

**NAME**

decrinv, GAMSinv – Anick-Mitra-Sondhi handling functions

**SYNOPSIS**

**#include <ams.h>**

**double decrinv(AMS \*m, double (\*f)(AMS \*, double), double p, double eps);**

**double GAMSinv(AMS \*m, double p, double eps);**

**DESCRIPTION**

**decrinv()** returns the

**GAMSinv()** returns

**ALGORITHM**

a

**SEE ALSO**

initAMS(3), freeAMS(3)