NAME
   gsl - GNU Scientific Library

SYNOPSIS
   #include <gsl/...>

DESCRIPTION
   The GNU Scientific Library (GSL) is a collection of routines for numerical computing. The routines
   are written from scratch by the GSL team in C, and present a modern Applications Programming
   Interface (API) for C programmers, allowing wrappers to be written for very high level languages.

   The library covers the following areas,

        Complex Numbers
        Roots of Polynomials
        Special Functions
        Vectors and Matrices
        Permutations
        Combinations
        Sorting
        BLAS Support
        Linear Algebra
        Eigensystems
        Fast Fourier Transforms
        Quadrature
        Random Numbers
        Quasi-Random Sequences
        Random Distributions
        Statistics
        Histograms
        N-Tuples
        Monte Carlo Integration
        Simulated Annealing
        Differential Equations
        Interpolation
        Numerical Differentiation
        Chebyshev Approximations
        Series Acceleration
        Discrete Hankel Transforms
        Root-Finding

Minimization
Least-Squares Fitting
Physical Constants
IEEE Floating-Point

For more information please consult the GSL Reference Manual, which is available as an info file.
You can read it online using the shell command **info gsl-ref** (if the library is installed).

Please report any bugs to **bug-gsl@gnu.org.**