

Let's say a mouse accelerates from rest away from a range finder. The following table of position vs. time is made.

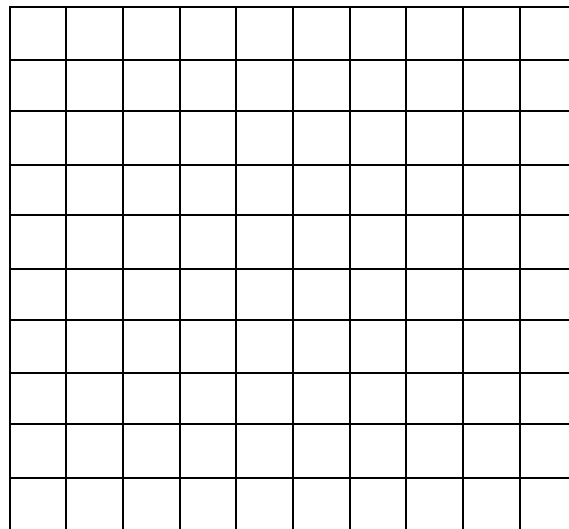
Time t	Position x
0.00	0.00
0.21	0.04
0.42	0.17
0.59	0.32
0.79	0.65
1.04	0.98
1.19	1.27
1.40	1.98
1.60	2.59
1.81	3.20

What is the mouse's acceleration? Not so easy to figure out!

Here's a clue: if you assume that position varies with time according to the equation

$$x = \frac{1}{2} at^2$$

then you can make a plot of x vs. t^2 . The reason this is an interesting thing to do is that the data should form a more-or-less straight line with slope $\frac{1}{2} a$. Draw a "best fit" line, measure its slope, then multiply by 2, and you've got the acceleration a . Try it!



This method works for all sorts of things. Basically, the idea is this: if you make the right choice of x and y axes, any function can be "linearized" (turned into a line) and the slope can be measured.

Let's measure the mass of the Sun. According to Newton's theory, the relationship between the orbital period P of a planet, measured in seconds, and the average distance a between the planet and the Sun, measured in meters, can be expressed as follows:

$$P^2 = [4\pi^2 / GM_{\text{SUN}}] a^3$$

Plot P^2 vs. a^3 , measure the slope, and use this slope to determine the mass of the Sun.

Planet	P (years)	a (AU)	P (sec)	a (m)	P^2 (sec ²)	a^3 (m ³)
Mercury	0.24	0.39				
Venus	0.61	0.72				
Earth	1.00	1.00				
Mars	1.88	1.52				
Jupiter	11.86	5.20				
Saturn	29.46	9.54				
Uranus	84.01	19.19				
Neptune	248.54	39.53				

What is the Sun's mass?