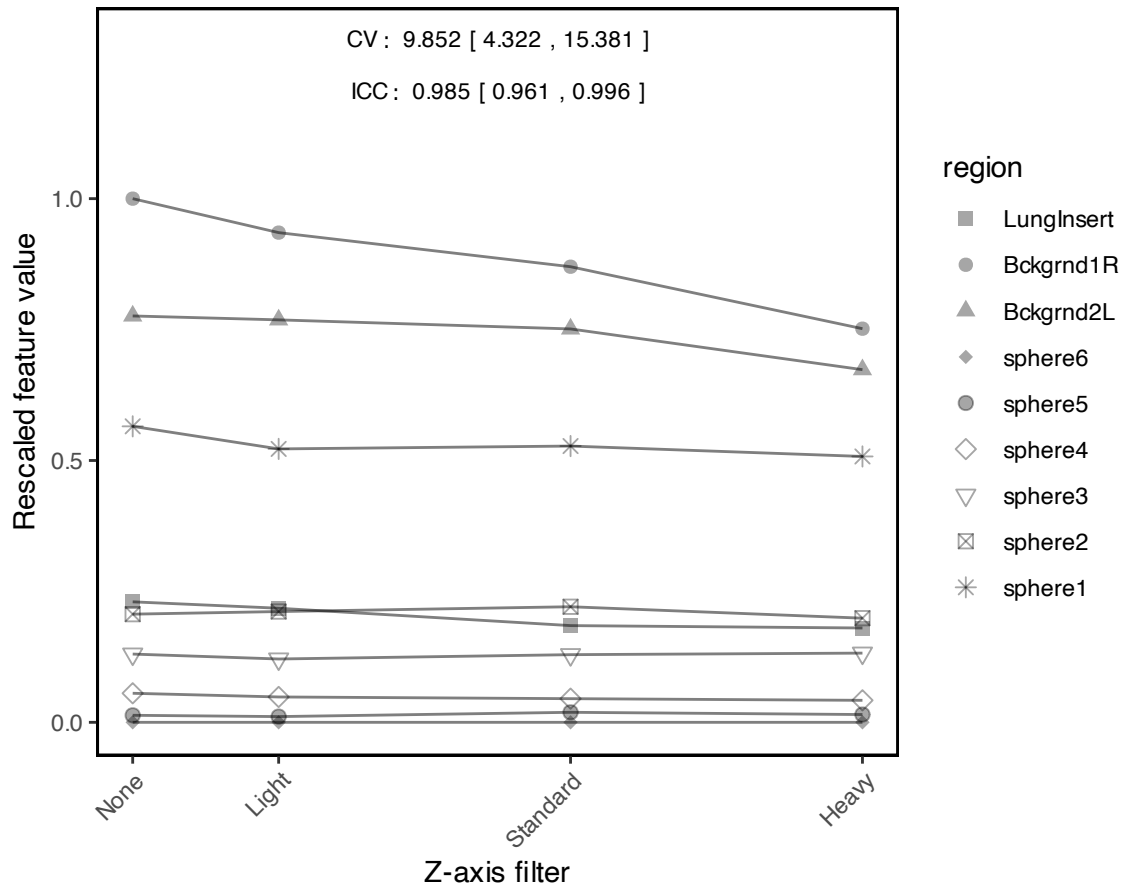


glszm SizeZoneNonUniformity



Robust