

# STRAY LIGHT PROBLEMS IN INTERFEROMETRIC GRAVITATIONAL WAVE DETECTORS

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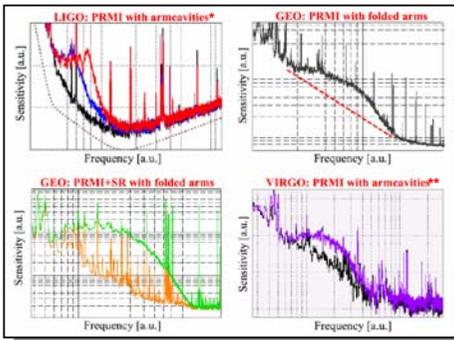
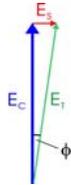


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## Introduction

- Stray light problems have been encountered during the commissioning of all currently operating large scale gravitational wave detectors.
- The underlying principle of all these interferometers is to make an **extremely sensitive phase measurement**. Therefore even tiny stray light contributions with a **varying phase** will harm the measurement.
- The currently achieved sensitivity of GEO600 can already be spoiled by stray light of the order  **$10^{-20}$  W**!



• LIGO document loc 2004-08-1918 O Kelly, personal communication  
 • 2nd Report on WG1 Auxiliary optical sources and characterization - M.Burrows, A.Frize, H.Grote, H.Helmerson, S.Hild, P.Lalanne, G.Lovato, H.Lück, J.Smith, C.Toffanello, G.Vignoni, M.Vivo, B.Willke, 2004

- Since 2nd generation GW detectors will aim for significantly increased sensitivities at low frequencies, stray light will be even more problematic.

## Cat's eye effect

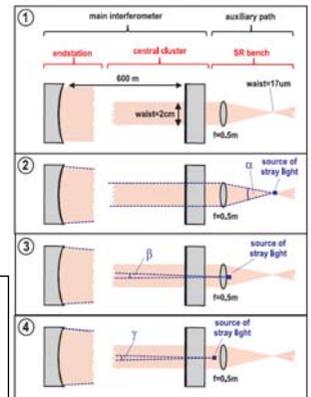
- Any scattering source close to a beam waist is extremely harmful!
- Example: An ideal cosine scattering source of  $5 \times 5 \mu\text{m}$ .

$$A_{\text{back}} \propto A_1 \int_0^{2\pi} \cos(\varphi) d\varphi$$

- The backscattering efficiency of scenario 2 is **1.6 billion times larger** than of the scenarios 3 and 4.

When the scattering source sits at the beam waist:

- A larger fraction of the light is scattered.
- The acceptance angle for reentering the interferometer mode is much larger.

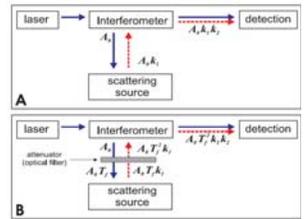


## The filter experiment

An easy way to identify limiting scattering sources in an auxiliary optical path by attenuating the light level in this path.

- $A_2$ : Light amplitude entering the auxiliary beam path of interest.
- $k_1$ : Scattering coefficient
- $k_2$ : Coefficient for reentering the main interferometer
- $T_2$ : Amplitude transmission of optical attenuator

Overall the light amplitude re-entering the detection path is reduced from  $A_0 \cdot k_1 \cdot k_2$  to  $A_0 \cdot T_2 \cdot k_1 \cdot k_2$  by inserting the optical attenuator.



## Controlled stray light injection

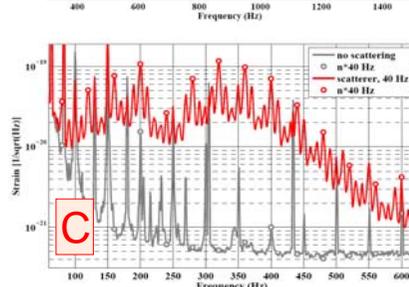
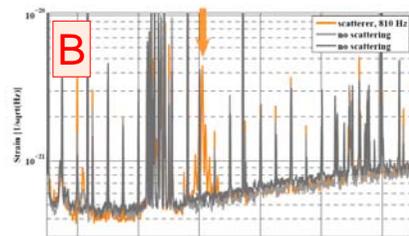
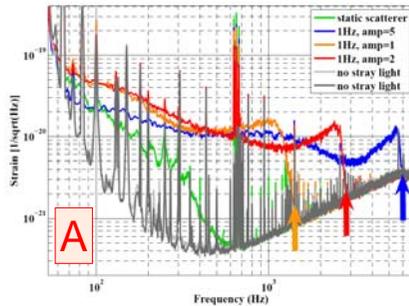
### A device for controlled stray light generation:

Need a scattering surface that can be controlled in frequency and amplitude.



### Realization:

Using a commercial low-cost loudspeaker with a rough and silvery metal diaphragm (anodised aluminium).



### A: Low frequency large amplitude scenario:

Scattering source moves with very low frequency (outside the detection band) but with an amplitude of many wavelengths. A scattering shoulder is produced with a cutoff frequency:

$$f_{\text{cutoff}} \approx 4 \cdot f_{\text{sp}} \cdot \frac{A_{\text{sp}}}{A_{\text{max}}}$$

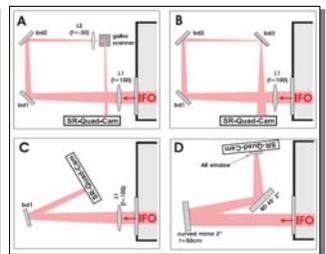
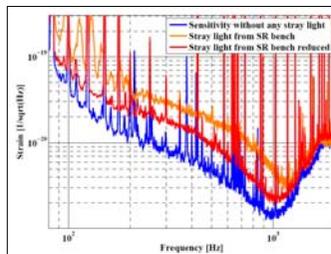
### B: High frequency low amplitude scenario:

Scattering source moves with frequency in detection band. Only a small amplitude is necessary to produce a stray light peak at corresponding frequency

### C: Combination of scenario A and B:

Produces a scattering shoulder with a comb of harmonics of the excitation frequency.

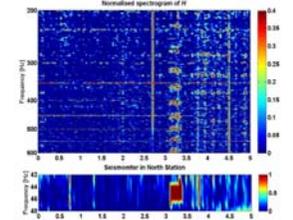
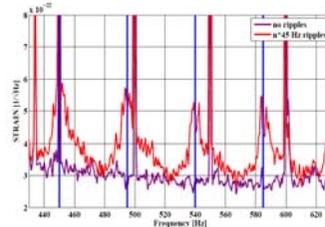
## Illustrative example: GEO's SR-bench



### Rules to avoid scattered light problems:

- If possible, avoid the presence of any beam waist.
- Avoid placing components close to a waist.
- Only use high quality optics (superpolished, low scatter, etc).
- Only use large optics (avoid clipping)
- Properly dump all secondary beams.
- Avoid the use of lenses (to avoid reflection at normal incidence).

## „Ripples“, a special form of scattering



„Ripples“ are a series of equidistant peaks of scattered light noise originating from a vibrating scattering source (in this case a viewport).