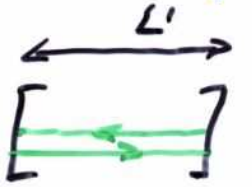


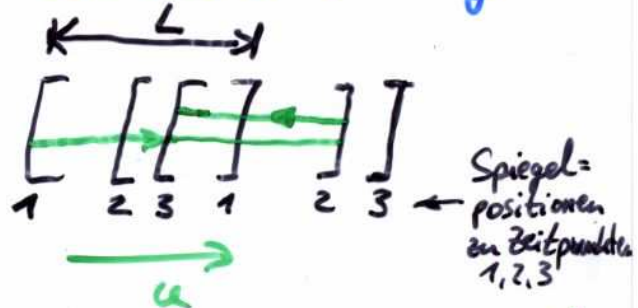
Längenkontraktion

mitbewegtes System S'
 → ruhende Uhr



$$\Delta t' = \frac{2L'}{c}$$

ruhendes System S
 → mit $u \neq 0$ bewegte Uhr



$$ct_{12} = L + ut_{12} \rightarrow t_{12} = \frac{L}{c-u}$$

$$ct_{23} = L - ut_{23} \rightarrow t_{23} = \frac{L}{c+u}$$

$$\begin{aligned} \rightarrow \Delta t &= t_{12} + t_{23} = L \left(\frac{1}{c-u} + \frac{1}{c+u} \right) \\ &= L \cdot \frac{(c+u) + (c-u)}{(c-u)(c+u)} = L \cdot \frac{2c}{c^2 - u^2} \end{aligned}$$

$$\rightarrow \Delta t = \frac{2L}{c} \frac{1}{1 - \frac{u^2}{c^2}} = \frac{2L}{c} \gamma^2$$

Zeitdilatation $\Delta t = \Delta t' \cdot \gamma \rightarrow \Delta t' \cdot \gamma = \frac{2L'}{c} \cdot \gamma = \frac{2L}{c} \gamma^2$

$$\rightarrow L' = L \cdot \gamma$$

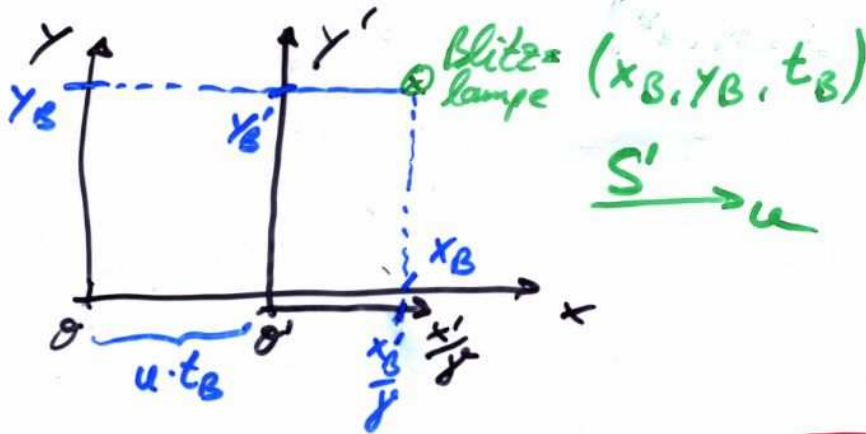
$$\rightarrow L = \frac{L'}{\gamma} = L' \sqrt{1 - \frac{u^2}{c^2}}$$

Längenkontraktion ($\gamma \geq 1$)

→ In ruhendem Inertialsystem erscheint ein bewegter Maßstab verkürzt.

