



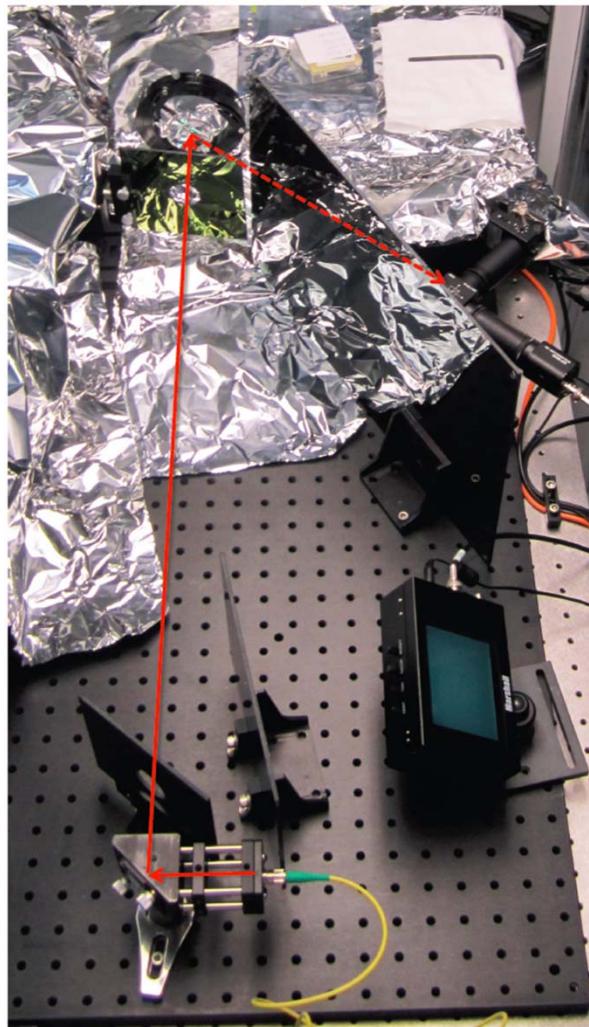
Scatter Loss in Quantum-Noise Filter Cavities

Scatter Measurements
&
Scatter-Loss Simulations

Jan Harms for
Rana Adhikari, GariLynn Billingsley, Valera Frolov, Eric
Gustafson, Bill Kells, Fabian Magana-Sandoval, Josh Smith,
Hiro Yamamoto, Liyuan Zhang

BSDF Experiment I

Valera Frolov (LLO)



Optic	*BRDF=dP/P/dΩ/cos(θ) (10 ⁻⁶ /sr)	Comment
2" ATF #1004	0.5-1	ISC optic from Lisa. Drag wiped - no other cleaning was done.
2" ATF #897	1-1.5	ISC optic from Lisa. Went through cleaning.
2" REO	3-5	iLIGO HAM4 AS top periscope mirror
2" REO	1-2	Same optic as above after drag wipe

