

光のドップラー - 変換

$k \cdot x = \omega ct - k_x x - k_y y - k_z z$ が Lorentz 不変.

⇓

$$k' \cdot x' = \omega' ct' - k'_x x' - k'_y y' - k'_z z'$$

$$= \omega' (\gamma ct - \gamma \beta x) - k'_x (-\gamma \beta ct + \gamma x) - k'_y y' - k'_z z'$$

「x方向にvで動いている」
状況を考える.

$$= \gamma (\omega' + k'_x \beta) ct - \gamma (\omega' \beta + k'_x) x - k'_y y - k'_z z$$

$$= \omega ct - k_x x - k_y y - k_z z \quad \leftarrow \text{比較}$$

$$\begin{cases} \gamma (\omega' + k'_x \beta) = \omega \\ \gamma (\omega' \beta + k'_x) = k_x \\ k'_y = k_y, \quad k'_z = k_z \end{cases} \Leftrightarrow \begin{cases} \omega' + k'_x \beta = \frac{\omega}{\gamma} \quad \dots \textcircled{1} \\ \omega' \beta + k'_x = \frac{k_x}{\gamma} \rightarrow \omega' \beta^2 + k'_x \beta = \frac{k_x \beta}{\gamma} \quad \dots \textcircled{2} \end{cases}$$

①-②

$$\omega' (1 - \beta^2) = \frac{\omega - k_x \beta}{\gamma}$$

$$\Leftrightarrow \frac{\omega'}{\gamma^2} = \frac{\omega - k_x \beta}{\gamma} \quad \Leftrightarrow \omega' = \gamma (\omega - k_x \beta)$$

$$\begin{aligned} k'_x &= \frac{k_x}{\gamma} - \omega' \beta = \frac{k_x}{\gamma} - \gamma \beta (\omega - k_x \beta) \\ &= -\gamma \beta \omega + \left(\frac{1}{\gamma} + \gamma \beta^2 \right) k_x \\ &= -\gamma \beta \omega + \gamma k_x \end{aligned}$$

Lorentz 変換

$$L = \begin{pmatrix} \gamma & -\gamma \beta \\ -\gamma \beta & \gamma \end{pmatrix}$$

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

$$\begin{cases} ct' = \gamma ct - \gamma \beta x \\ x' = -\gamma \beta ct + \gamma x \end{cases}$$

$$1 + \gamma^2 \beta^2 = \frac{1 - \beta^2 + \beta^2}{1 - \beta^2} = \frac{1}{1 - \beta^2} = \gamma^2$$

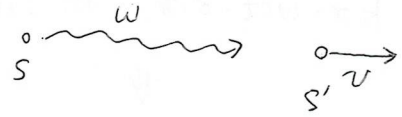
$$\frac{1}{\gamma} + \gamma \beta^2 = \frac{1 + \gamma^2 \beta^2}{\gamma} = \gamma$$

$$\begin{pmatrix} \omega' \\ k'_x \\ k'_y \\ k'_z \end{pmatrix} = \begin{pmatrix} \gamma & -\gamma \beta & 0 & 0 \\ -\gamma \beta & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \omega \\ k_x \\ k_y \\ k_z \end{pmatrix}$$

★ 光源から速度vで遠ざかる時、観測者が見る光の振動数

光子の分散関係より $k^2 = 0$

x方向のみ考える場合, $\omega^2 - k_x^2 = 0 \Rightarrow k_x = \omega$



$$\text{これより } \omega' = \gamma\omega - \gamma\beta k_x = \frac{\omega - \beta k_x}{\sqrt{1 - \beta^2}}$$

$$= \frac{\omega - \beta\omega}{\sqrt{1 - \beta^2}}$$

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

$$= \frac{\omega \sqrt{1 - \beta}}{\sqrt{1 + \beta}}$$

$$\therefore \omega' = \omega \sqrt{\frac{1 - \beta}{1 + \beta}}$$

← ω' < ω になる

⇒ 赤方偏移

★ 光源に速度vで近づくと、観測者が見る振動数

$\beta \rightarrow -\beta$ と置き換える

$$\omega' = \omega \sqrt{\frac{1 + \beta}{1 - \beta}}$$

← ω' > ω になる

⇒ 青方偏移

