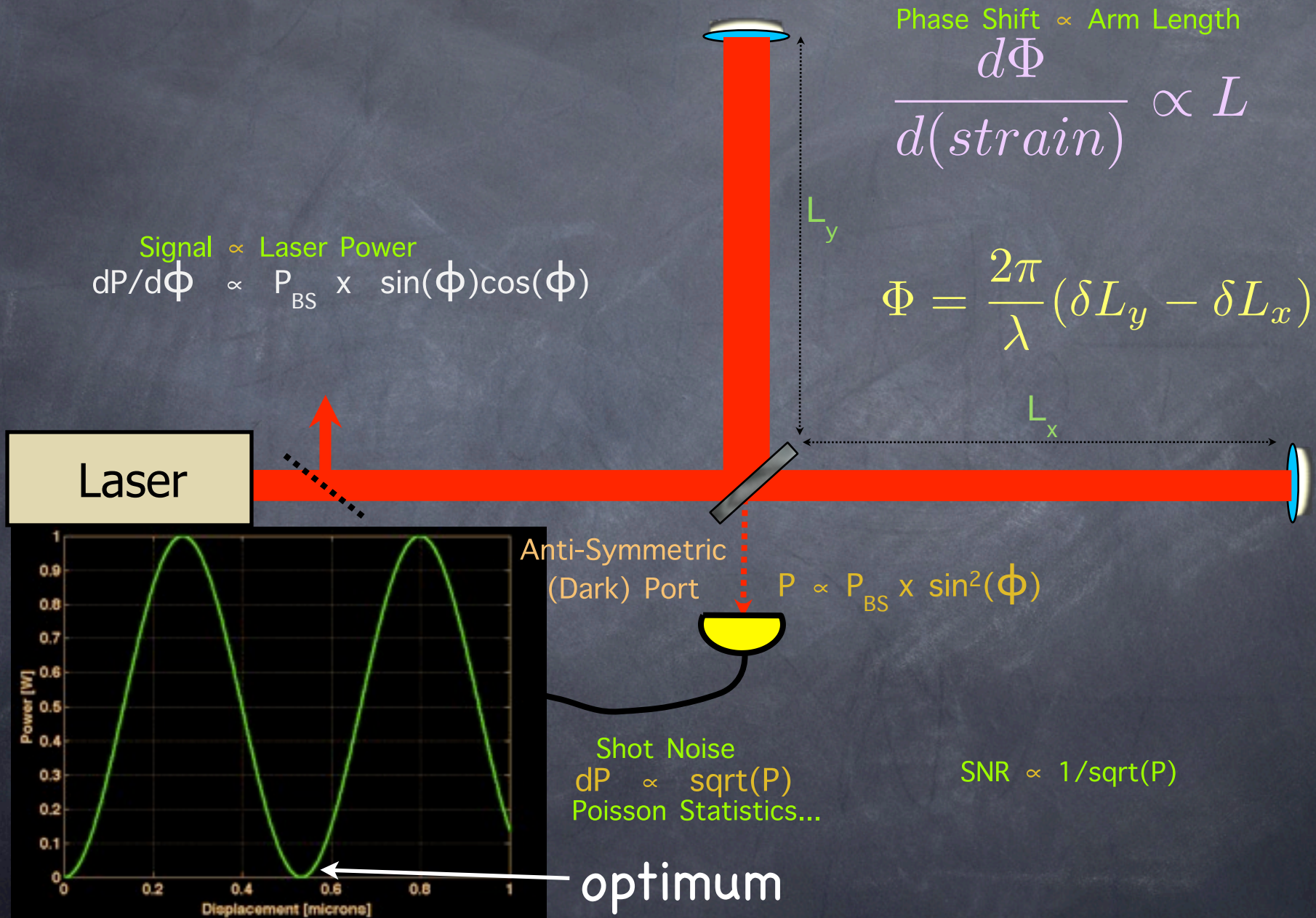
The distant particle and the particle inside the black hole could be the same particle.

Non-locality?

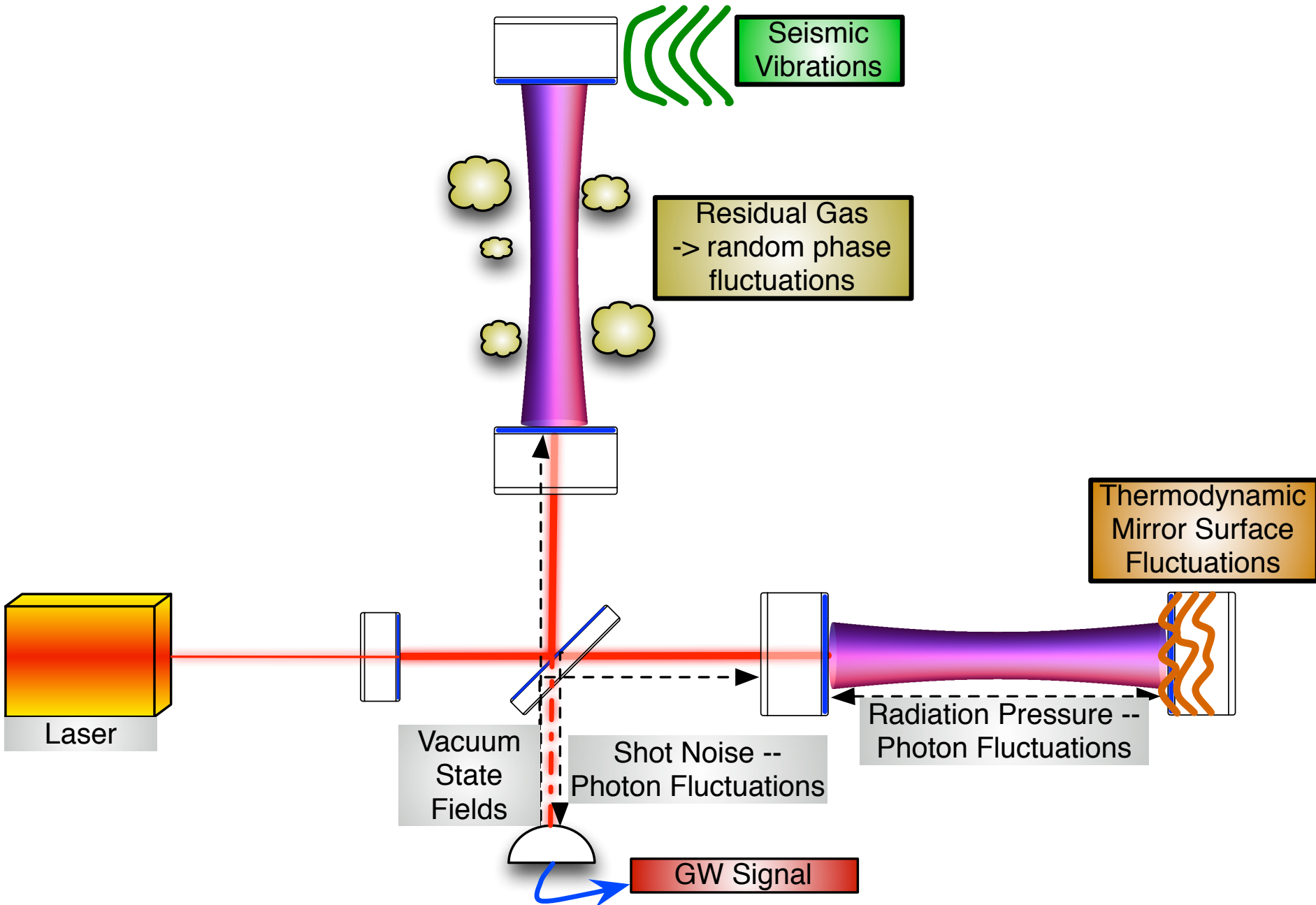
<http://www.nytimes.com/2013/08/13/science/space/a-black-hole-mystery-wrapped-in-a-firewall-paradox.html>

<http://quantumfrontiers.com/2012/12/03/is-alice-burning-the-black-hole-firewall-controversy/>

