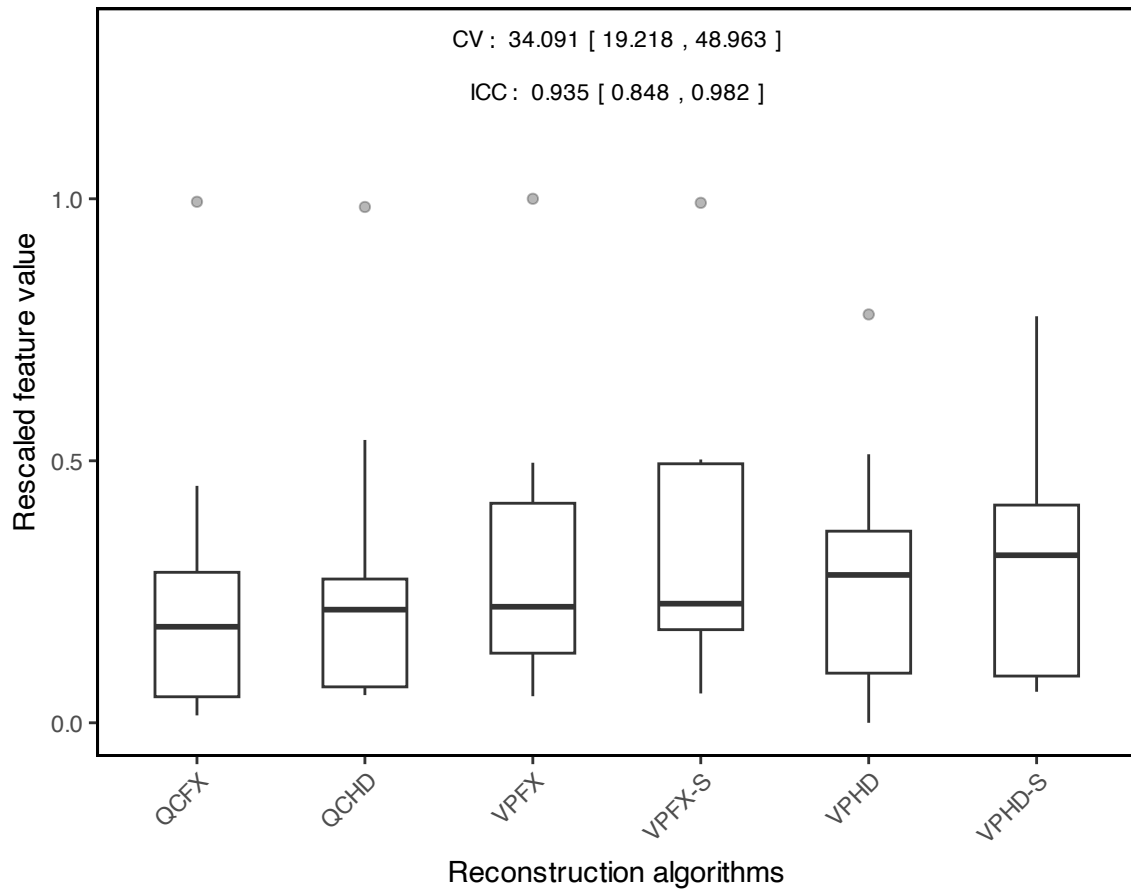


gldm GrayLevelVariance



Not robust