

Bayesian approach to the locking problem for high finesse suspended optical cavities

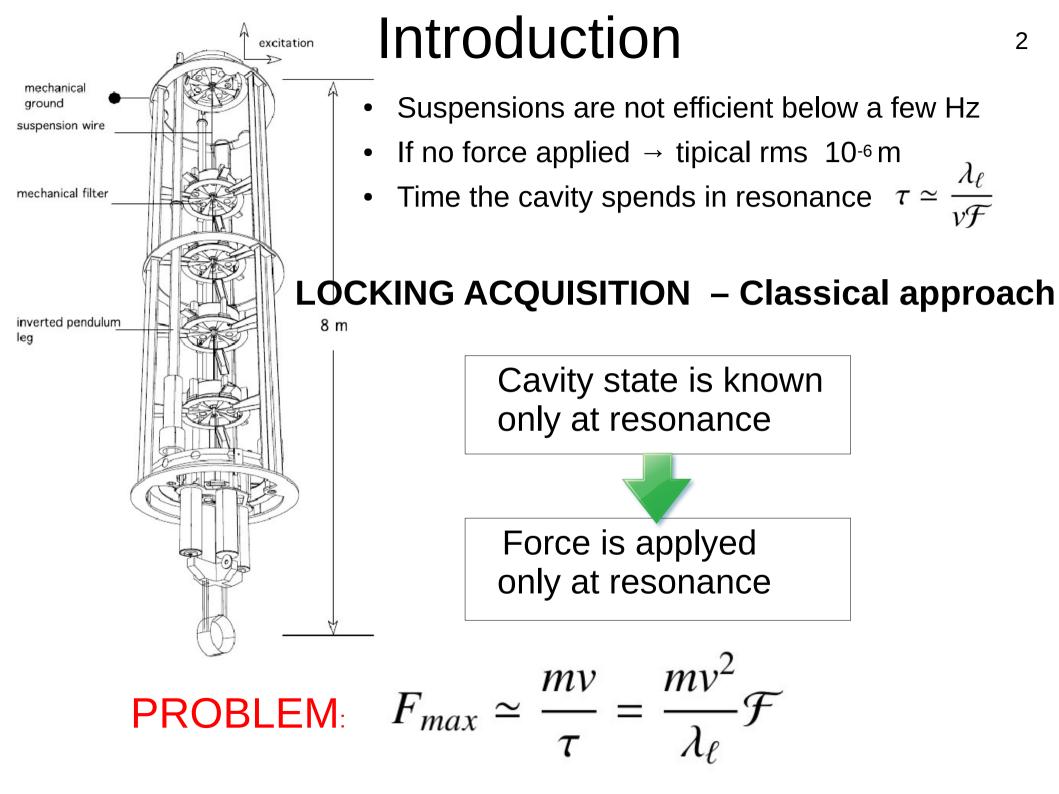
Giancarlo Cella – INFN - Pisa

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GW talk NAOJ, Tokyo 24th July 2015





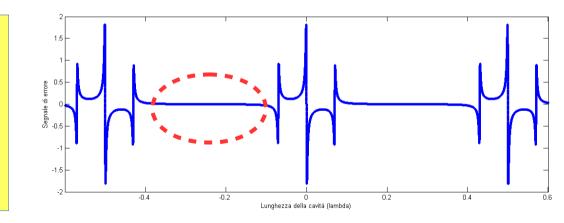
THE IDEA:

Still apply a force out of resonance

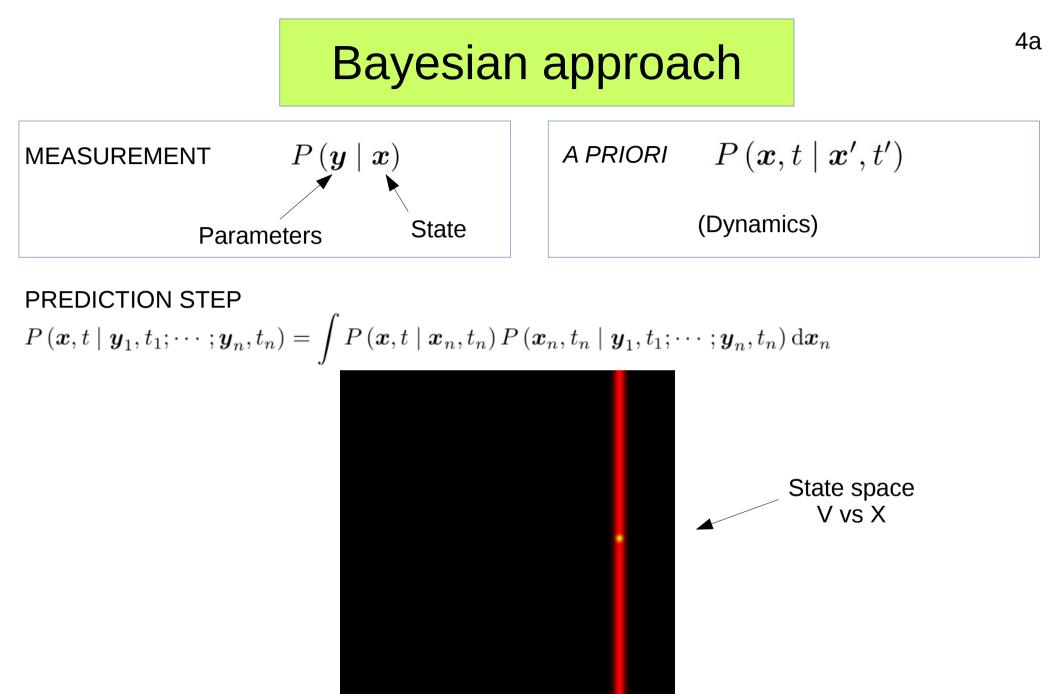
- More time available
 - \rightarrow Less force to apply
 - → Less noise injected
- Faster locking acquisition