7.2 Lorentztransformation

• Ortstransformation



$$\rightarrow \frac{x'_B}{\gamma} = x_B - u \cdot t_B$$

$$y'_B = y_B$$

$$\rightarrow \boxed{\begin{aligned} x'_B &= \gamma \left[x_B - \frac{u}{c} \cdot ct_B \right] \\ y'_B &= y_B, \quad z'_B = z_B \end{aligned}}$$

NB: Umkehrtransformation $x_B = \gamma \left[x'_B - \frac{(-u)}{c} \cdot ct'_B \right]$

• Zeittransformation

aus Umkehrtransf.

$$x_B = \gamma \left[x'_B + \frac{u}{c} \cdot ct'_B \right]$$

$$\rightarrow ct'_B = \frac{c}{u} \left[\frac{x_B}{\gamma} - x'_B \right] = \frac{c}{u} \left[\frac{x_B}{\gamma} - \gamma \left[x_B - \frac{u}{c} \cdot ct_B \right] \right]$$

$$= \gamma \frac{c}{u} \left[\frac{x_B}{\gamma^2} - x_B + \frac{u}{c} \cdot ct_B \right] = \gamma \frac{c}{u} \left[x_B \left(\frac{1}{\gamma^2} - 1 \right) + \frac{u}{c} \cdot ct_B \right]$$

$$= \gamma \frac{c}{u} \left[-\frac{u^2}{c^2} \cdot x_B + \frac{u}{c} \cdot ct_B \right]$$

$$\left(1 - \frac{u^2}{c^2} \right) - 1 = -\frac{u^2}{c^2}$$

$$\rightarrow \boxed{ct'_B = \gamma \left[ct_B - \frac{u}{c} x_B \right]}$$

Matrixdarstellung

$$\begin{pmatrix} ct'_B \\ x'_B \\ y'_B \\ z'_B \end{pmatrix} = \underbrace{\begin{pmatrix} \gamma & -\beta\gamma & 0 & 0 \\ -\beta\gamma & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}}_{4 \times 4\text{-Matrix}} \cdot \underbrace{\begin{pmatrix} ct_B \\ x_B \\ y_B \\ z_B \end{pmatrix}}_{\text{Vier-Vektor}} \quad \text{mit } \beta = \frac{u}{c}$$

kurz:
$$\begin{pmatrix} ct'_B \\ x'_B \end{pmatrix} = \begin{pmatrix} \gamma & -\beta\gamma \\ -\beta\gamma & \gamma \end{pmatrix} \begin{pmatrix} ct_B \\ x_B \end{pmatrix}$$

• Relativistische Geschwindigkeitsaddition

$$v'_x = \frac{dx'_B}{dt'_B} = \frac{dx'_B}{dt} \cdot \frac{dt}{dt'_B} = \frac{d}{dt} \left(\gamma \left[x - \frac{u}{c} \cdot ct \right] \right) \cdot \frac{dt}{dt'_B}$$

$$= \gamma \left[\frac{dx}{dt} - \frac{u}{c} \cdot c \frac{dt}{dt} \right] \cdot \frac{dt}{dt'_B}$$

$$= \gamma \left[v_x - \frac{u}{c} \cdot c \right] \cdot \frac{dt}{dt'_B} = \gamma [v_x - u] \cdot \frac{dt}{dt'_B}$$

dabei ist:

$$\frac{dt}{dt'_B} = \frac{d}{dt} \left(\frac{ct'_B}{c} \right) = \frac{d}{dt} \left(\frac{1}{c} \cdot \gamma [ct - \frac{u}{c} x] \right) = \dots = \gamma \left[1 - \frac{u}{c^2} v_x \right]$$

$$\rightarrow v'_x = \gamma \cdot [v_x - u] \frac{1}{\gamma \left[1 - \frac{u}{c^2} v_x \right]} \rightarrow \boxed{v'_x = \frac{v_x - u}{1 - \frac{u}{c^2} v_x}}$$

$$v_y' = \frac{dy'}{dt'} = \frac{dy}{dt} \cdot \frac{dt}{dt'} = v_y \frac{1}{\gamma \left[1 - \frac{u}{c^2} v_x \right]}$$

$$\rightarrow \boxed{v_y' = v_y \frac{1}{\gamma \left[1 - \frac{u}{c^2} v_x \right]} \quad ; \quad v_z' = v_z \frac{1}{\gamma \left[1 - \frac{u}{c^2} v_x \right]}}$$