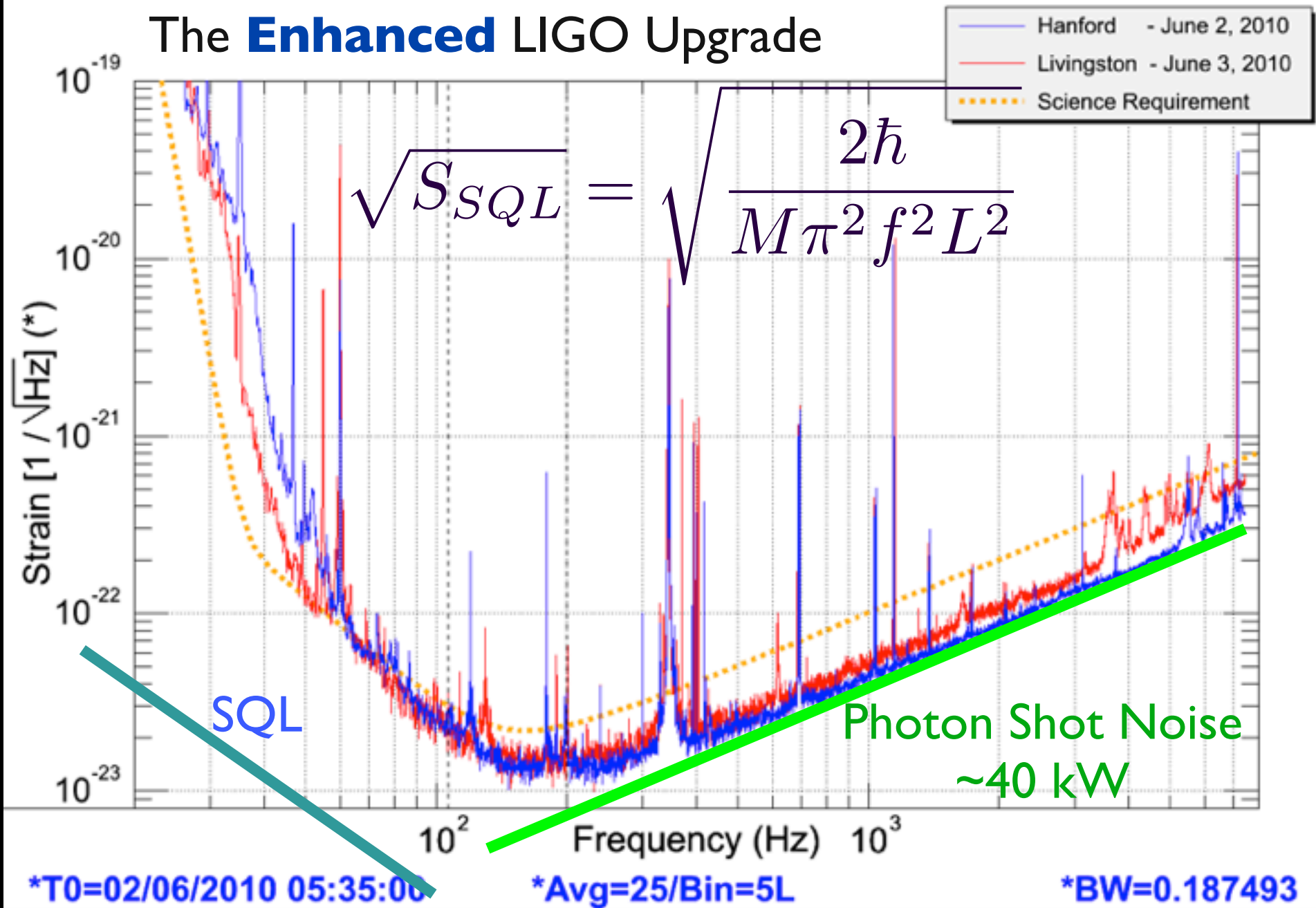
A Michelson Interferometer



LIGO: Major Sources of Noise



The **Enhanced** LIGO Upgrade

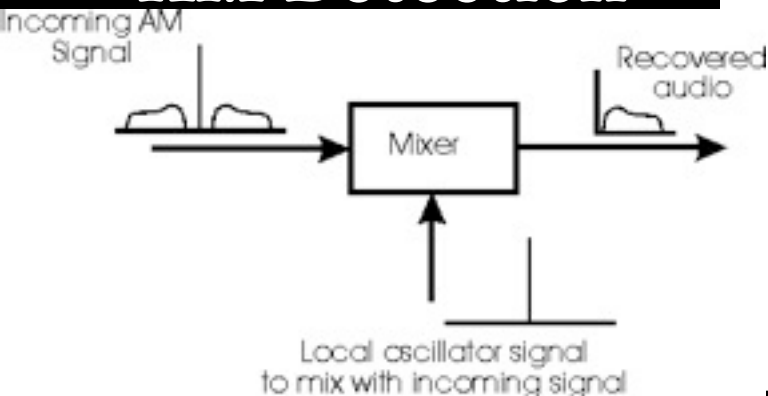


Lock-In Amplifier



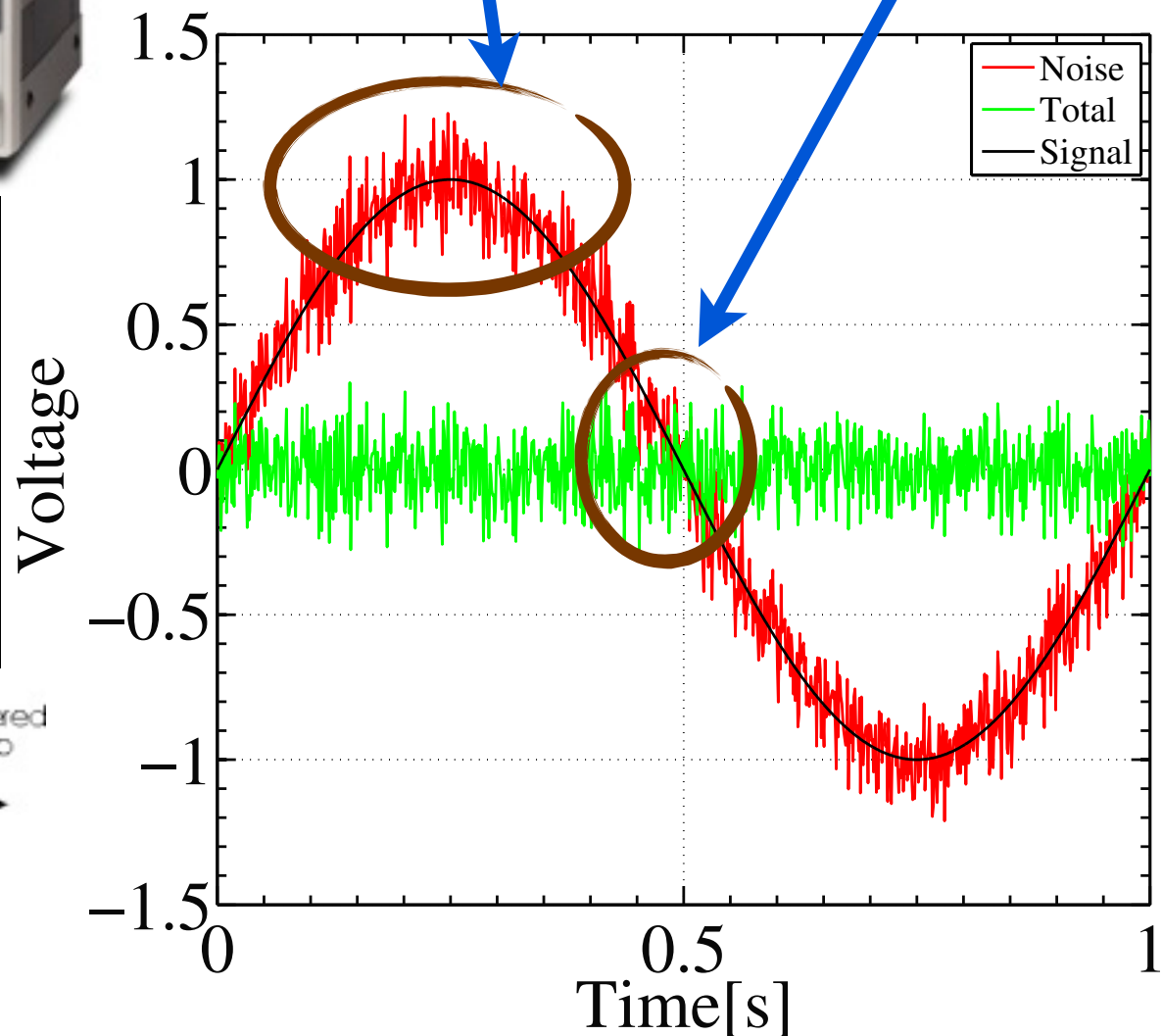
Bob Dicke, MIT/Princeton

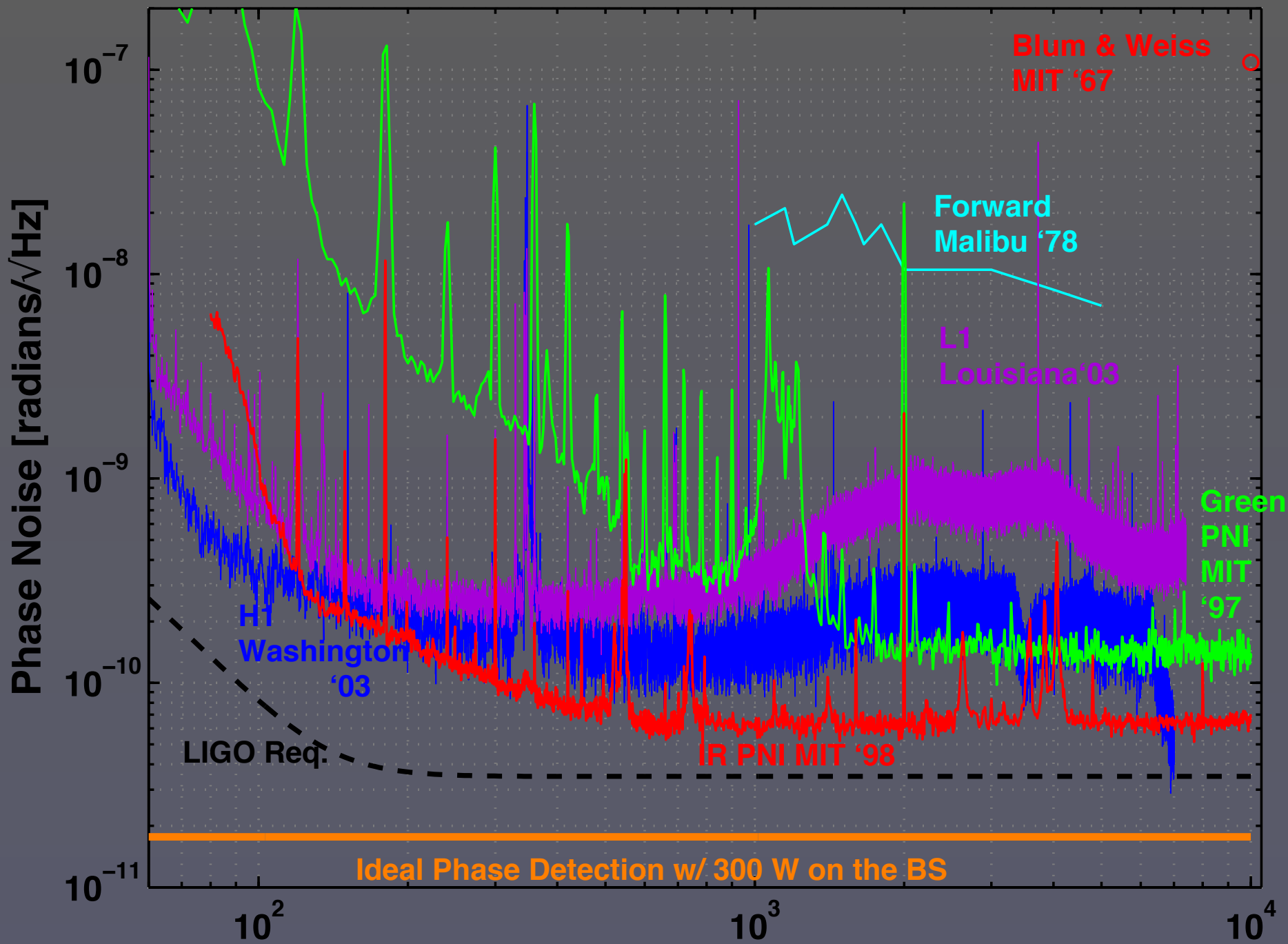
AM Detection



Amplitude
Noise

Phase
Noise

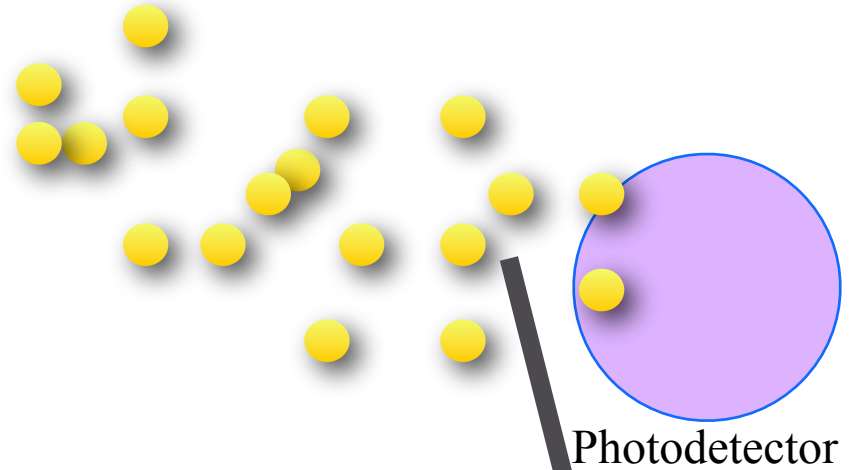




What about this Quantum noise?

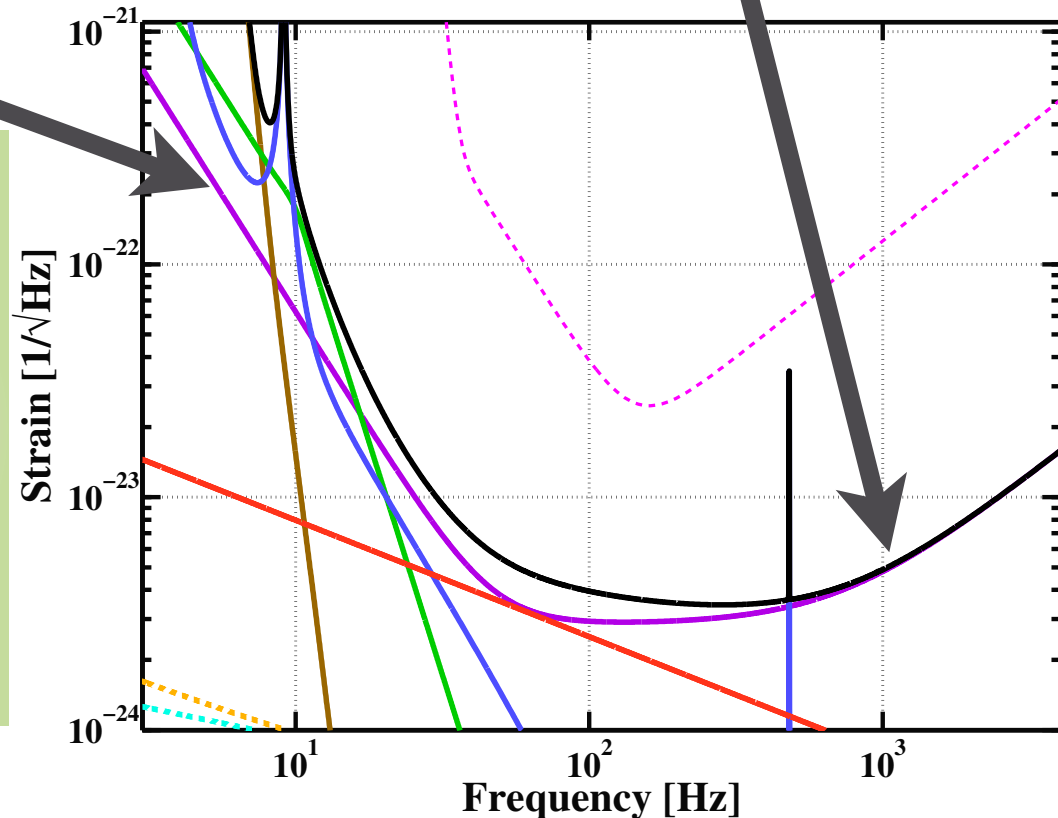
Shot Noise Picture:

