<u>The Gradient Operator in</u> <u>Other Coordinate Systems</u>

Q: Pfft! This is easy! The gradient operator in the spherical coordinate system is: $\nabla g(\overline{\mathbf{r}}) = \frac{\partial g(\overline{\mathbf{r}})}{\partial r} \hat{a}_r + \frac{\partial g(\overline{\mathbf{r}})}{\partial \theta} \hat{a}_\theta + \frac{\partial g(\overline{\mathbf{r}})}{\partial \phi} \hat{a}_\phi$ Right ?? A: NO!! The above equation is not correct! Instead, we find that for spherical coordinates, the gradient is expressed as: $\nabla g(\overline{\mathbf{r}}) = \frac{\partial g(\overline{\mathbf{r}})}{\partial r} \hat{a}_r + \frac{1}{r} \frac{\partial g(\overline{\mathbf{r}})}{\partial \theta} \hat{a}_{\theta} + \frac{1}{r \sin \theta} \frac{\partial g(\overline{\mathbf{r}})}{\partial \phi} \hat{a}_{\phi}$

And for the cylindrical coordinate system we get:

 $\nabla g(\overline{\mathbf{r}}) = \frac{\partial g(\overline{\mathbf{r}})}{\partial \rho} \hat{a}_{\rho} + \frac{1}{\rho} \frac{\partial g(\overline{\mathbf{r}})}{\partial \phi} \hat{a}_{\phi} + \frac{\partial g(\overline{\mathbf{r}})}{\partial z} \hat{a}_{z}$