THE POINT:

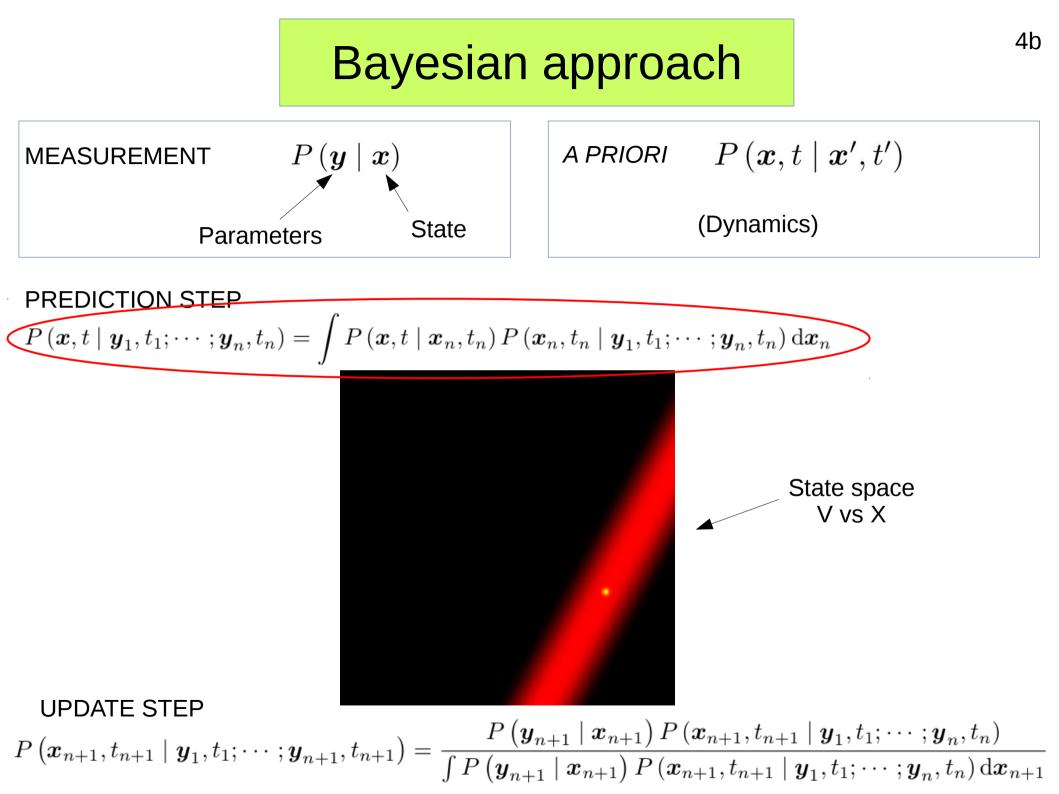
Are we completely ignorant out of resonance?

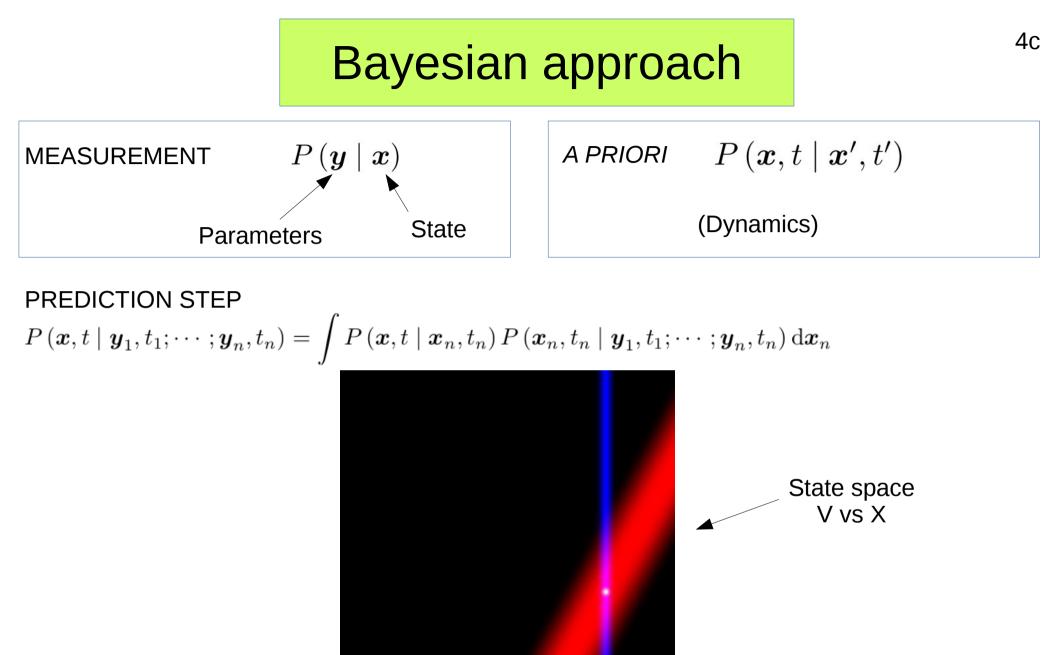


- We know the dynamics
- We can make an estimation of the state
- We can continue applying a force

