**OpenGL Mathematics (GLM)** is a **header-only C++ mathematics library** designed for graphics software based on the **OpenGL Shading Language (GLSL) specifications**. It provides classes and functions with the same conventions and functionality as GLSL, making it accessible to those familiar with GLSL. GLM is suitable for tasks like software rendering, image processing, physics simulations, and more. Here are some free resources to learn about GLM:

1. [**GitHub Repository**](https://github.com/g-truc/glm): The official GLM repository on GitHub contains the library’s source code, documentation, and examples[1](https://github.com/g-truc/glm).
2. [**Wikipedia - Generalized Linear Model**](https://en.wikipedia.org/wiki/Generalized_linear_model): While not directly related to GLM, this article provides insights into the statistical concept of generalized linear models, which share the same acronym[2](https://en.wikipedia.org/wiki/Generalized_linear_model).
3. [**Data Skills for Reproducible Research - Introduction to GLM**](https://psyteachr.github.io/reprores-v2/glm.html): A concise overview of the General Linear Model (GLM) framework for expressing relationships among variables[3](https://psyteachr.github.io/reprores-v2/glm.html).
4. [**Introduction to Generalized Linear Models**](https://statmath.wu.ac.at/courses/heather_turner/glmCourse_001.pdf): This resource covers GLMs, extending linear modeling to non-normally distributed variables, with a focus on binary or count data[4](https://statmath.wu.ac.at/courses/heather_turner/glmCourse_001.pdf).
5. [**MathGLM GitHub Repository**](https://github.com/THUDM/MathGLM): Explore the official PyTorch implementation for MathGLM, which demonstrates how large language models can accurately perform arithmetic operations without calculators[5](https://github.com/THUDM/MathGLM).

Feel free to explore these resources to deepen your understanding of GLM! 🌟