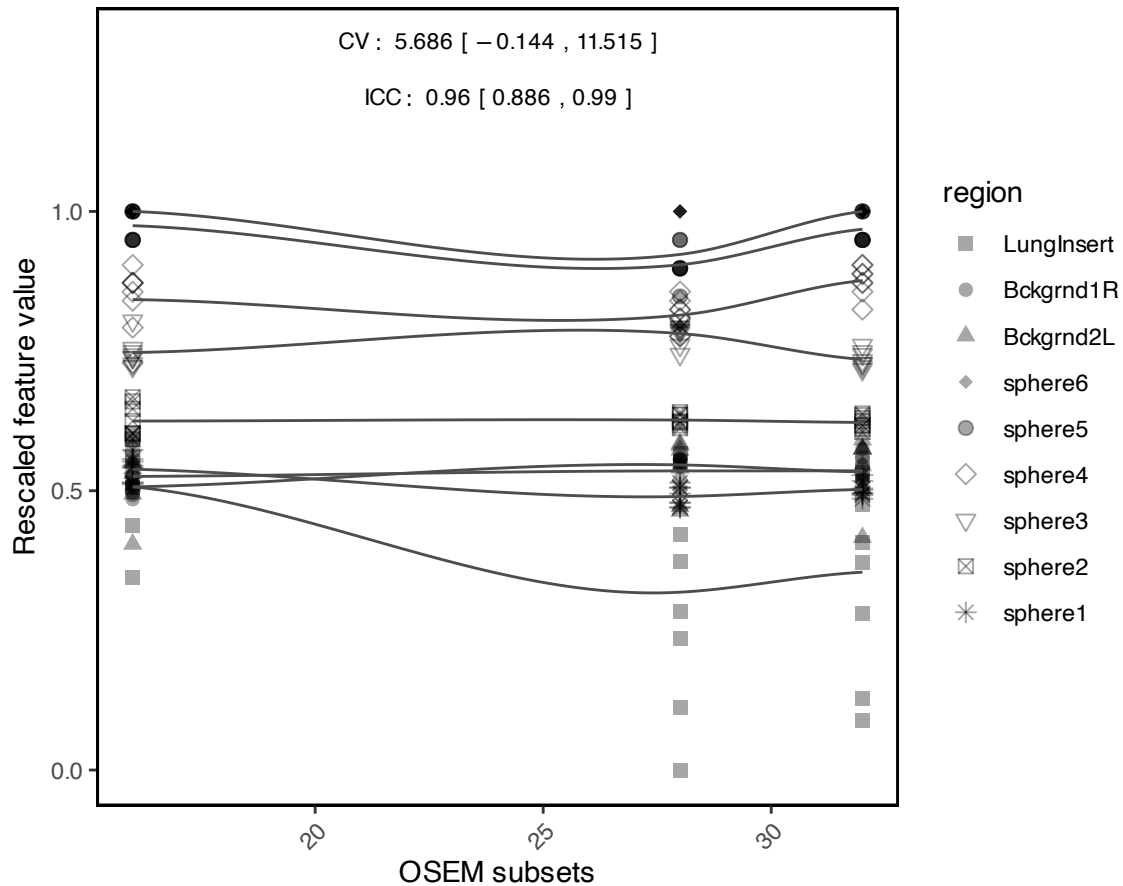


# grrlm RunLengthNonUniformityNormalized



Robust