Poisson statistics govern arrival time of photons at the photodetector. Also arrival times at the test mass (radiation pressure).

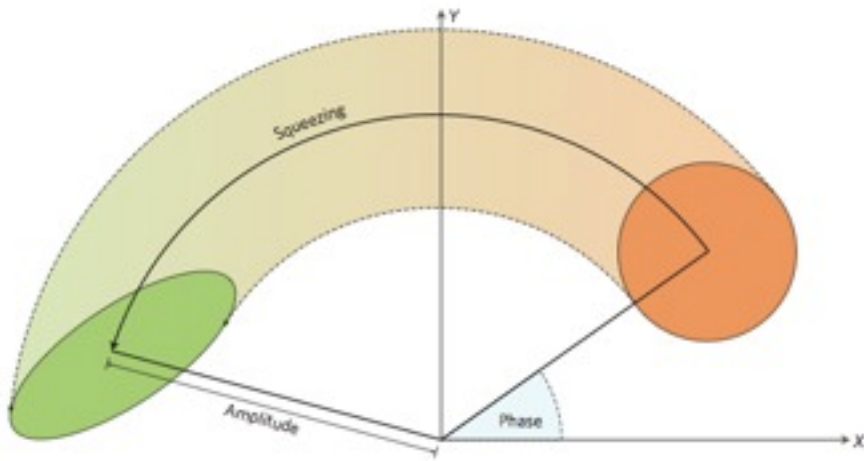
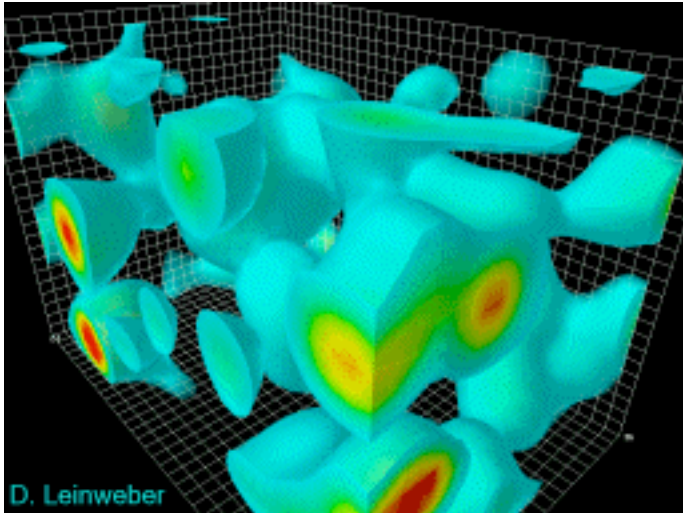


Vacuum Photon Picture:

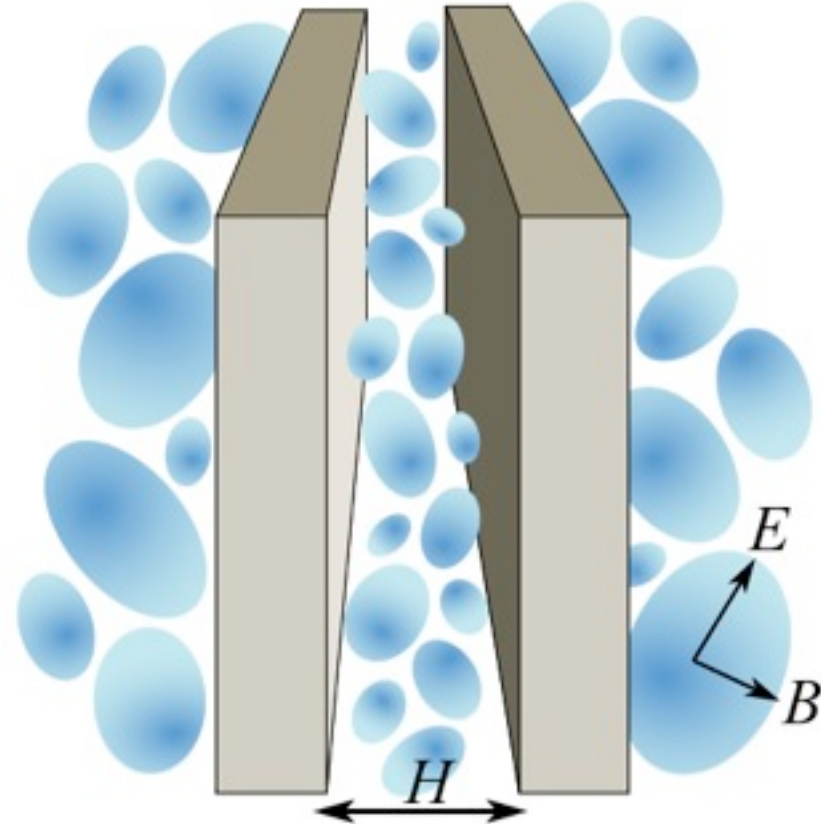
Losses couple the fluctuating vacuum field to the interferometer. Noise is a beat between the amplitude of the vacuum field and the local field (field at the dark port or field at the test mass).



