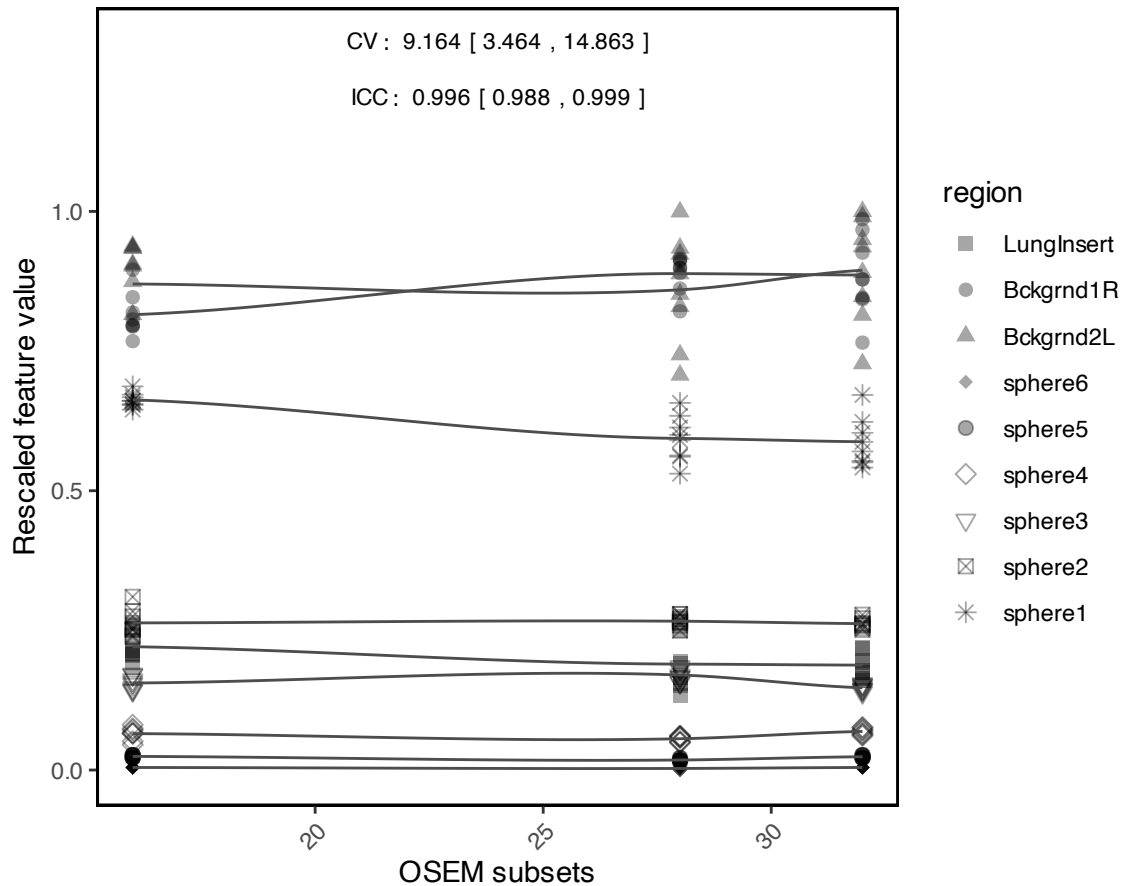


# glszm SizeZoneNonUniformity



Robust