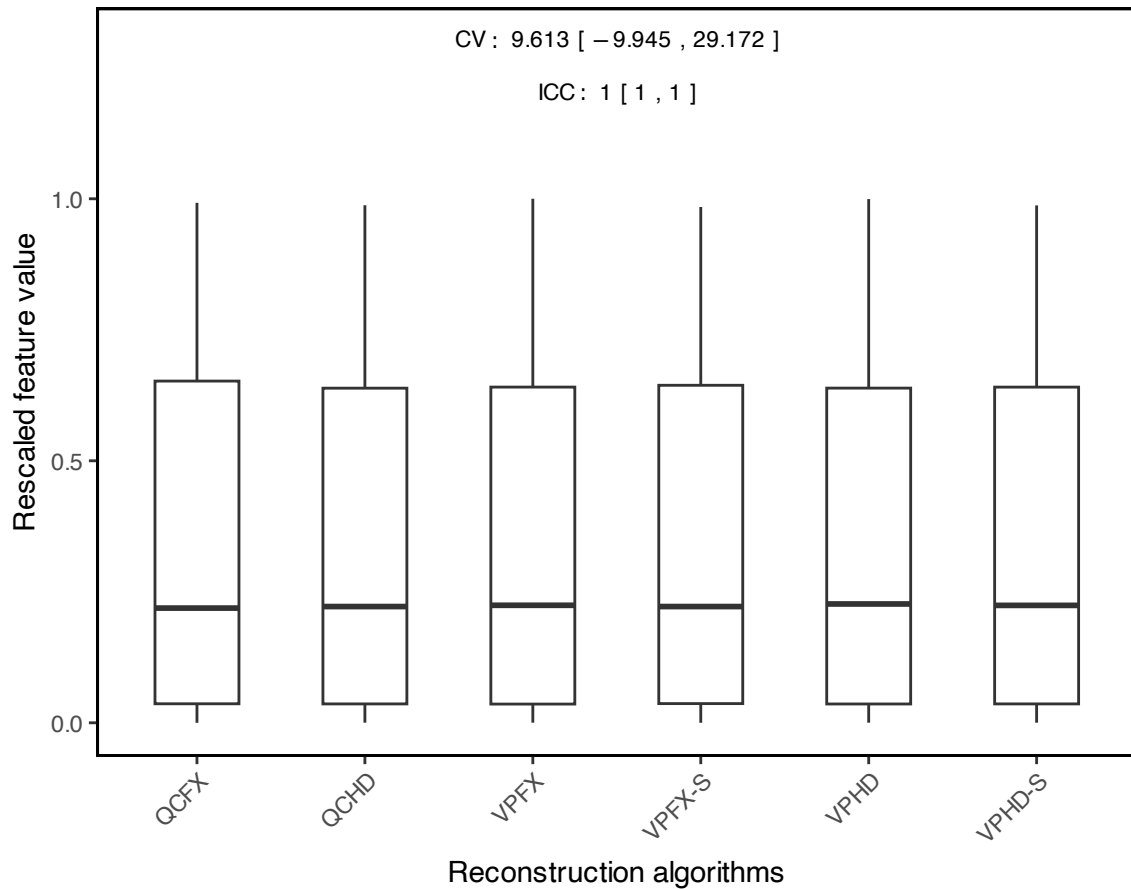


# gllm RunLengthNonUniformity



Robust