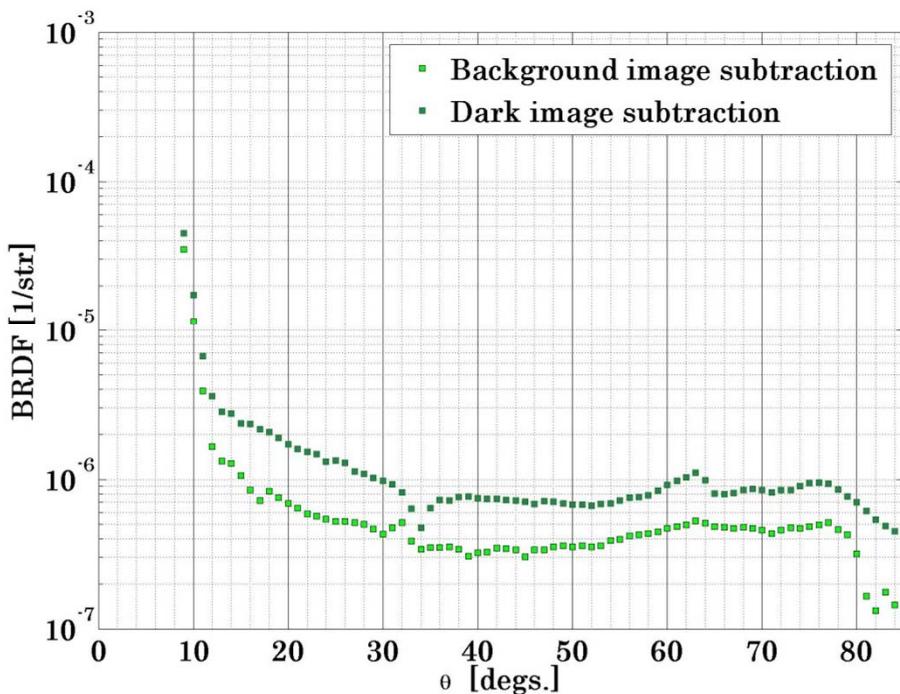
Previous setup

$$\text{BSDF}(45^\circ) \sim 6 \times 10^{-7} \text{ 1/sr}$$

Gooch & Housego HR optic

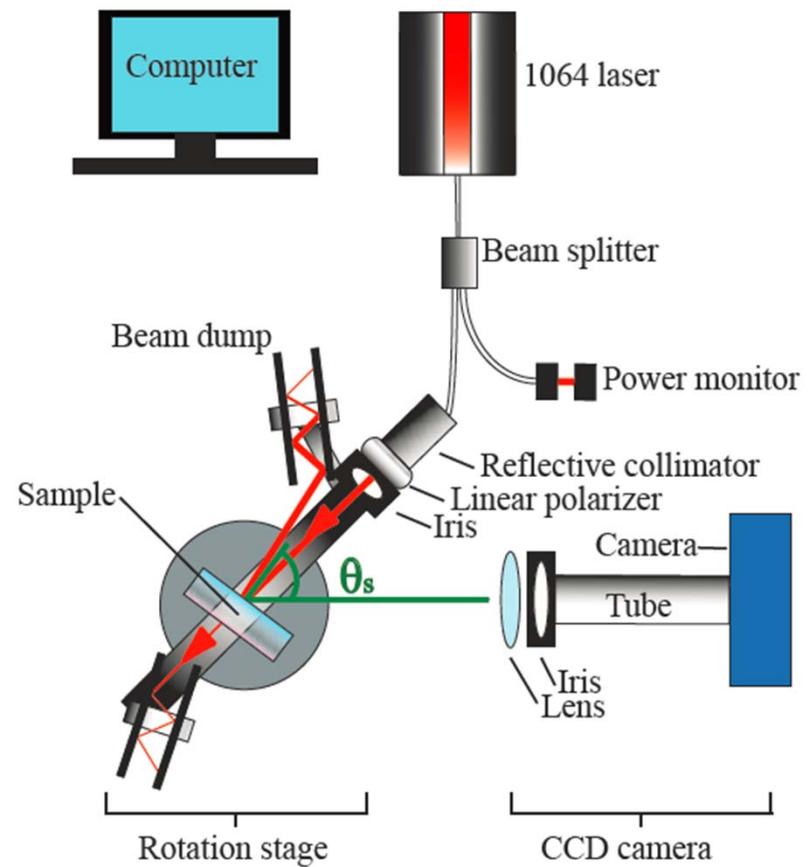
BSDF Experiment II

Gooch & Housego HR optic



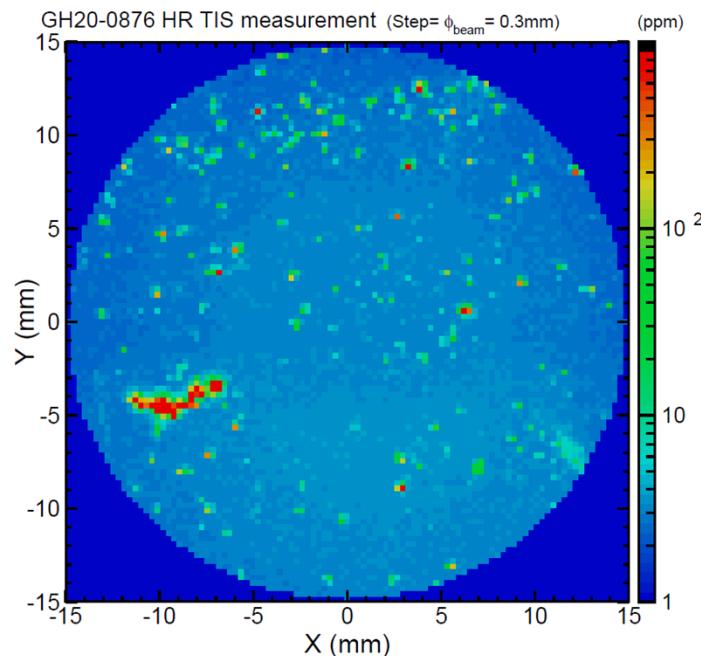
TIS $\sim 4\text{ppm}$
 (using conservative calibration)