Vacuum State Fluctuations



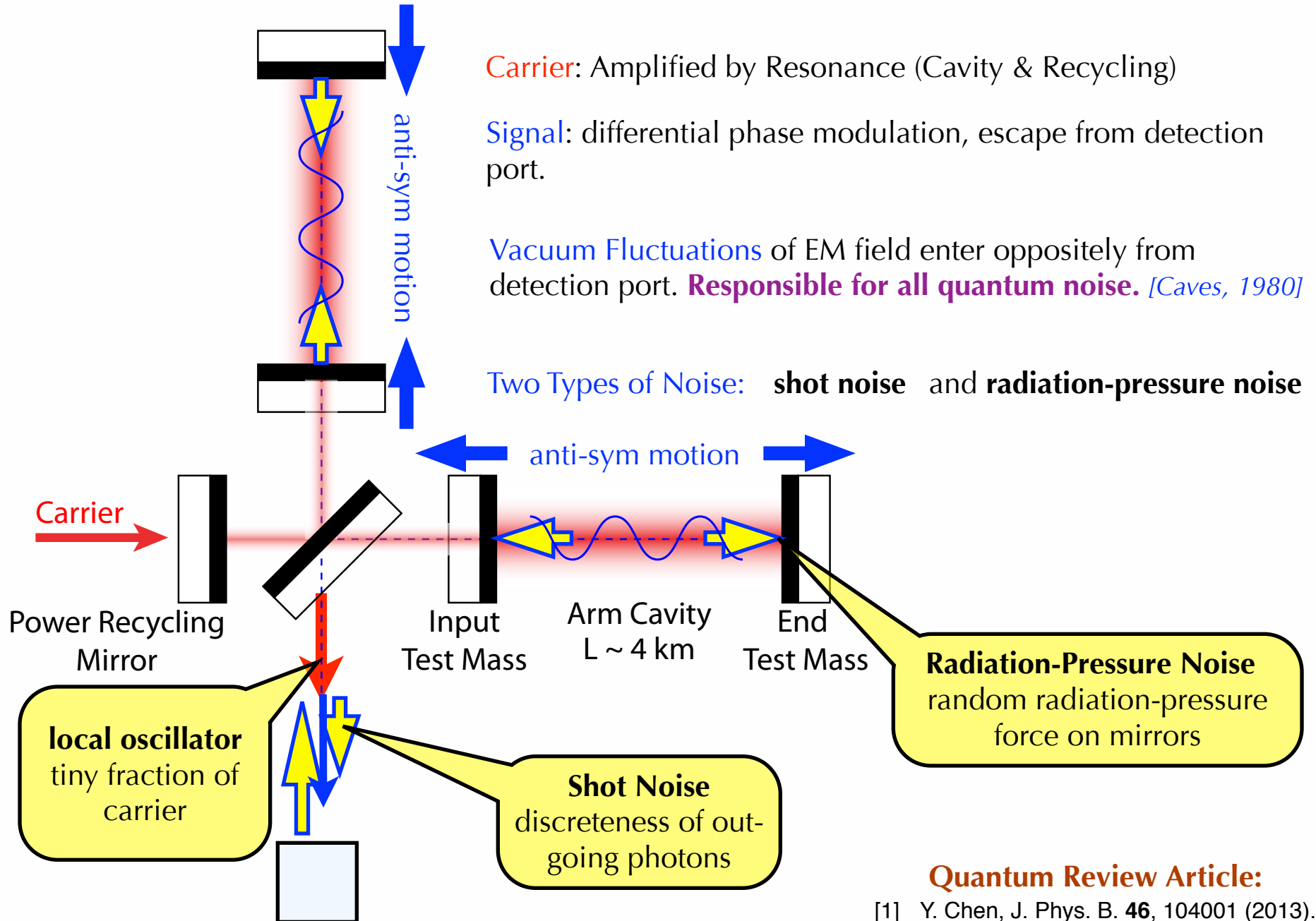
Warwick Bowen, Nature Photonics (2013)



<http://www.mit.edu/~kardar/research/seminars/Casimir2010/talks/Francqui/Casimir.html>

- [1] C. M. Caves, Physical Review A **31**, 3068 (1985).
- [2] H. Miao and Y. Chen, "Adv. Grav. Wave Detectors (2010)

An Ideal Fabry-Perot Michelson Interferometer [1]



Quantum Review Article:

[1] Y. Chen, J. Phys. B. **46**, 104001 (2013).

Building the Necessary Correlation

11

[Caves, Unruh, 1990s; H.J. Kimble et al., 2001]

simplified model:
single mass

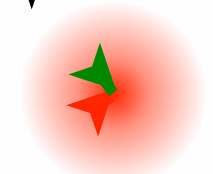


light

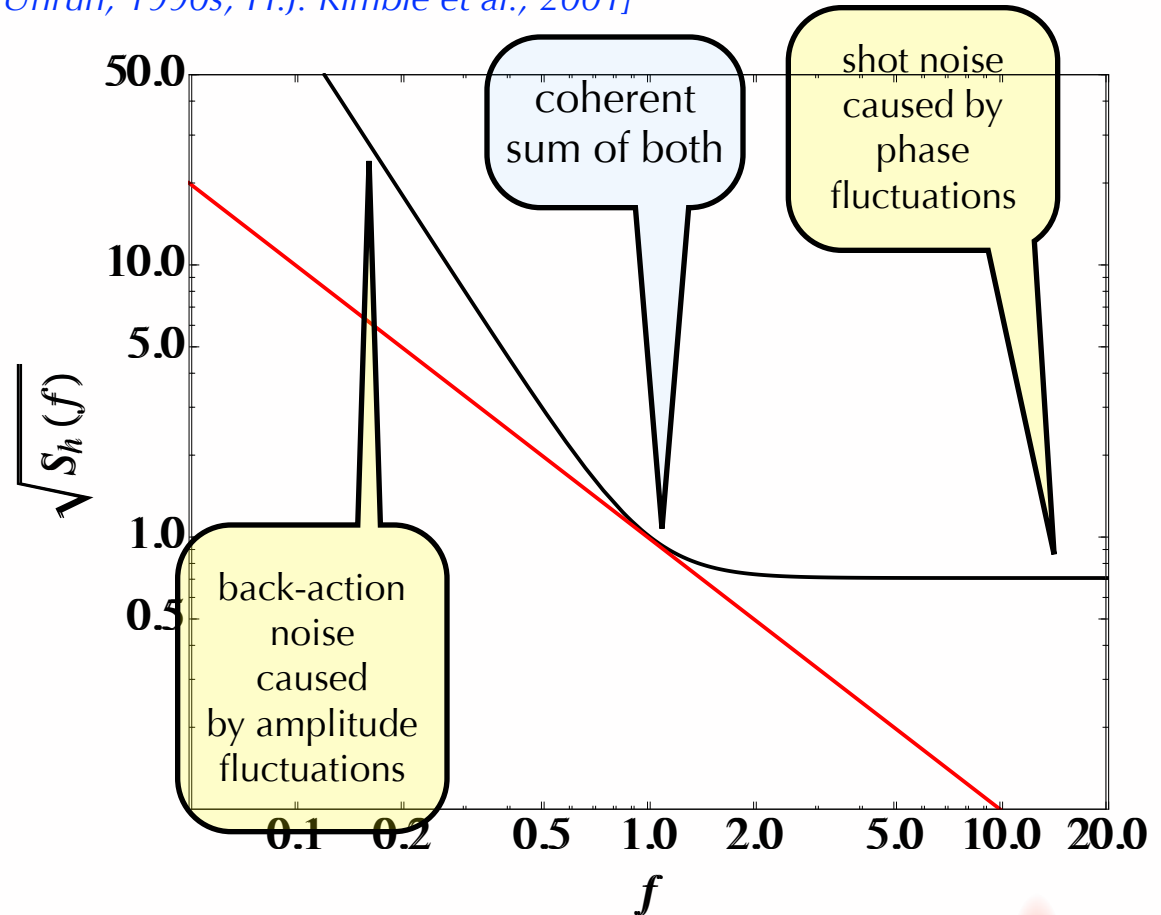
mass

phase fluctuations

amplitude fluctuations



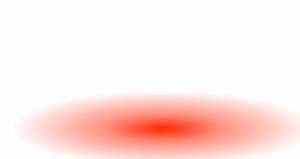
GW



EM field can be prepared into “squeezed states”

Wu, Xiao & Kimble, 1987

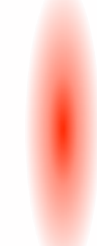
R. Schnabel, N. Mavalvala, D.E. McClelland & P. K. Lam, 2010



amplitude squeezed



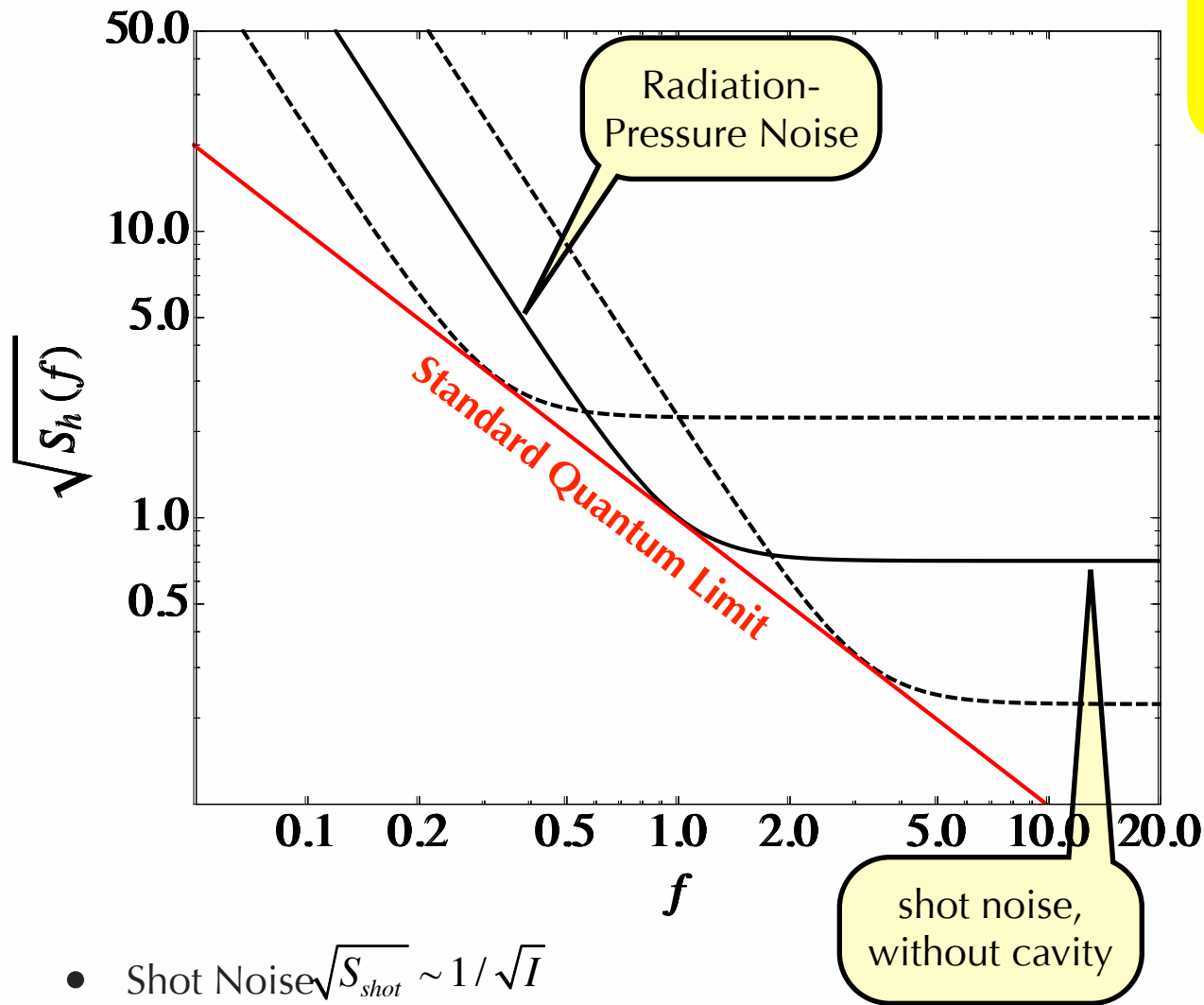
generic squeezed (with correlation!)