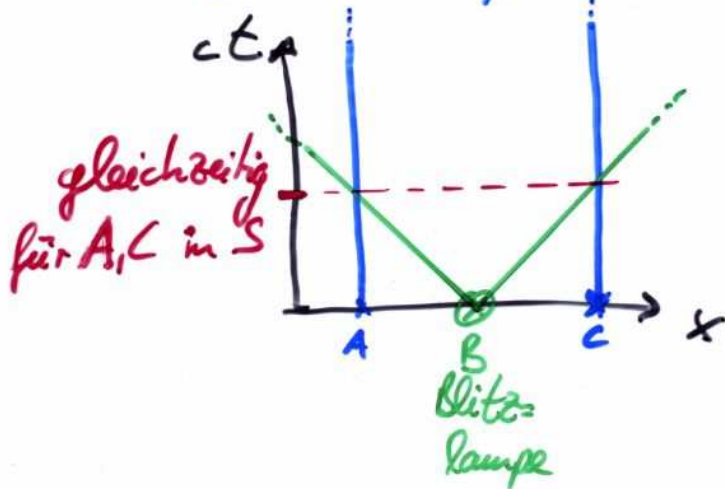
NB: Für $u \ll c$:

$$\left. \begin{aligned} v_x' &= \frac{v_x - u}{1 - \frac{u v_x}{c^2}} \rightarrow v_x' \approx v_x - u \\ v_y' &= \dots \rightarrow v_y' \approx v_y \\ v_z' &= \dots \rightarrow v_z' \approx v_z \end{aligned} \right\} \hat{=} \text{Galilei-Transformation}$$

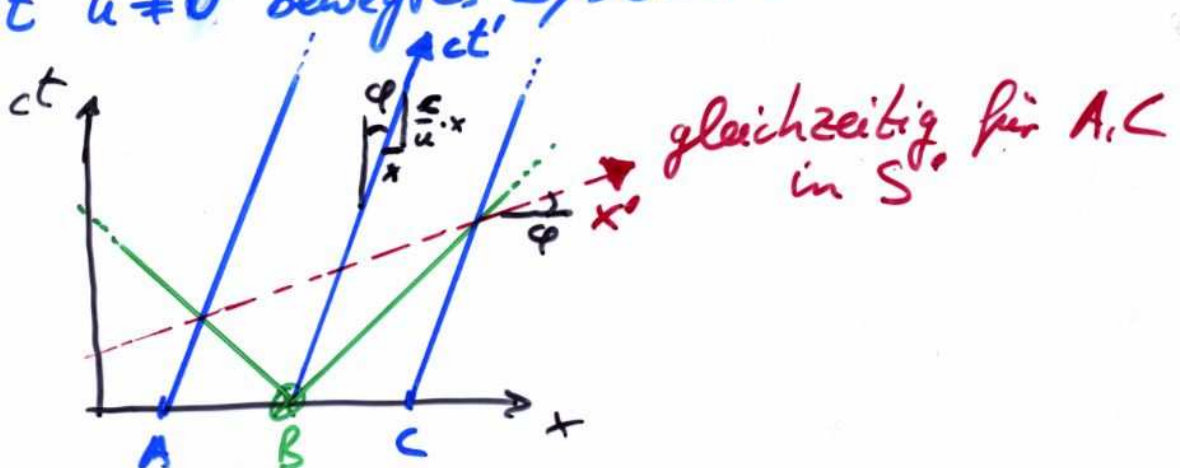
► $v_x = c \rightarrow v_x' = \frac{c - u}{1 - \frac{u}{c} \cdot c} = \frac{c \left(1 - \frac{u}{c} \right)}{1 - \frac{u}{c}} = c \quad !$

7.3 Gleichzeitigkeit

- ruhendes System S



- mit $u \neq 0$ bewegtes System S'



Für mitbewegte Beobachter A, C erreicht Lichtblitz A und C gleichzeitig!

→ $ct' = \text{const}$ entlang gestrichelter Linie (x' -Achse)

- ▶ x', ct' -Achsen sind gegenüber x, ct -Achse geneigt
- ▶ x', ct' -Achsen sind nicht orthogonal zueinander
- ▶ Winkel zwischen x, x' und ct, ct' -Achse: $\tan \varphi = \frac{u}{c}$