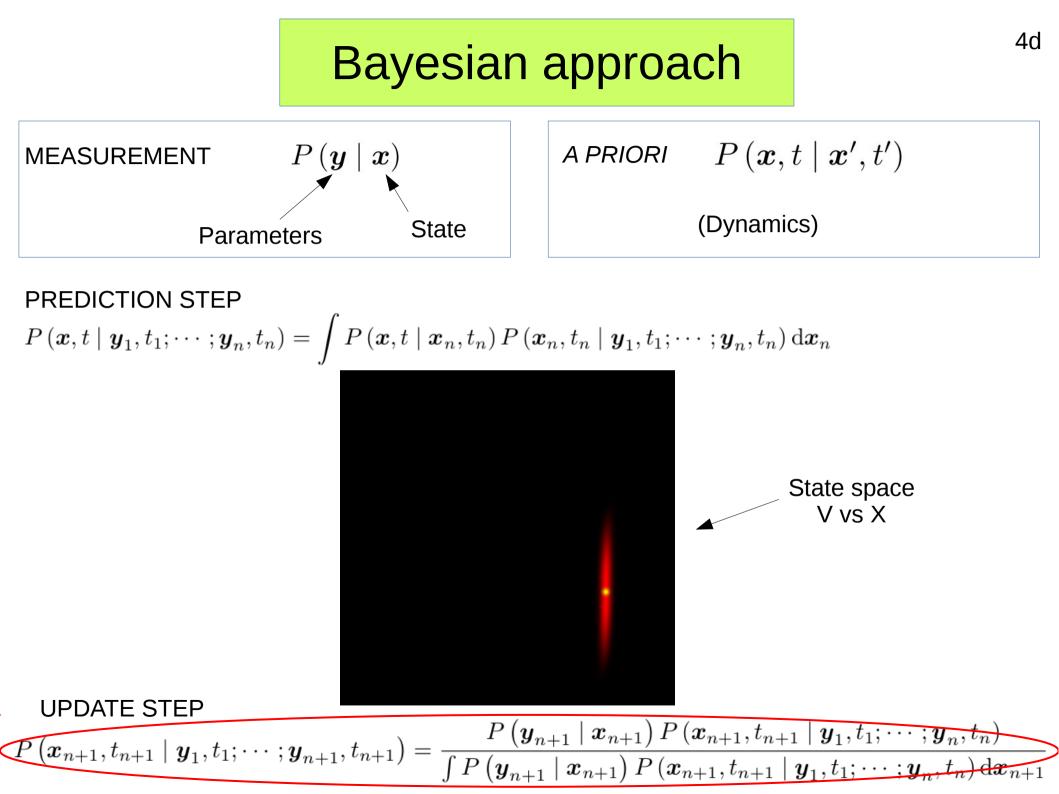


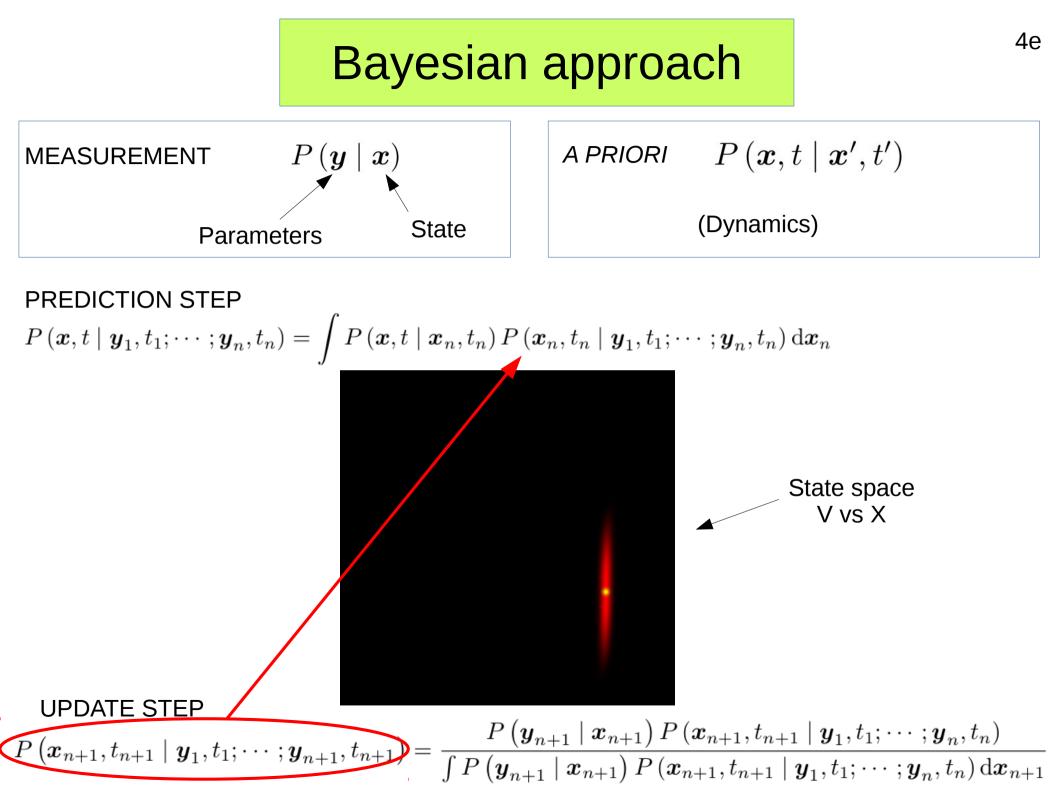
UPDATE STEP $P(\boldsymbol{x}_{n+1}, t_{n+1} | \boldsymbol{y}_1, t_1; \dots; \boldsymbol{y}_{n+1}, t_{n+1}) = \frac{P(\boldsymbol{y}_{n+1} | \boldsymbol{x}_{n+1}) P(\boldsymbol{x}_{n+1}, t_{n+1} | \boldsymbol{y}_1, t_1; \dots; \boldsymbol{y}_n, t_n)}{\int P(\boldsymbol{y}_{n+1} | \boldsymbol{x}_{n+1}) P(\boldsymbol{x}_{n+1}, t_{n+1} | \boldsymbol{y}_1, t_1; \dots; \boldsymbol{y}_n, t_n) d\boldsymbol{x}_{n+1}}$