phase squeezed

Standard Quantum Limit

[Braginsky 1960s, Braginsky and Khalili (1980)]



$$S_h(f)$$

Noise Spectral Density
(noise power/frequency band)

$$\sqrt{f \cdot S_h(f)}$$

r.m.s. noise
for broadband signal.

Standard Quantum
Limit

$$\sqrt{S_h^{SQL}} = \sqrt{\frac{8\hbar}{M\Omega^2 L^2}}$$

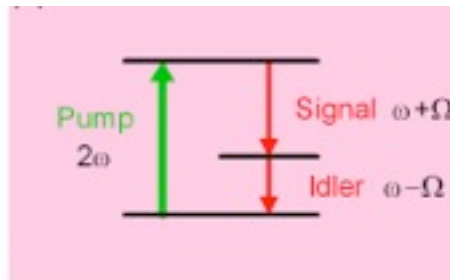
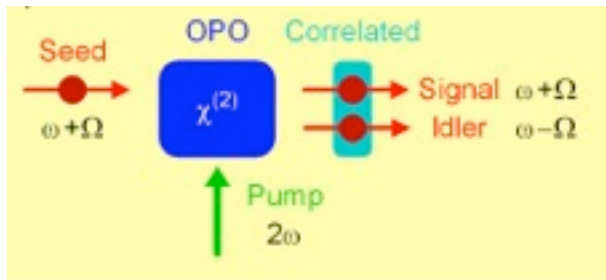
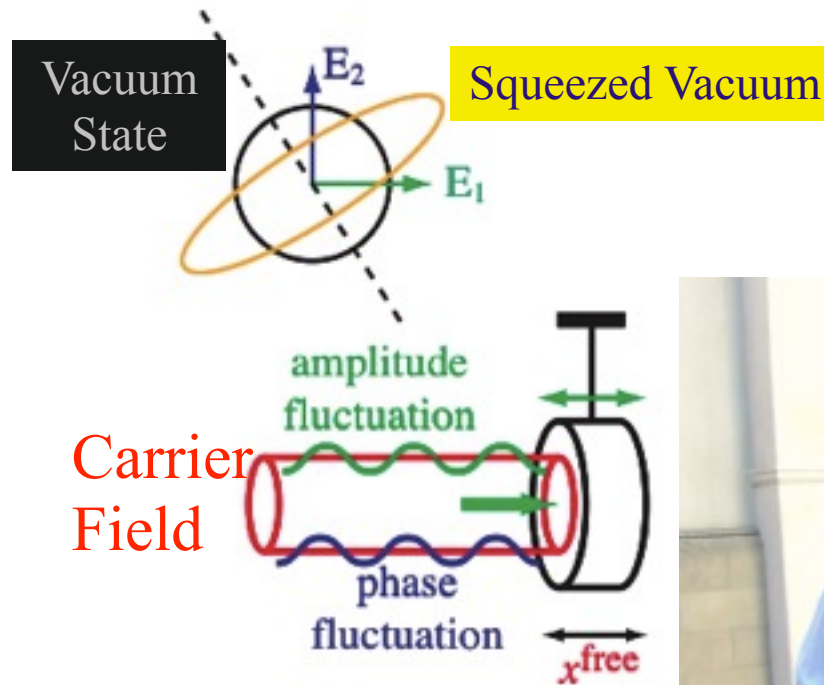
- Shot Noise $\sqrt{S_{shot}} \sim 1/\sqrt{I}$
- Radiation-Pressure Noise $\sqrt{S_{rad\ press}} \sim \sqrt{I}/(M\Omega^2)$

Trade-off Between Shot Noise and Radiation-Pressure Noise: **Standard Quantum Limit**

Circumventing Usual Quantum Noise



<http://www.ligo.org/magazine/LIGO-magazine-issue-3.pdf>



Atomic Polarization of a Dielectric Medium

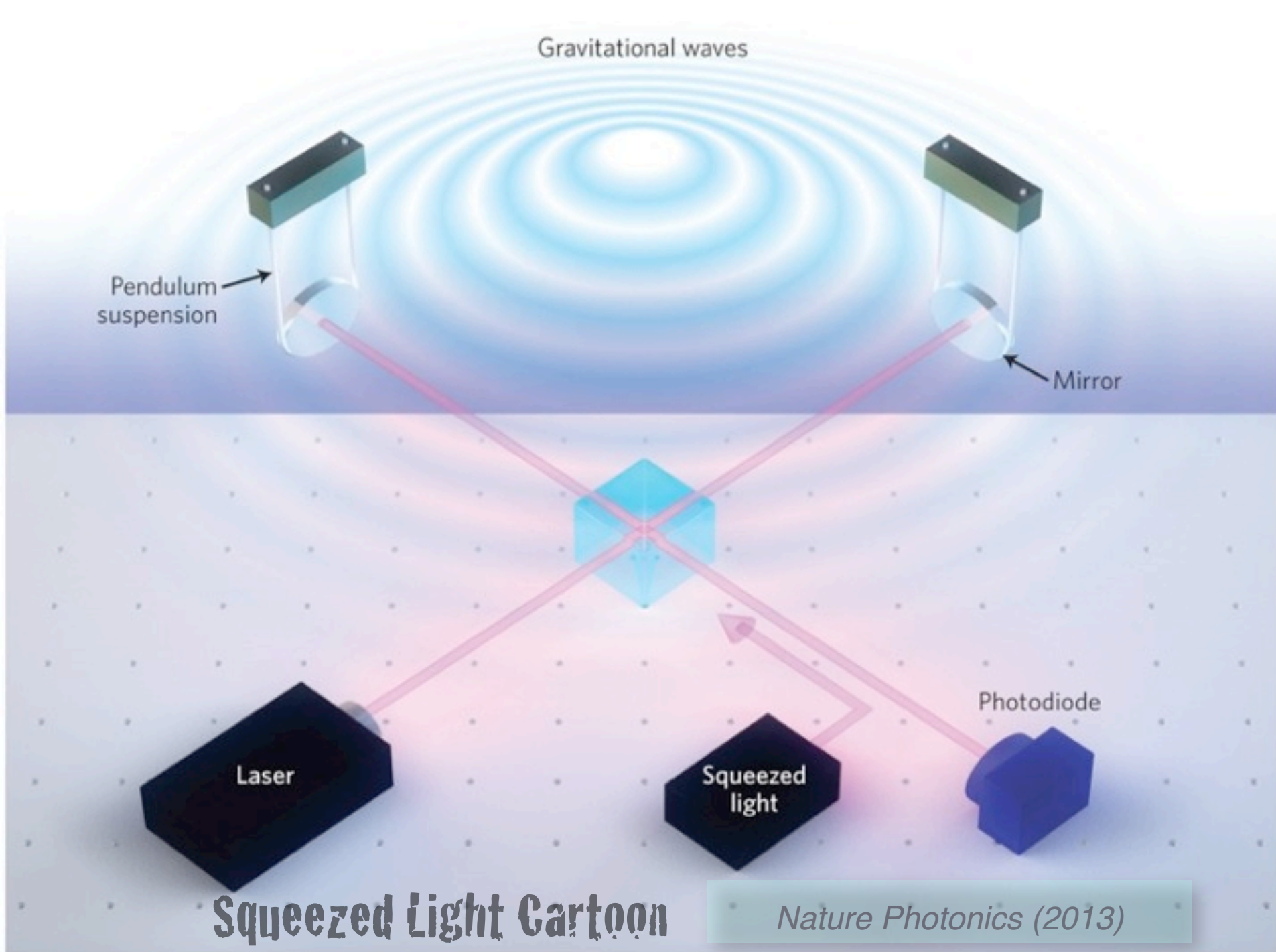
$$P = \epsilon_0(\chi^{(1)}E + \chi^{(2)}E^2 + \chi^{(3)}E^3 + \dots)$$

Braginsky, Vorontsov and Thorne, Science (1980)

