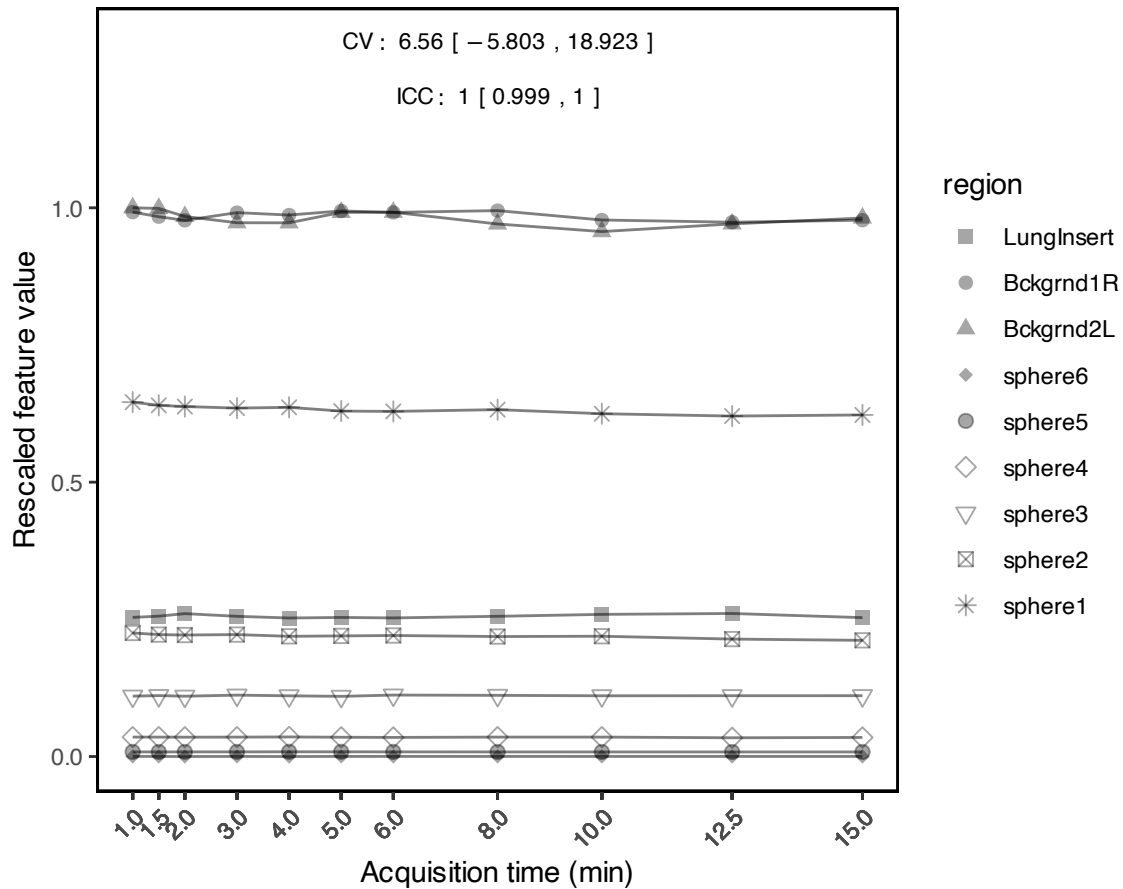


# glrm RunLengthNonUniformity



Robust