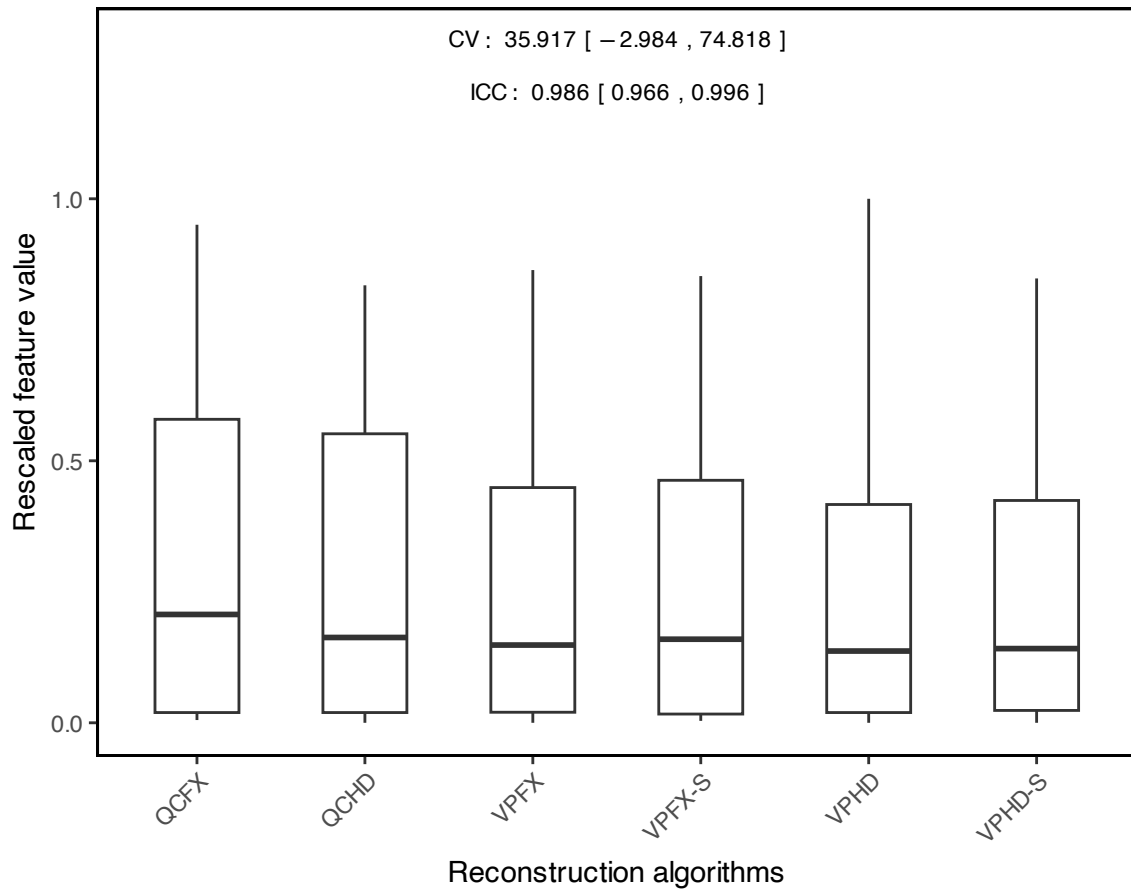


gldm GrayLevelNonUniformity



Not robust