Fabian Magana-Sandoval,
 Josh Smith (Fullerton)



Integrating Sphere

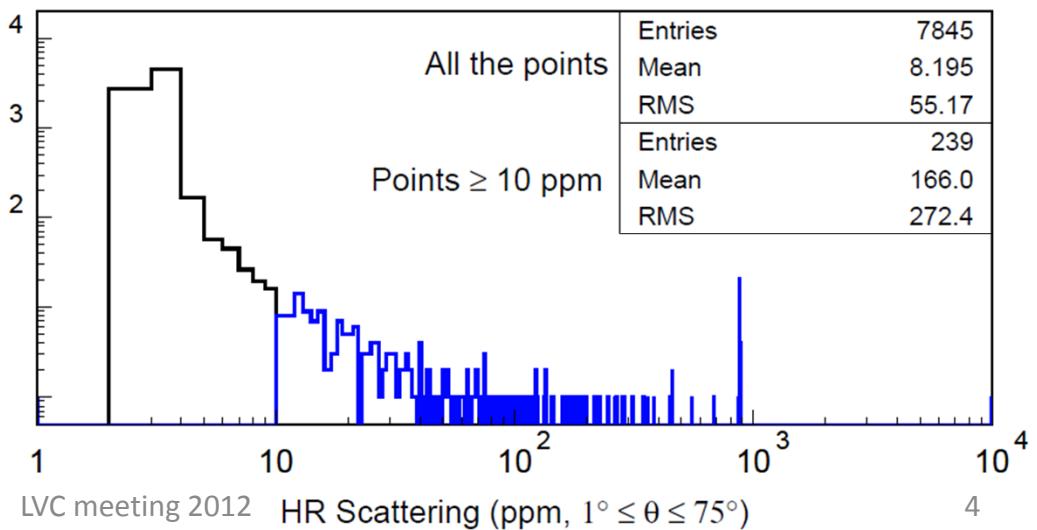
Liyuan Zhang (Caltech)



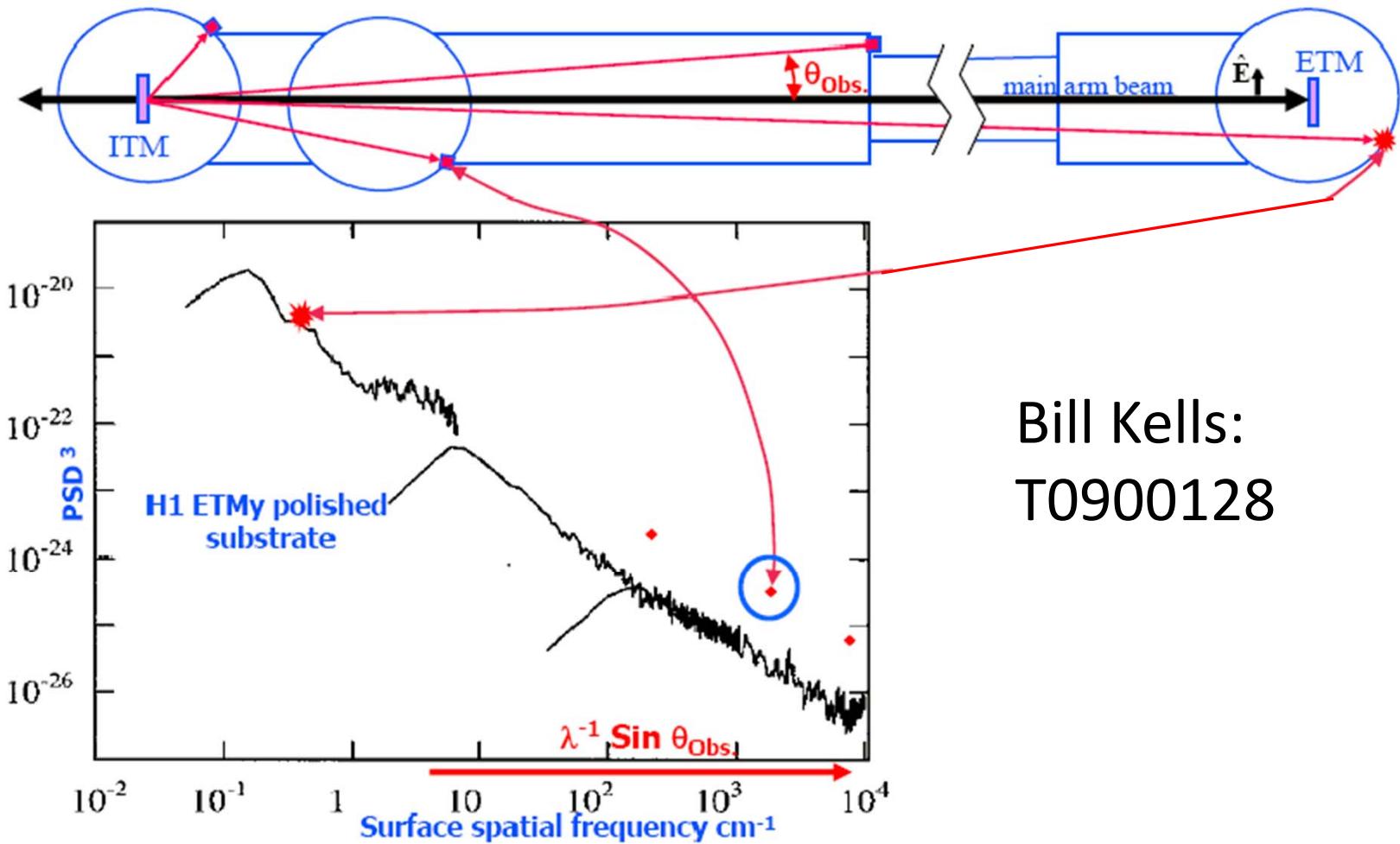
Central 1cm x 1cm square:
TIS = 3.8ppm (uniform irradiance)

