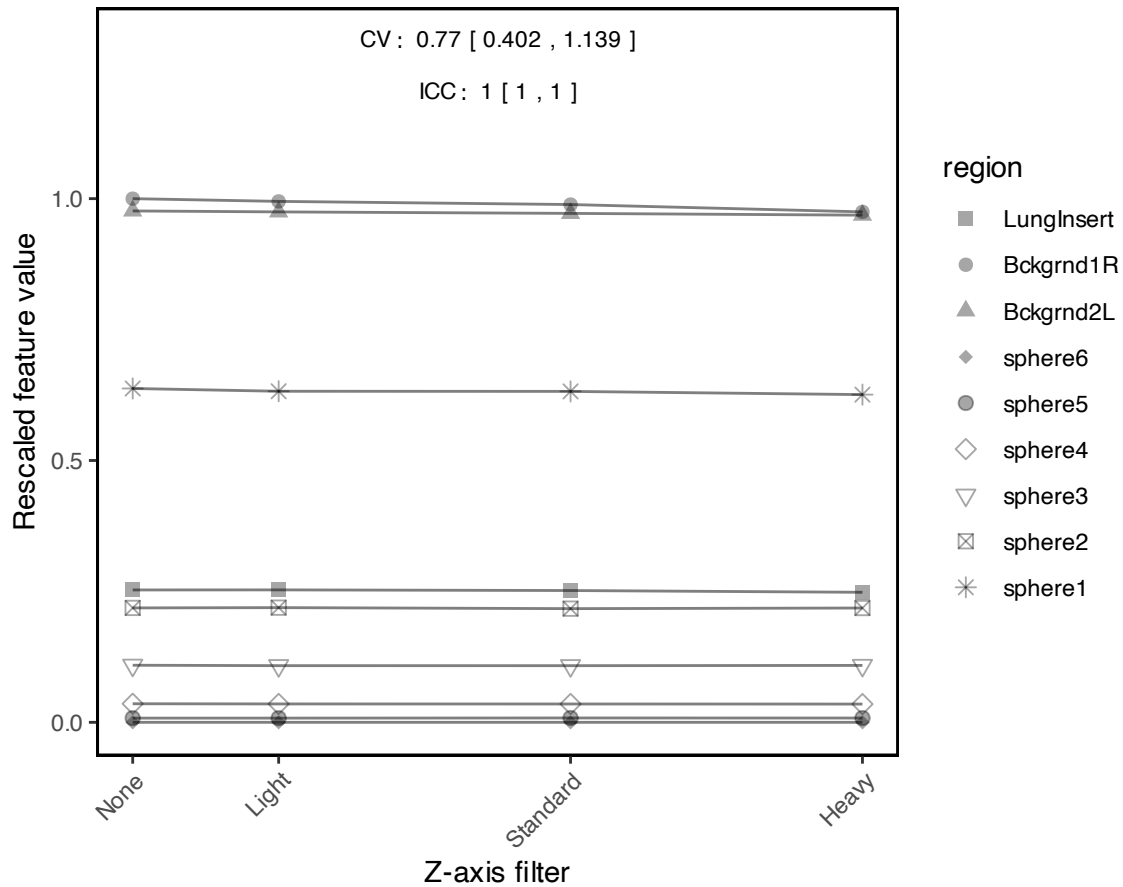


grrlm RunLengthNonUniformity



Robust