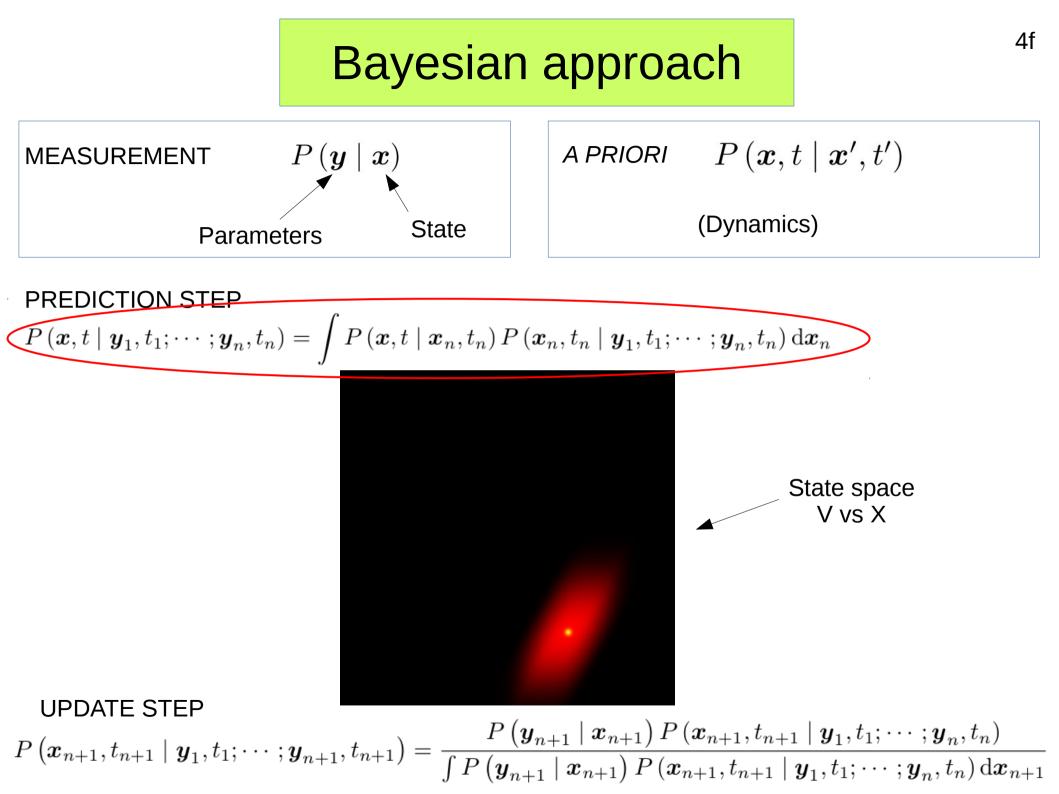


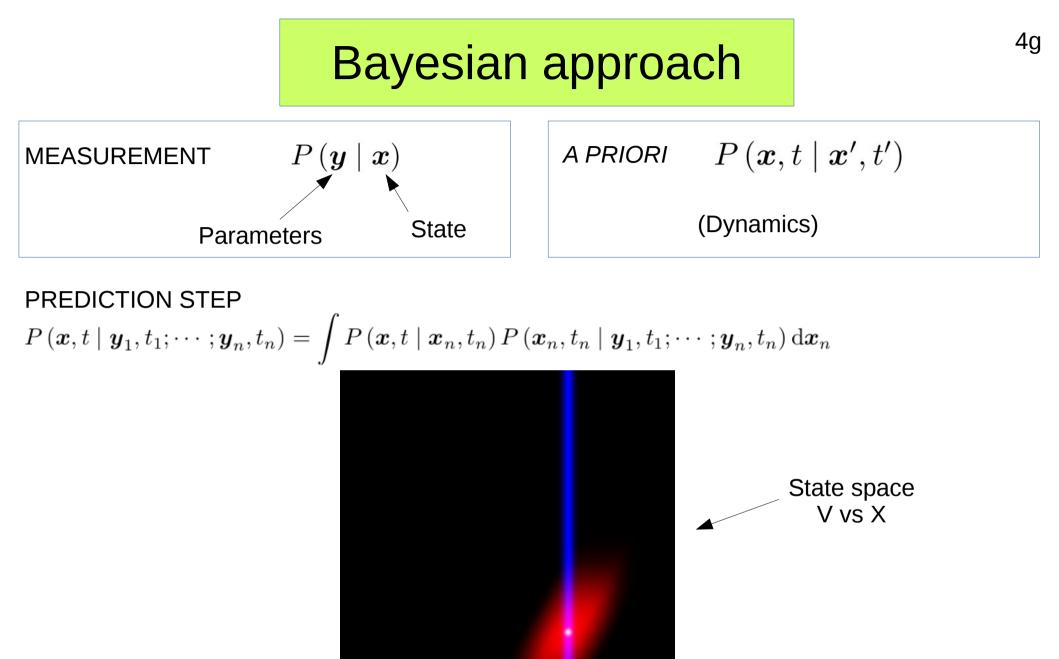


