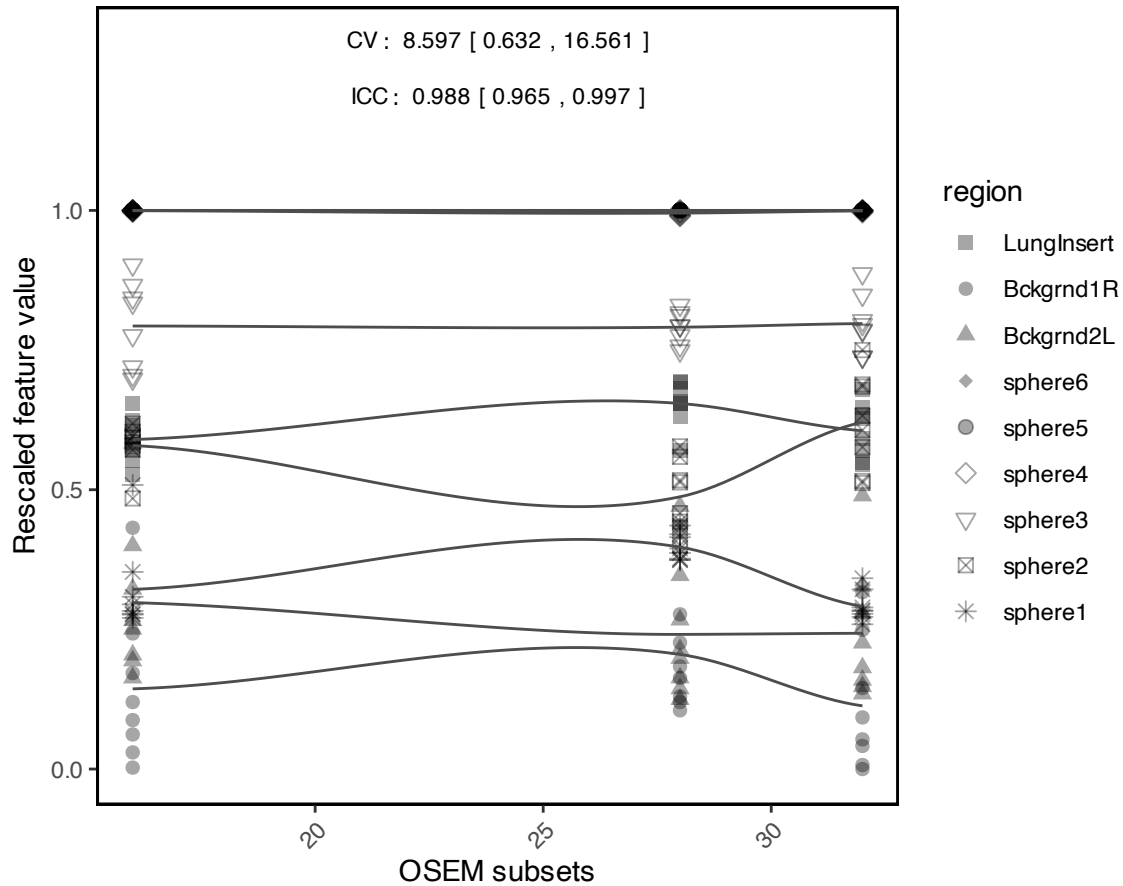


# glcm MCC



Robust