C. M. Caves, PRD (1981)

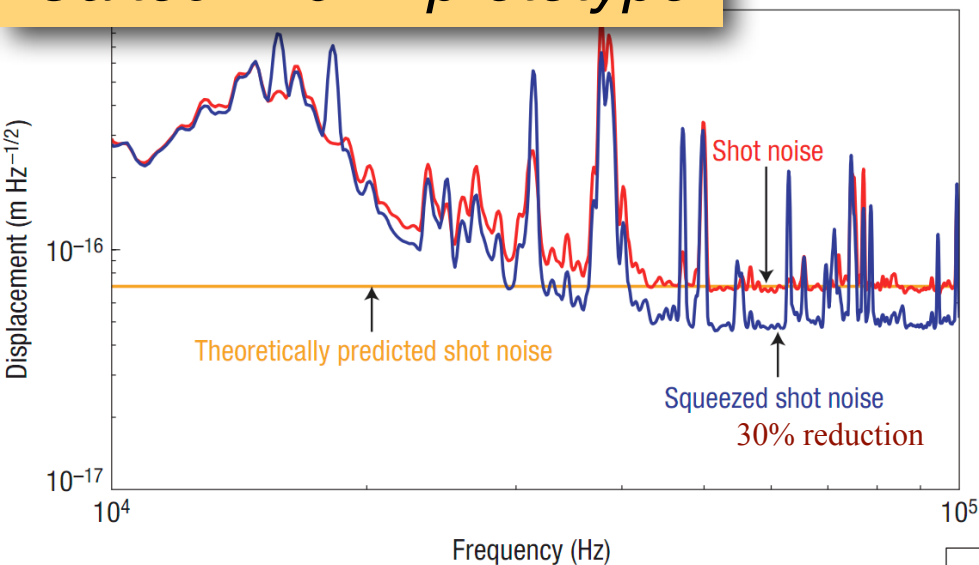
Wu, Kimble, Hall, Wu, PRL (1986)





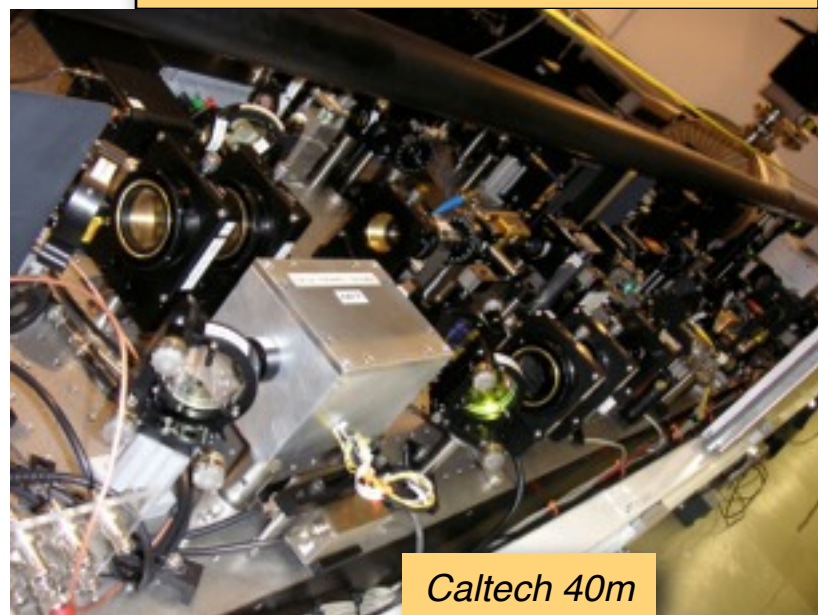
Squeezed Interferometers

Caltech 40 m prototype

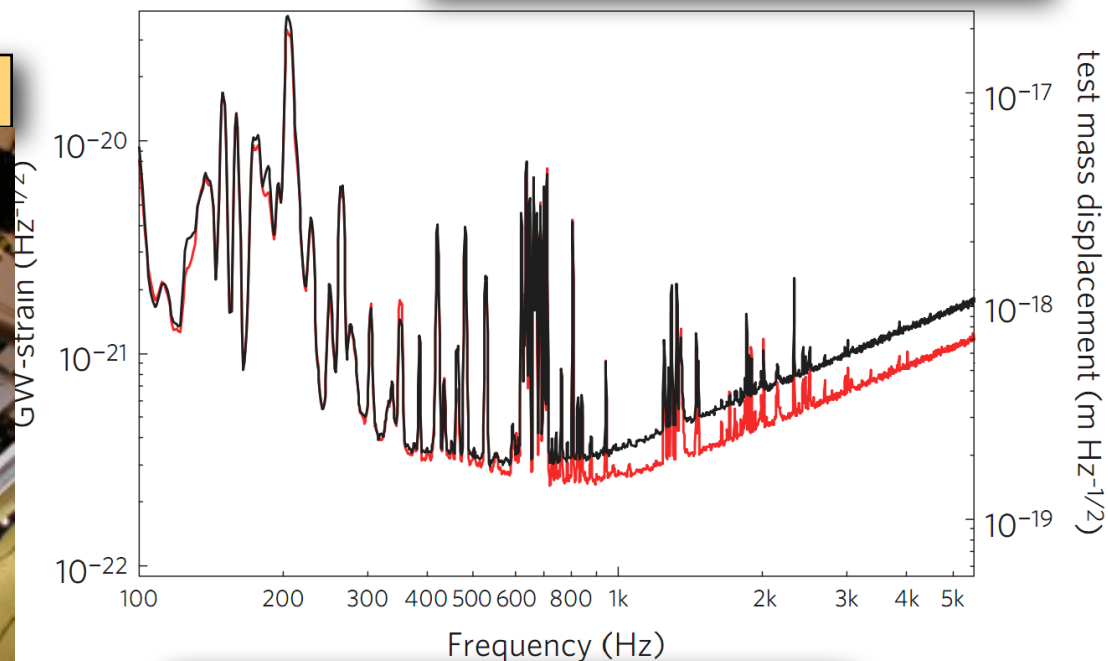


GEO Squeezer (Hannover)

K. Goda, et al., Nature Physics (2008)

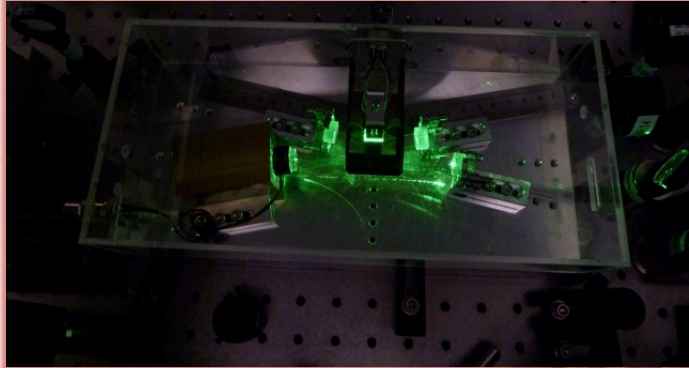


Caltech 40m



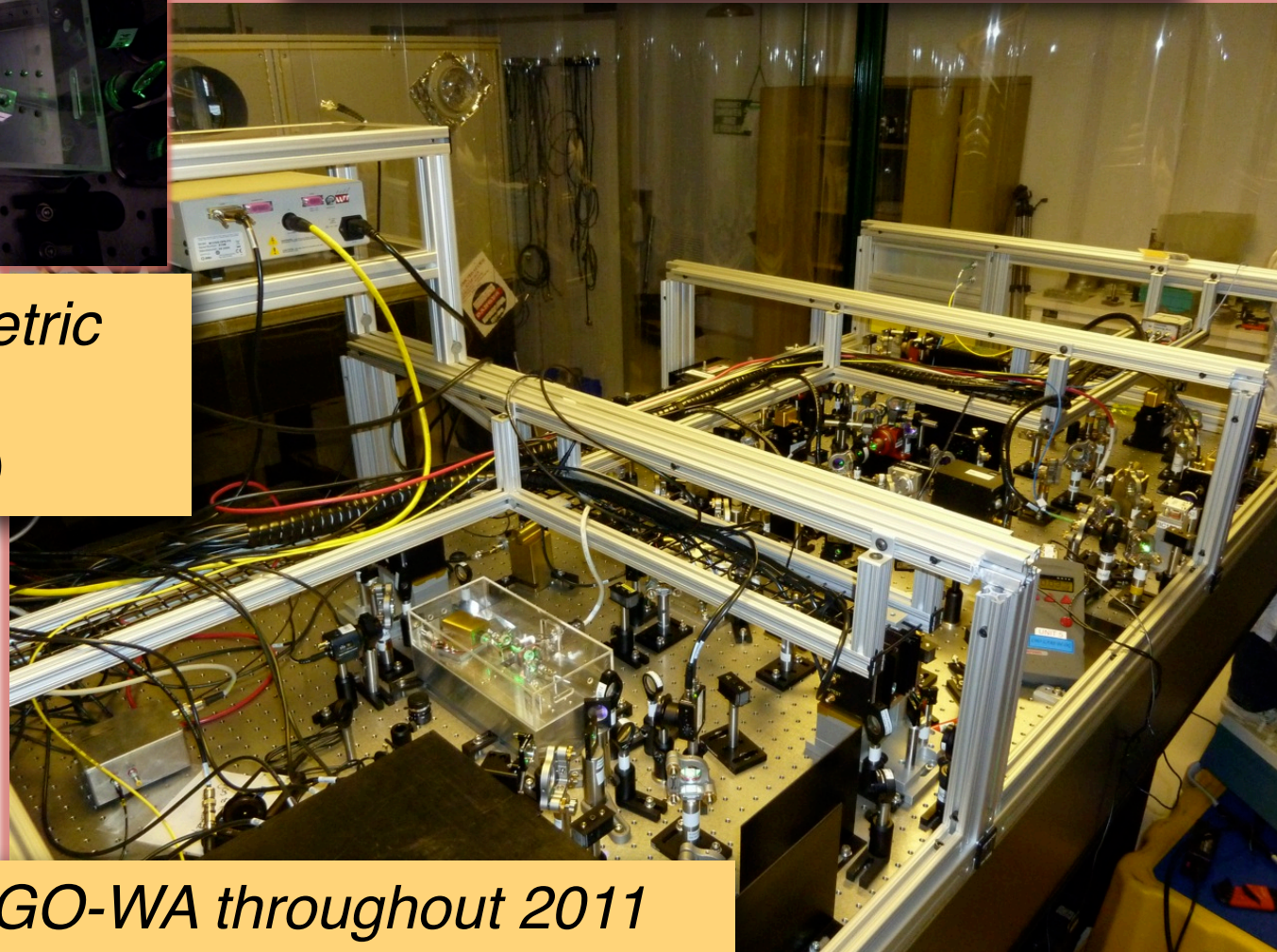
LIGO, Nature Physics (2011)