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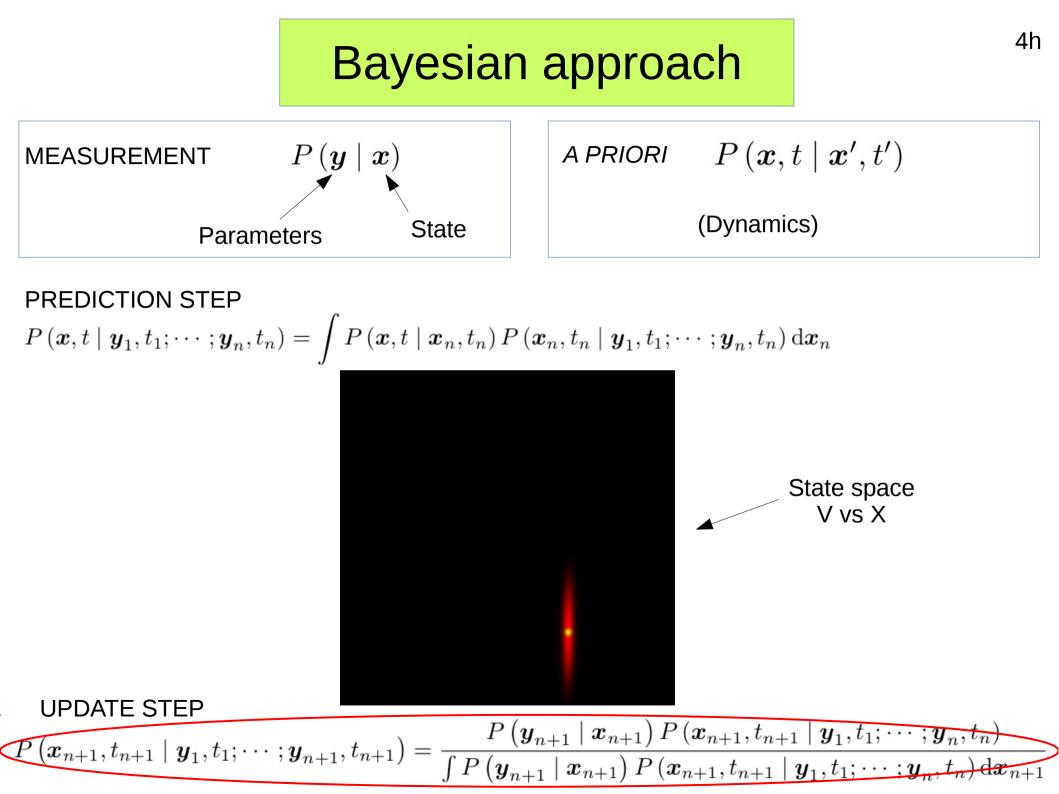




