

# Re: Formula for Decelerating Light

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- *From:* Michael Helland <mobydikc@xxxxxxxxxx>
  - *Date:* Thu, 8 May 2008 03:12:42 -0700 (PDT)
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On May 6, 8:32 pm, jjs...@xxxxxxxxxx wrote:

On May 6, 8:03 pm, Michael Helland <mobyd...@xxxxxxxxxx> wrote:

On May 5, 1:12 pm, jjs...@xxxxxxxxxx wrote:

On May 5, 1:07 pm, Michael Helland  
<mobyd...@xxxxxxxxxx> wrote:

Think of Hubble Law, and think of Hubble's  
parameter as a parameter of  
expansion.

You can redefine the expansion parameter in  
to a deceleration  
parameter, with the units km/s<sup>2</sup>, then you  
have:

$$v = c - (t * H)$$

Read

this:[http://en.wikipedia.org/wiki/Hubble\\_parameter#Derivation\\_of\\_the\\_Hubbl...](http://en.wikipedia.org/wiki/Hubble_parameter#Derivation_of_the_Hubbl...)

Hubbles law and parameter are a bit more complex then that.

## Re: Formula for Decelerating Light

Point is Hubble's law calculates the recessional velocity.

It could be reinterpreted to calculate decelerated velocity, then Hubble's parameter would be in the units of deceleration and something like this would work:

$$v = c - (t * H)$$

You don't grok the math for cosmology as evidenced by your formula so go away...

H has to be deceleration,  $d/t^2$ .

Then it works fine.

Starting here:

$$c = fw$$

expansion: f goes down, w goes up.

tired light: f goes down, w stays the same.

deceleration: f goes down, w stays the same, but c bends to compensate.

So deceleration and expansion match the same data.

There's no reason Hubble's parameter can't be written units of deceleration, except taboo.

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