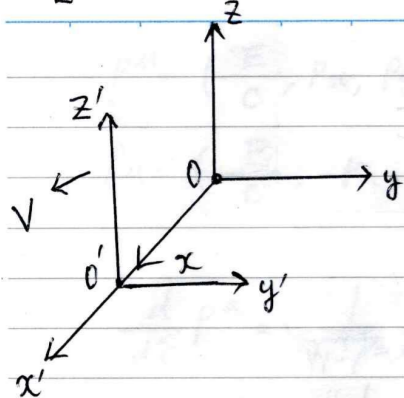


[速度の合成]



$$\beta = \frac{V}{c} \quad \gamma = \frac{1}{\sqrt{1-\beta^2}}$$

$$L = \begin{bmatrix} \gamma - \beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} ct' \\ x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} \gamma - \beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} ct \\ x \\ y \\ z \end{bmatrix}$$

$$\begin{cases} ct' = \gamma ct - \beta\gamma x = \gamma(ct - \beta x) \\ x' = -\beta\gamma ct + \gamma x = \gamma(x - \beta ct) \\ y' = y \\ z' = z \end{cases}$$

$$\beta c = \frac{V}{c} \cdot c = V$$

$$\begin{cases} ct' = \gamma(ct - \frac{V}{c}x) & cdt' = \gamma(cdt - \frac{V}{c}dx) \\ x' = \gamma(x - Vt) & dx' = \gamma(dx - Vdt) \\ y' = y & dy' = dy \\ z' = z & dz' = dz \end{cases}$$

$$\frac{dx'}{dt'} = \frac{\gamma(dx - Vdt)}{\gamma(cdt - \frac{V}{c}dx)} = \frac{dx - Vdt}{dt - \frac{V}{c^2}dx} = \frac{\frac{dx}{dt} - V}{1 - \frac{V}{c^2} \frac{dx}{dt}}$$

$$u_x' = \frac{u_x - V}{1 - \frac{V}{c^2} u_x}$$

$$\frac{dy'}{dt'} = \frac{dy}{\frac{\gamma}{c}(cdt - \frac{V}{c}dx)} = \frac{dy}{\gamma(dt - \frac{V}{c^2}dx)} = \frac{\frac{dy}{dt}}{\gamma(1 - \frac{V}{c^2} \frac{dx}{dt})} = \frac{u_y}{\gamma(1 - \frac{V}{c^2} u_x)}$$

$$\frac{dz'}{dt'} = \frac{dz}{\frac{\gamma}{c}(cdt - \frac{V}{c}dx)} = \frac{dz}{\gamma(dt - \frac{V}{c^2}dx)} = \frac{\frac{dz}{dt}}{\gamma(1 - \frac{V}{c^2} \frac{dx}{dt})} = \frac{u_z}{\gamma(1 - \frac{V}{c^2} u_x)}$$

$$ct' = \gamma ct - \beta\gamma x$$

$$\beta\gamma x' = \beta\gamma x - \beta\gamma^2 ct$$

$$ct' + \beta\gamma x' = \gamma ct - \beta\gamma^2 ct$$

$$= \gamma ct(1 - \beta^2) = \frac{ct}{\sqrt{1-\beta^2}} (\sqrt{1-\beta^2})^2 = ct \frac{1}{\gamma}$$

$$ct = \gamma(ct' + \beta\gamma x')$$

$$\beta\gamma ct' = \beta\gamma ct - \beta\gamma^2 x$$

$$+ \gamma x' = \gamma x - \beta\gamma ct$$

$$\beta\gamma ct' + \gamma x' = \gamma x(1 - \beta^2) = \frac{x}{\sqrt{1-\beta^2}} (\sqrt{1-\beta^2})^2$$

$$x = \frac{1}{\sqrt{1-\beta^2}} (x' + \beta\gamma ct') = \gamma(x' + \beta ct')$$

$$cdt = \gamma(cdt' + \beta dx')$$

$$dx = \gamma(dx' + \beta cdt')$$

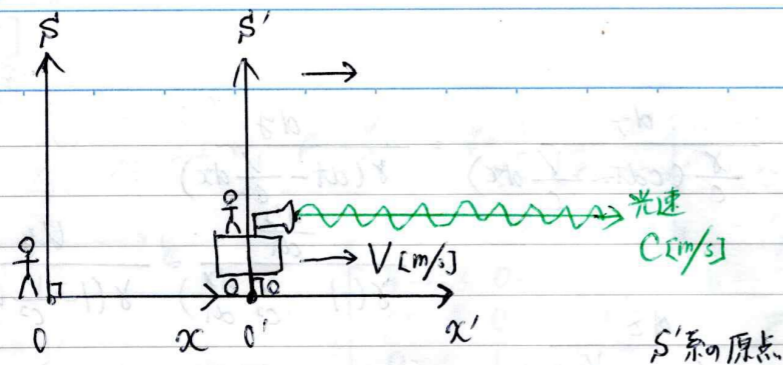
$$\frac{dx}{dt} = \frac{\gamma(dx' + \beta cdt')}{\gamma(dt' + \frac{\beta}{c} dx')}$$

$$u_x = \frac{\frac{dx'}{dt'} + V}{1 + \frac{V}{c^2} \frac{dx'}{dt'}} = \frac{u_x' + V}{1 + \frac{V}{c^2} u_x'}$$

$$\begin{cases} ct = \gamma(ct' + \beta x') \\ x = \gamma(x' + \beta ct') = \gamma(x' + Vt') \\ y = y' \\ z = z' \end{cases}$$

$$u_x = \frac{c+V}{1 + \frac{V}{c^2} c} = \frac{c+V}{1 + \frac{V}{c}} = \frac{c+V}{\frac{c+V}{c}} = c$$

$$u_x = \frac{c+V}{1 + \frac{V}{c^2} c}$$



S系に対してx軸上を V [m/s] で移動する物体上から 光速 C [m/s] で
 右への光を射出した。
 この光の速さを S 系で観察した場合

$$u_x = \frac{u'_x + V}{1 + \frac{V}{c^2} u'_x} \quad \text{式(1)}$$

$u'_x = C$ として代入すると

$$u_x = \frac{C + V}{1 + \frac{V}{c^2} C} = \frac{C + V}{1 + \frac{V}{c}} = \frac{C + V}{\frac{c + V}{c}} = C \text{ [m/s]}$$

したがって 光については 光速は同じである。

$$u_x \neq V + C$$