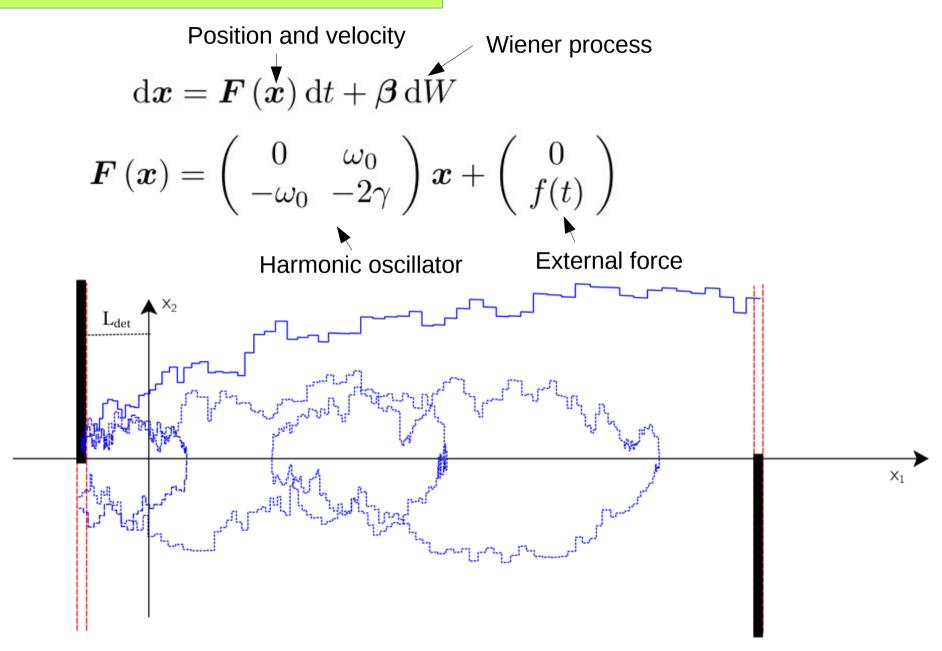




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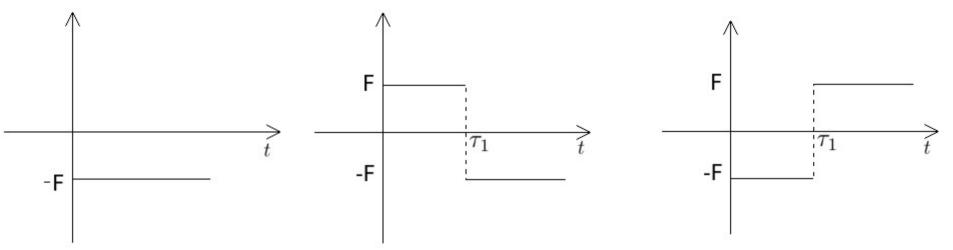
Simplyfied model



• Which external force do we apply to slow down the cavity?

Locking strategies

- Setting a maximal force to push mirrors
- Optimal feedback without noise and without input filtering



• We filter the input force with a low pass filter

$$f(t) = F_0 \left[g(t) - 2g \left(t - \tau_1 \right) \right]$$

Unit step response Parameter

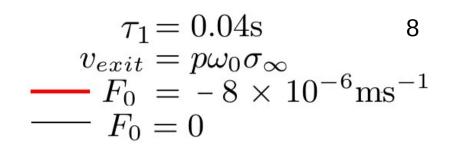
• And see what happens

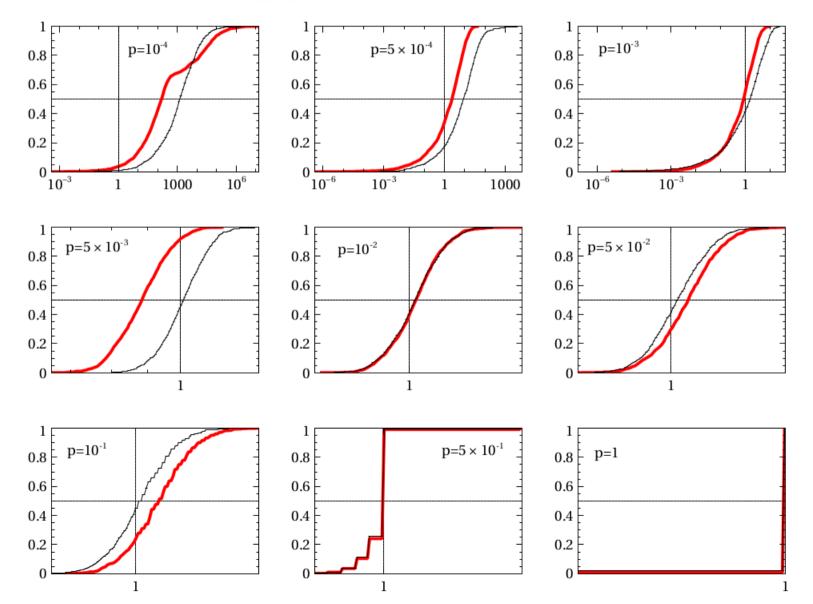
Numerical simulation

- Evolution of many cavity states from the same initial state, which means a delta function as the initial condition of the Fokker-Planck equation
- Consider the evolution between two resonance zones
- Let's call v_{exit} the velocity when the cavity exits the first resonance zone
- Calculate the final velocity when it reaches the second resonance zone or it come back to the first
- Do it with and without an applied force

Numerical simulation

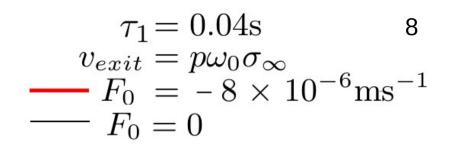
Cumulative probability distribution of final velocity in units of v_{exit}

