

# Lorentzova transformace

Wednesday 15 January 2025

14:00

Galileova transformace - klasická mechanika  $\rightarrow$  předpokládá

absolutní čas a prostor

je to v rozporu s chvátáním pl. mag. pole

Nemůžeme skládat rychlosti jako v klasické mechanice

$$\tilde{x} = x - vt$$

$$\hat{x} = x + vt$$

$$\tilde{y} = y$$

$$-||-$$

$$\tilde{z} = z$$

$$-||-$$

Lorentzova transformace

$$(1) \tilde{x} = \gamma \cdot (x - vt)$$

$$(2) x = \gamma \cdot (\tilde{x} + v\tilde{t}) \quad \checkmark \text{ inverzní transformace}$$

Světlo se šíří v obou systémech stejně, dle Maxwell. rovnic

$$P: x = c \cdot t$$

$$\tilde{P}: \tilde{x} = c \cdot \tilde{t}$$

$$(1) c\tilde{t} = \gamma \cdot (ct - vt)$$

$$(2) ct = \gamma \cdot (c\tilde{t} + v\tilde{t})$$

$$(1) \cdot (2)$$

$$c^2 \tilde{t} \tilde{t} = \gamma^2 \cdot (c^2 t \tilde{t} - v^2 t \tilde{t})$$

$$c^2 \tilde{t} \tilde{t} = \gamma^2 \cdot (c - v) \cdot (c + v) \cdot t \tilde{t}$$

$$c^2 = \gamma^2 \cdot (c - v) \cdot (c + v)$$

$$\gamma^2 = \frac{c^2}{c^2 - v^2} = \frac{c^2}{c^2 - v^2}$$

$$= \frac{1}{1 - \frac{v^2}{c^2}}$$

$$\gamma = \sqrt{\frac{1}{1 - \frac{v^2}{c^2}}}$$

$\uparrow$

Lorentzův faktor

$$\tilde{t} = ?$$

z (1) dosadit  $\tilde{x}$  do (2)

$$x = \gamma \cdot [\gamma \cdot (x - vt) + v\tilde{t}]$$

$$x = \gamma^2 \cdot x - \gamma^2 vt + \gamma v \tilde{t}$$

$$\gamma v \tilde{t} = x - \gamma^2 x + \gamma^2 vt$$

$$\tilde{t} = \frac{x \cdot (1 - \gamma^2)}{\gamma v} + \gamma t$$

$$\tilde{t} = \gamma \cdot \left( \frac{1 - \gamma^2}{\gamma^2 v} x - t \right)$$

$$\tilde{t} = \gamma \left[ t + \left( \frac{1}{\gamma^2} - 1 \right) \cdot \frac{x}{v} \right]$$

$$\frac{1}{\gamma^2} = 1 - \frac{v^2}{c^2}$$

$$\tilde{t} = \gamma \cdot \left[ t + \left( 1 - \frac{v^2}{c^2} - 1 \right) \frac{x}{v} \right]$$

$$\tilde{t} = \gamma \cdot \left( t - \frac{vx}{c^2} \right)$$

[T:

$$\tilde{x} = \frac{x - vt}{\sqrt{1 - \frac{v^2}{c^2}}} \quad ; \quad \tilde{t} = \frac{t - \frac{vx}{c^2}}{\sqrt{1 - \frac{v^2}{c^2}}} \quad ; \quad \tilde{y} = y, \quad \tilde{z} = z$$

$$R(t; \vec{x}) = x_0, x_1, x_2, x_3$$

$$\begin{pmatrix} \tilde{x}_0 \\ \tilde{x}_1 \\ \tilde{x}_2 \\ \tilde{x}_3 \end{pmatrix} = \begin{pmatrix} \gamma & -\gamma\beta & 0 & 0 \\ -\gamma\beta & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

$$\begin{aligned} \det &= \gamma \cdot \gamma \cdot (\gamma^2 - \gamma^2 \beta^2) \\ &= \gamma^2 \cdot (1 - \beta^2) \\ \beta &= \frac{v}{c} \end{aligned}$$