

Appendix H to:

A Theoretical Investigation to the Physical Constraints for Light Velocity in Empty Euclidian Space and first Consequences for Long-distance Physics.

Referred equations: (6a), (9)

A first attempt to reconsidering the Hubble relation.

For a photon observed at current absolute time T_0 but sent from a distance d at corresponding time T_d according to equation (9):

$$(H.1) \quad \gamma + d = \gamma \frac{T_0}{T_d}$$

where the scalar notation can be used since $\vec{\gamma}$ and vector d are in opposite directions. The corresponding photon velocity c_d at distance d is, according to equation (6a):

$$(H.2) \quad c_d = \frac{\gamma + d}{T_d} = \frac{(\gamma + d)^2}{\gamma T_0}$$

As a first, simple attempt, assuming that the proportion between this 'distant' c_d and the observer's $c = \gamma/T_0$ also reflects the proportion in photon wavelengths, this leads to:

$$(H.3) \quad \frac{\lambda_{\text{obs}}}{\lambda_{\text{orig}}} = \frac{c_d}{\gamma/T_0} = \frac{(\gamma + d)^2}{\gamma^2}$$

For a red shift caused by relativistic velocities, this relation is:

$$(H.4) \quad \frac{\lambda_{\text{obs}}}{\lambda_{\text{orig}}} = \sqrt{\frac{1+v/c}{1-v/c}}$$

implying:

$$(H.5) \quad v/c = \frac{(\lambda_{\text{obs}}/\lambda_{\text{orig}})^2 - 1}{(\lambda_{\text{obs}}/\lambda_{\text{orig}})^2 + 1}$$

Now substituting the current attempt, equation (H.3):

$$(H.6) \quad v_{\text{app}}/c = \frac{(\gamma + d)^4 - \gamma^4}{(\gamma + d)^4 + \gamma^4}$$

we find an 'apparent' velocity v_{app} that seems to be there but is only due to the light's behaviour – no actual velocity involved. For small distances, this comes down to:

$$(H.7) \quad v_{\text{app}}/c \approx 1 + 2d/\gamma$$

so that, in this approach, γ would be twice the Hubble distance H . In the figure, the relation according to equation (H.6) is represented as a solid line and compared with Hubble's original assumption of a linear relationship with d as a dashed line. However, for comparison, also a dotted line is added, for $\gamma = 1.75 H$.