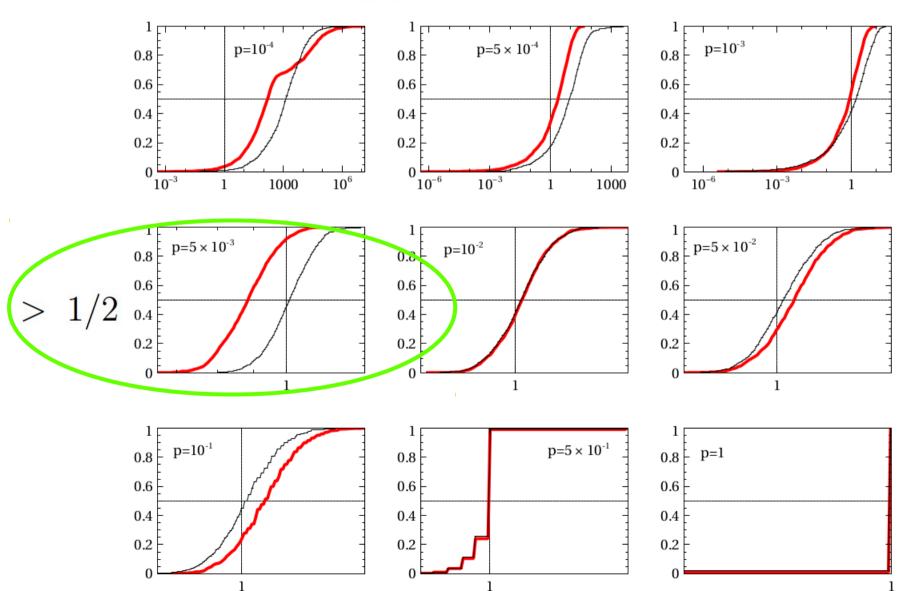




Numerical simulation

Cumulative probability distribution of final velocity in units of v_{exit}





Further work

- For each value of the parameter τ_1 we have to find the velocity with the maximum probability of getting the cavity slowed down.
- This simulation was only the first step of Bayesian approach: the evolution of the probability distribution.
- Next we will implement also the update step.

Improving the model

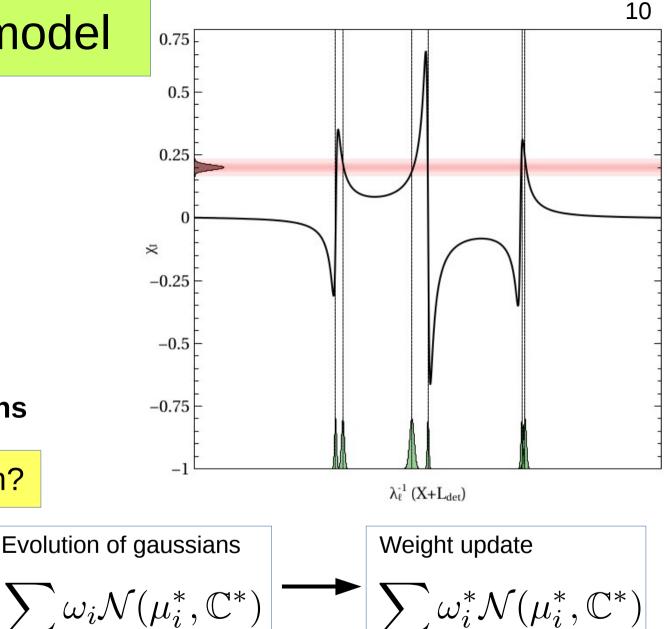
- Include PDH information
- Include ring effects in the PDH signal

Sum of gaussians

 $\sum \omega_i \mathcal{N}(\mu_i, \mathbb{C})$

- Include radiation pressure in the dynamics
 - → non gaussian probability distributions

How to parametrize them?



Particle filter

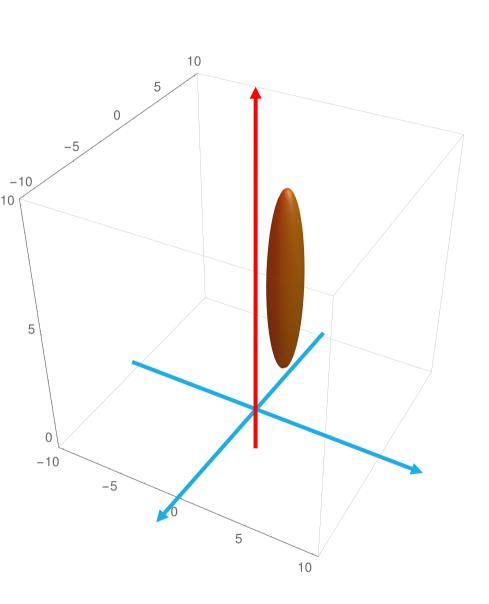
SIMPLE EXAMPLE $\dot{p} = -m\omega^2 x$ $\dot{x} = \frac{1}{m}p$

- We measure the state (position and velocity). With some measurement error.

- We enlarge the space, adding the unknown parameter

- We model our ignorance with a joint probability distribution

- We assume we have a good model...