Central 2cm x 2cm square:
TIS = 9.5ppm (uniform irradiance)
(includes part of large defect)

Gooch & Housego HR optic



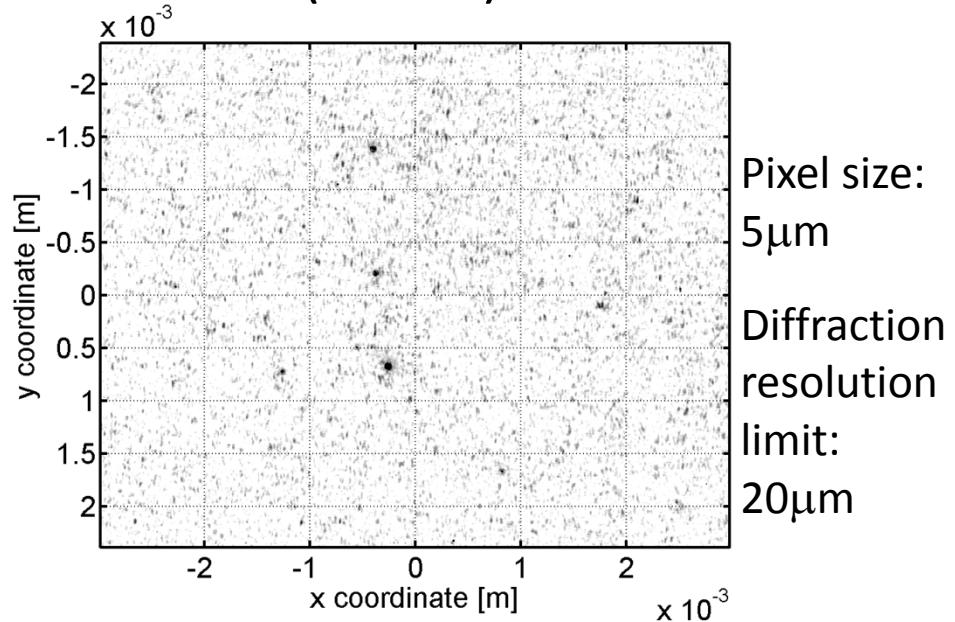
Observed Discrepancies



Bill Kells:
T0900128

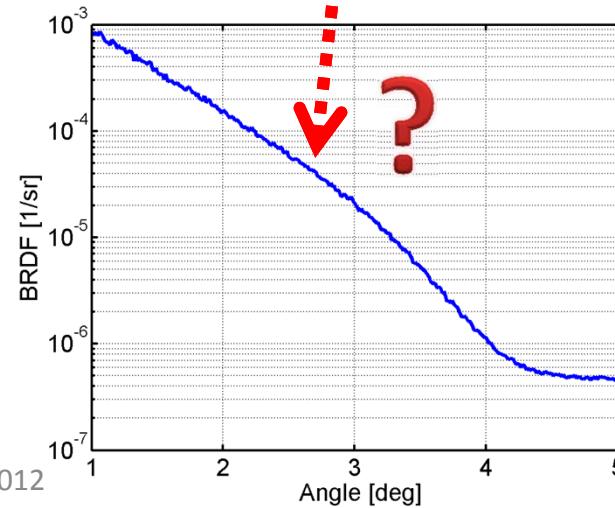
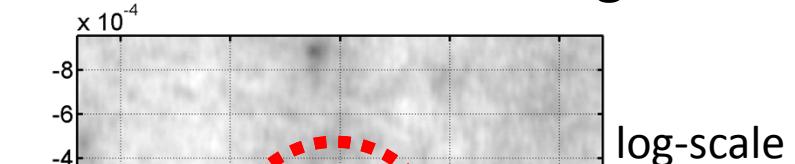
Point-Defect Scattering

Scatter image from 45deg
(Valera)



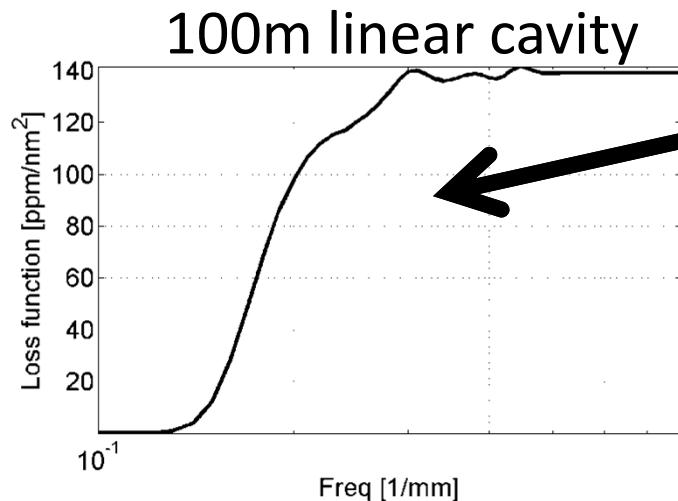
Is our understanding of point-defect scattering good enough?

Autocorrelation of image