Squeezed Light in Action: LIGO 4km



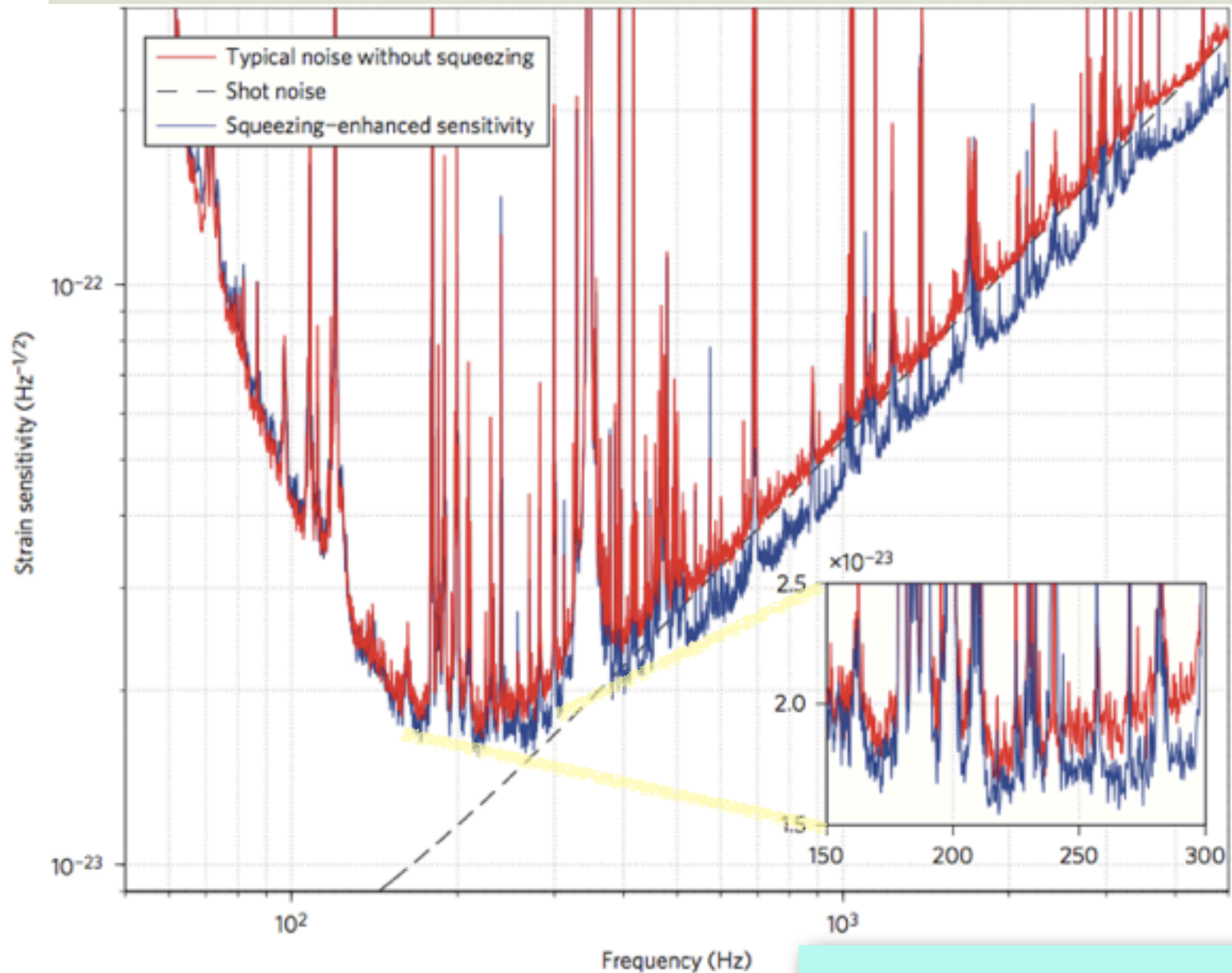
*Optical Parametric
Oscillator
(from ANU)*

Squeezed Light Injection Table



Installed at LIGO-WA throughout 2011

Squeezed Light in Action: LIGO 4km



Beyond the Conventional Squeezing

- Shot Noise limits at high frequency
- Quantum Radiation Pressure fluctuations limit at low frequencies
- Laser power 'knob' allows for a trade off; limited by interferometer thermal instability on the high power end

● **Squeezed Light Injection** can re-allocate the quantum noise (phase noise v. amplitude noise)

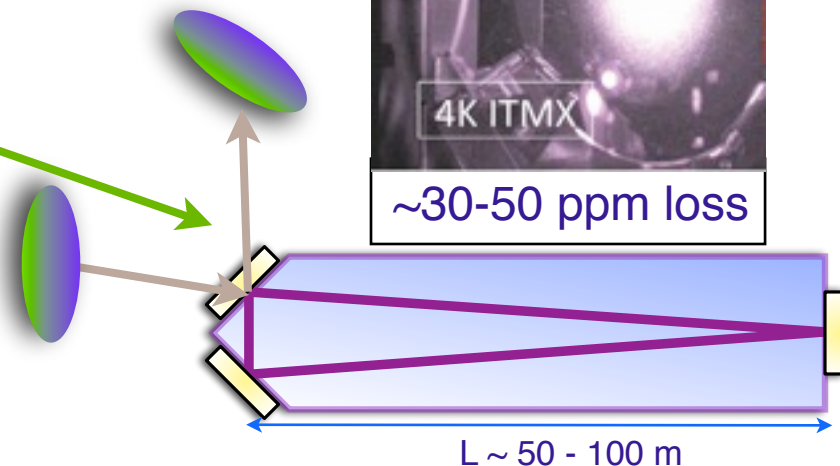
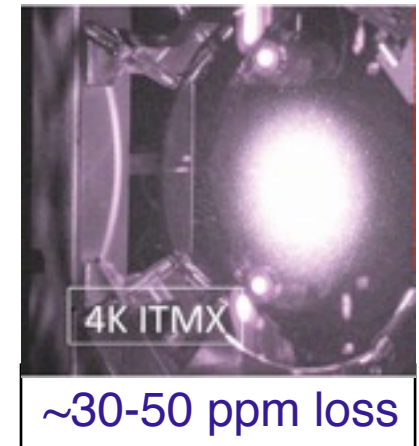
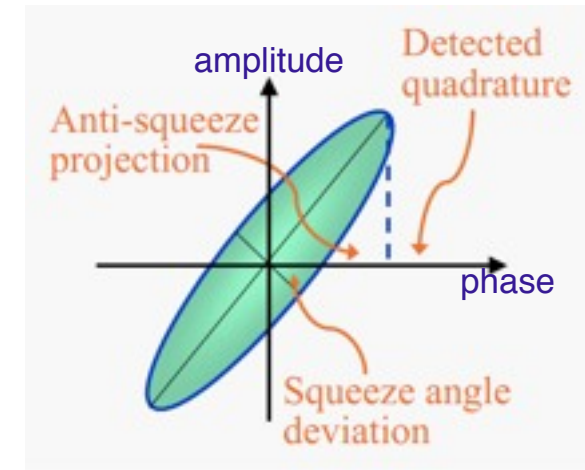
- Demonstrated on IFOs at GEO600, LIGO Hanford

