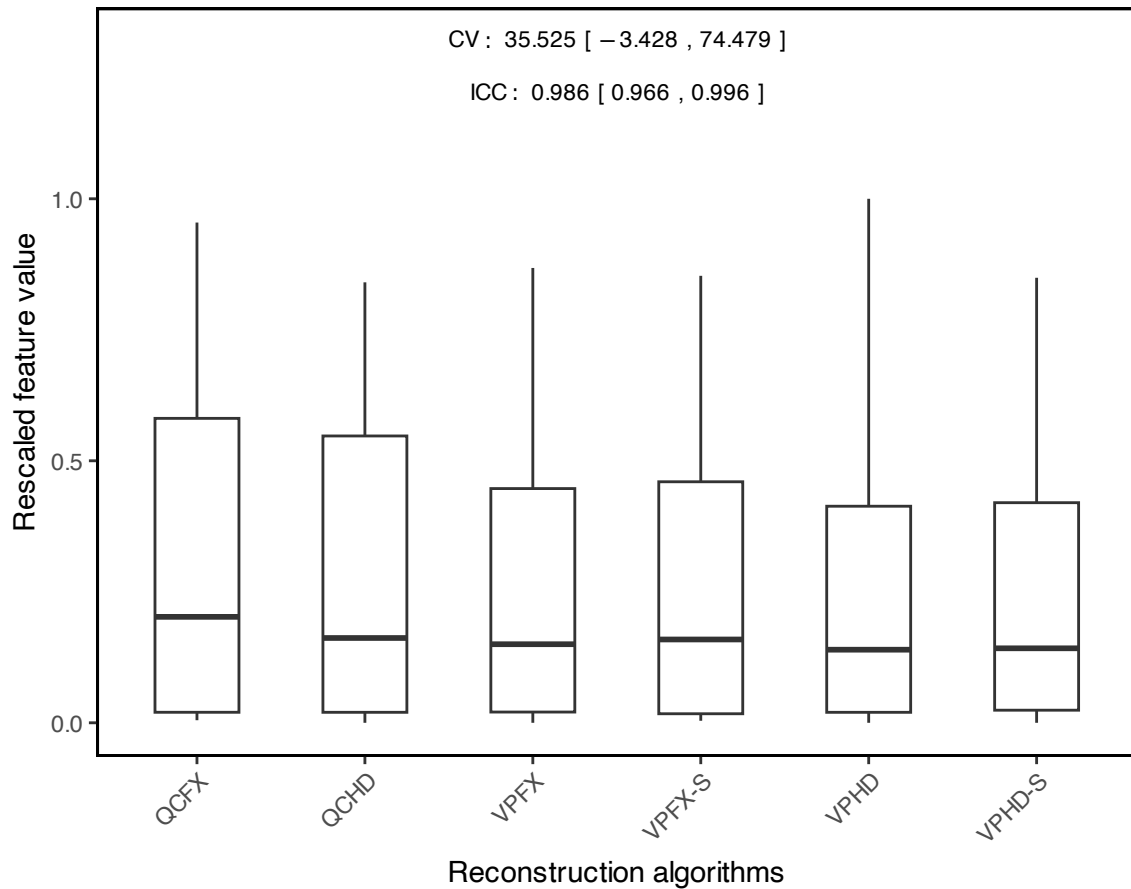


## glrlm GrayLevelNonUniformity



Not robust