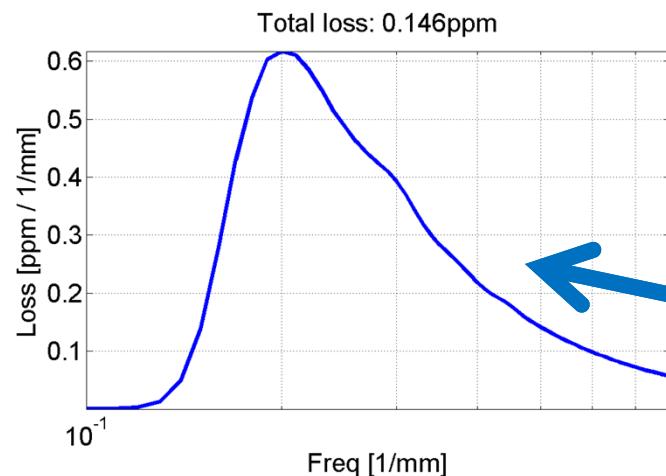
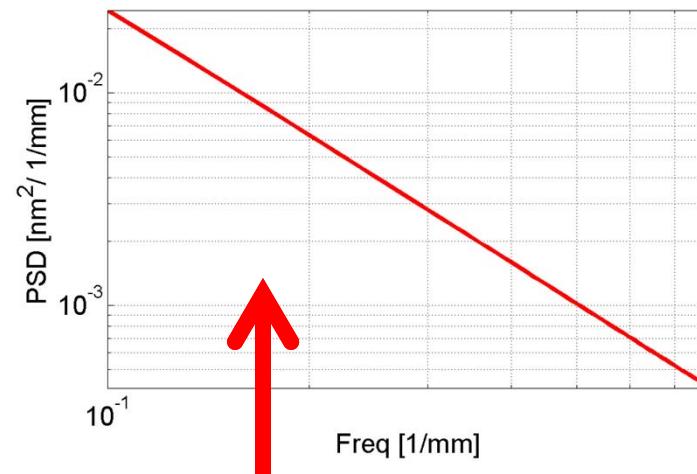


SIS Simulation

(Hiro Yamamoto)



Which scatter angles lead to round-trip loss?



Surface-roughness PSD is proportional to loss.

Loss as function of scattering angle.



Next Steps

Combine as much as possible from the following list using the same set of high-quality optics:

1. Cavity round-trip loss measurements
2. TIS and BRDF measurements
3. Surface-roughness measurements