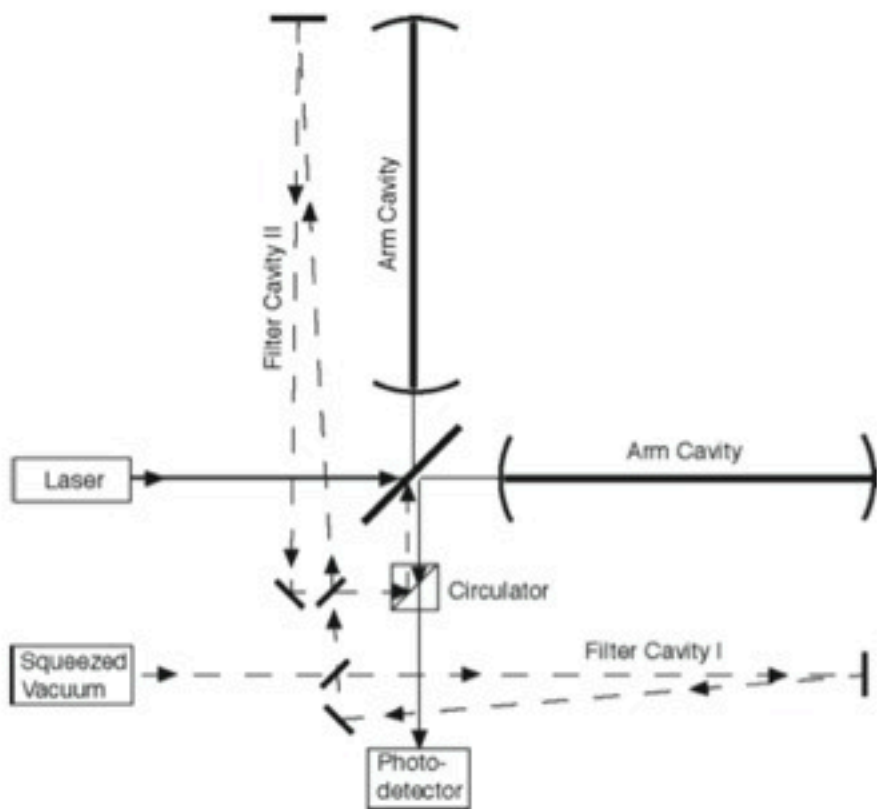
● **Frequency Dependent** Squeeze Angle

- Long cavities act as optical phase shifters

● **Needs:**

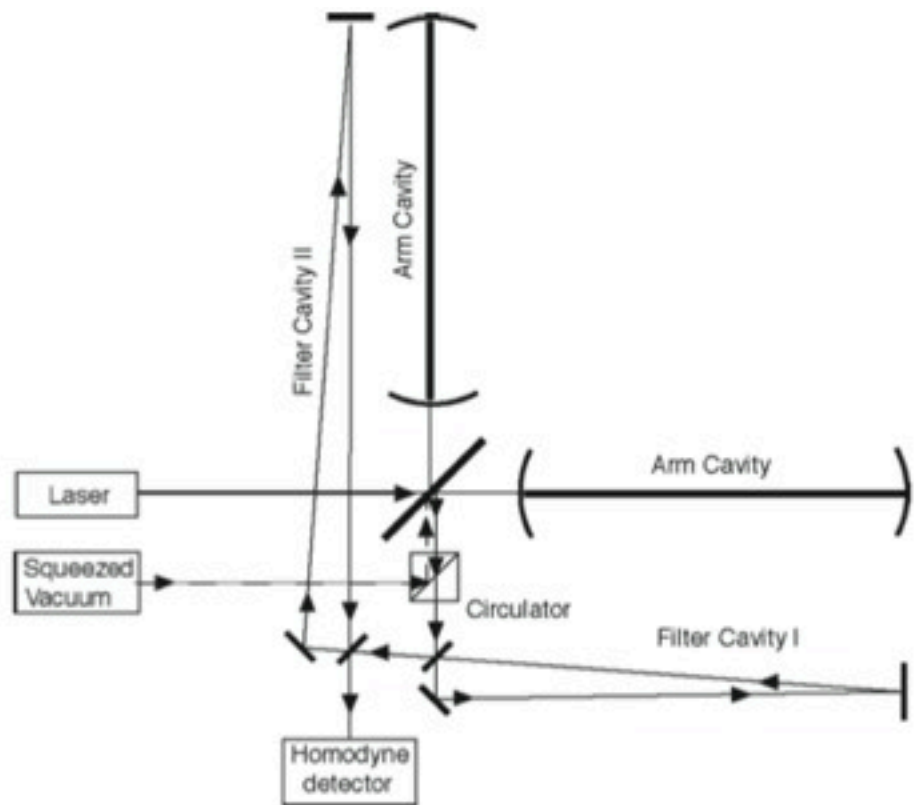
- **Ultra-low loss optics (~10 ppm / bounce)**
- 10 dB of squeezing *into the interferometer*
- Low loss viewports, isolators, etc.





Squeezed Input

frequency dependent
input squeezing quadrature



Variational Readout

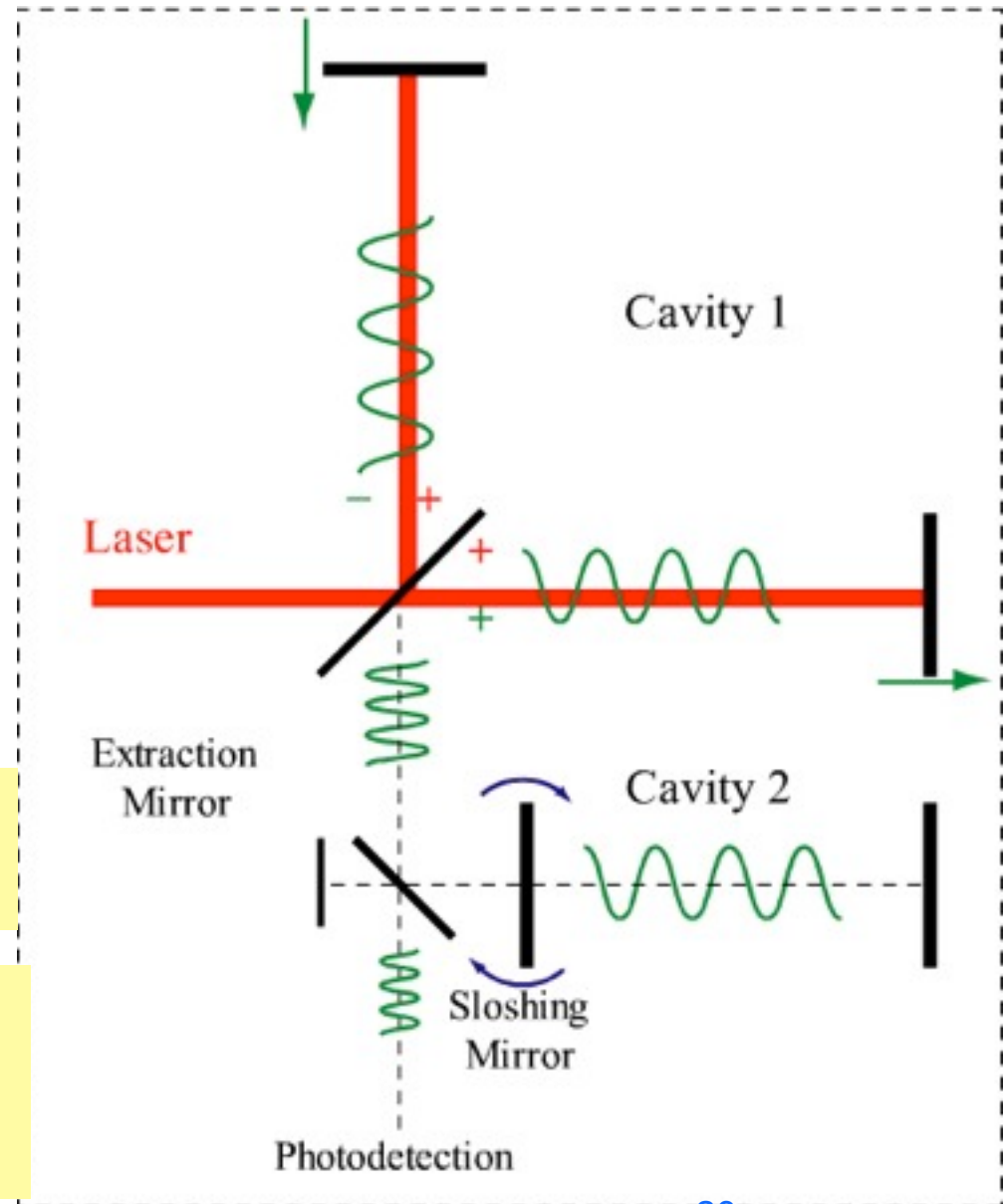
frequency dependent
readout quadrature

QND via momentum

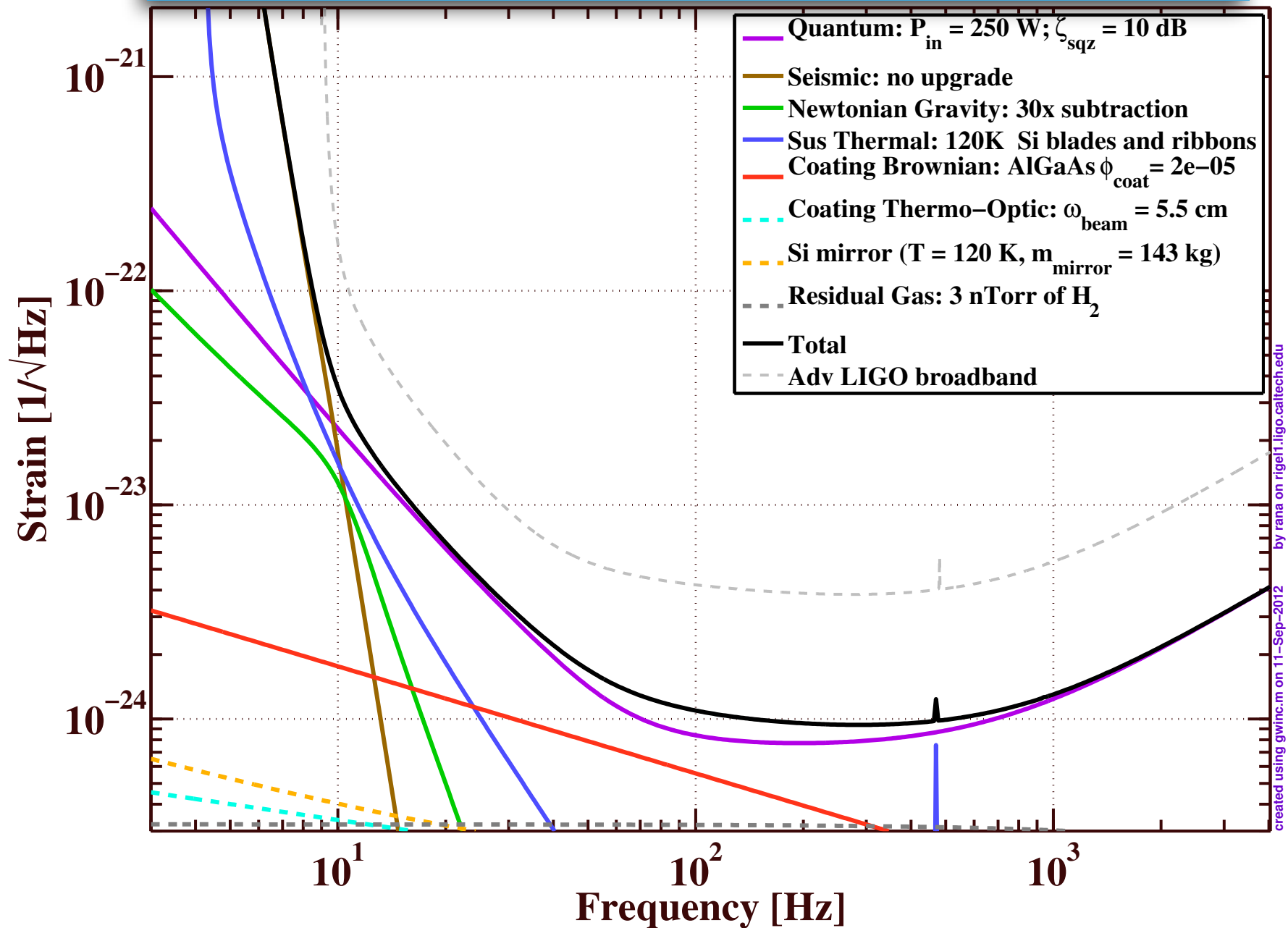
- Radiation pressure noise from dark port
- Some light experiences delay via the sloshing cavity
- Delay leads to phase flip for momentum kicks
- **Broadband Speedmeter**
 - req. low loss optics
 - req. very long cavities

Momentum is a QND observable

Observe momentum, perturb position. Position noise doesn't influence momentum.



3rd Generation LIGO



SUMMARY

- Quantum Measurement limits due quantization of the light, not the test mass.
- Quantum Noise comes from quantization of the electromagnetic field, *not* from the statistical nature of the beamsplitter or statistics of the laser itself.
- Empty space (the EM ground state) has EM fluctuations. **This is the source of Quantum noise.**
- Non-classical fields can be generated with modified variance.
- These non-classical fields can improve measurement sensitivity.