 $x^{ext} =$

11a

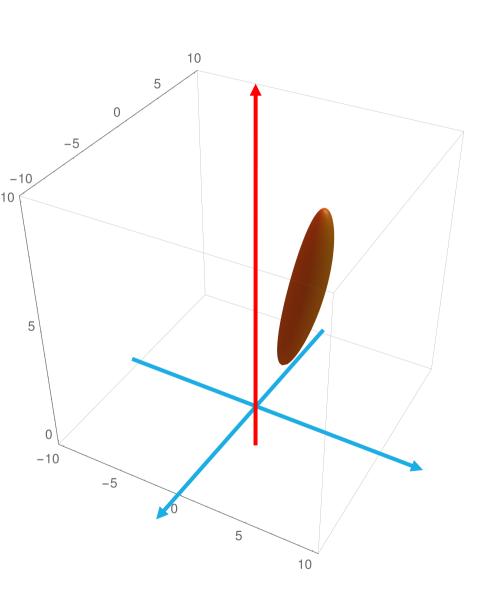
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11b

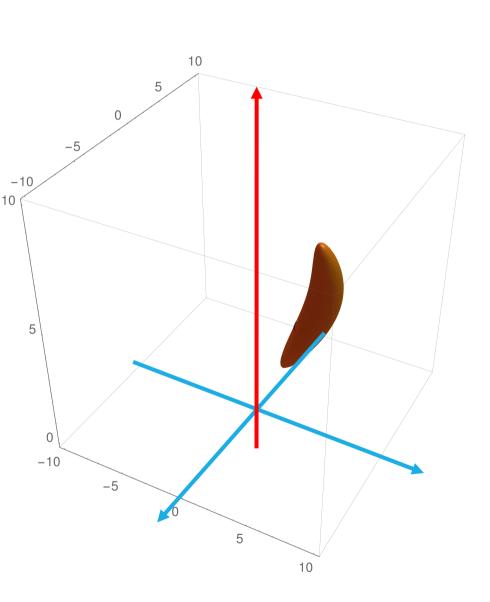
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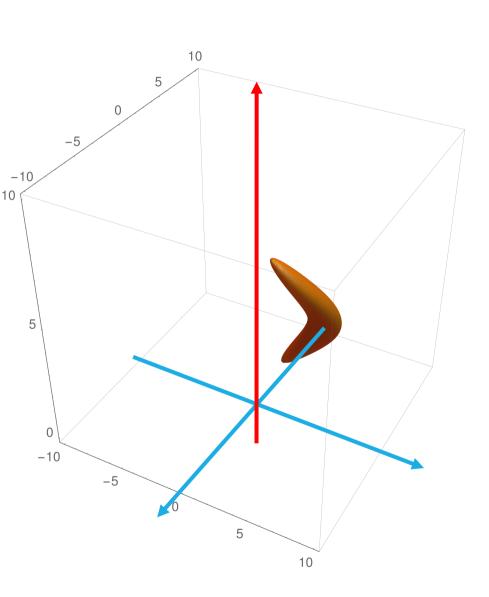
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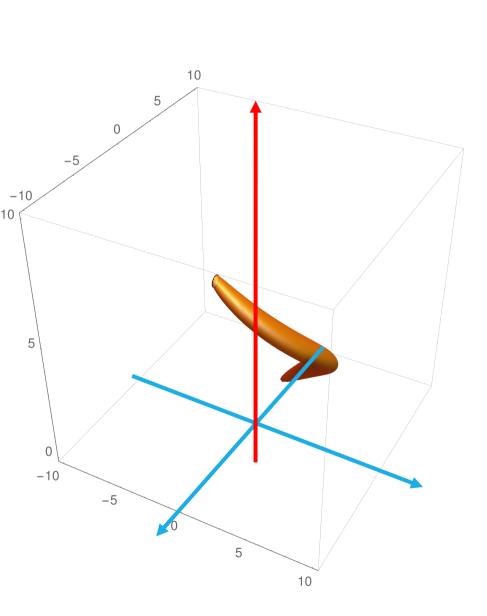
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11d

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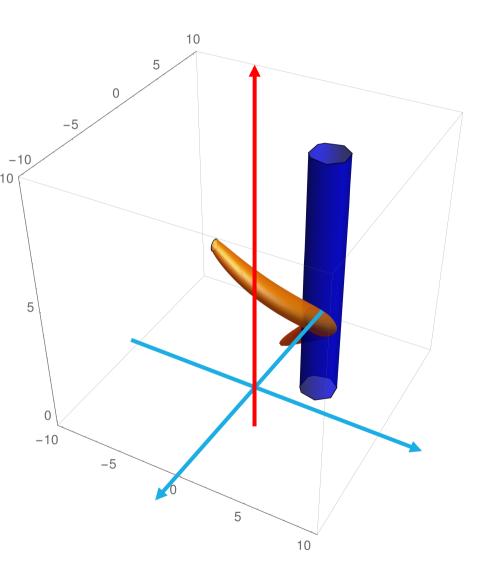
- We measure the state (position and velocity). With some measurement error.

- We enlarge the space, adding the unknown parameter

- We model our ignorance with a joint probability distribution

- We assume we have a good model...

- Now, we measure the position and the velocity again, and apply the Bayesian update step



 $x^{ext} = \begin{pmatrix} x \\ x \end{pmatrix}$

11e

Thank you for the attention