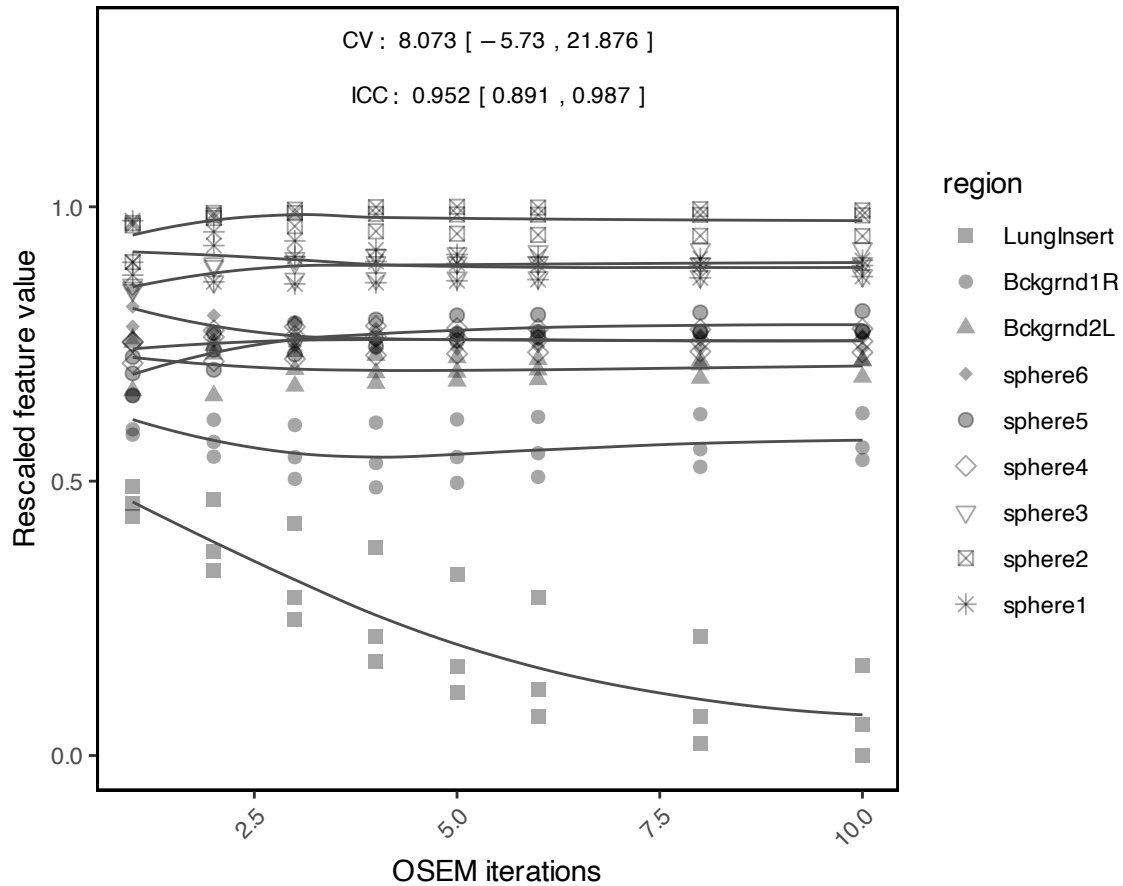


# glcm SumAverage



Robust