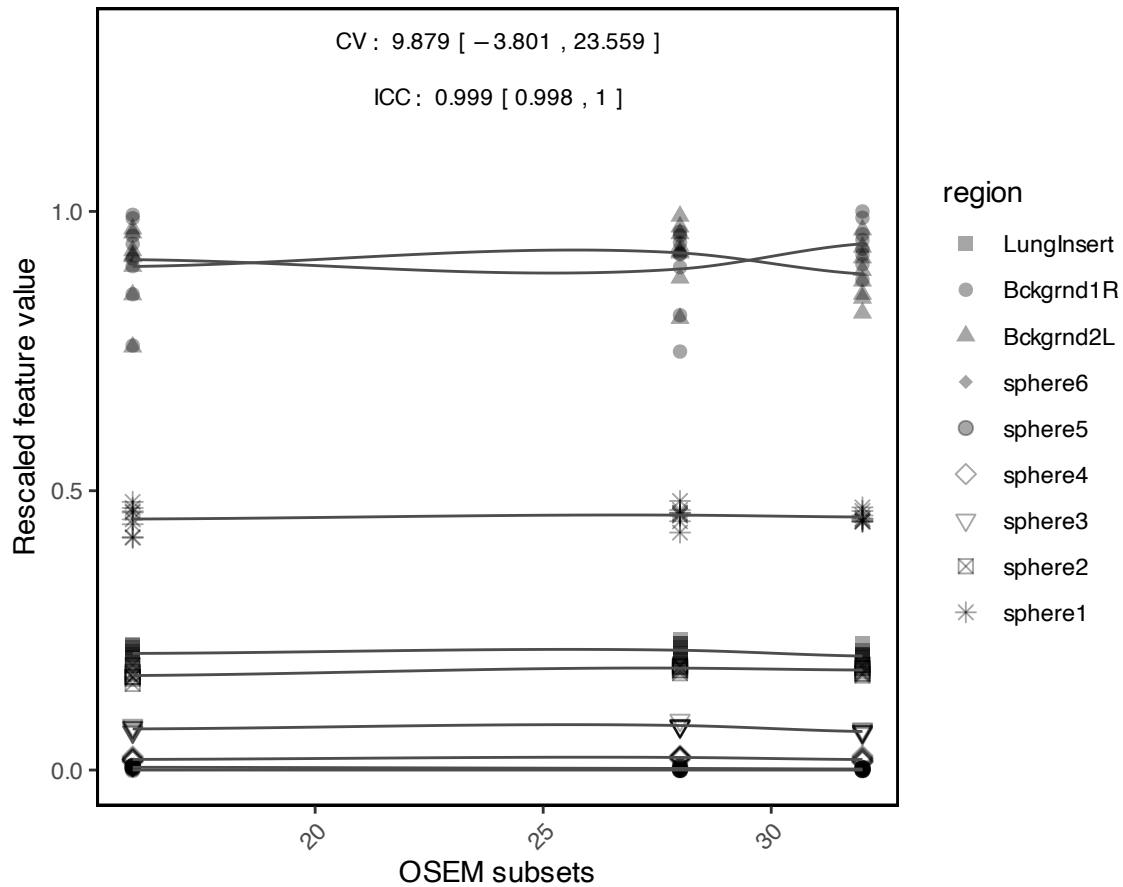


# glszm GrayLevelNonUniformity



Robust