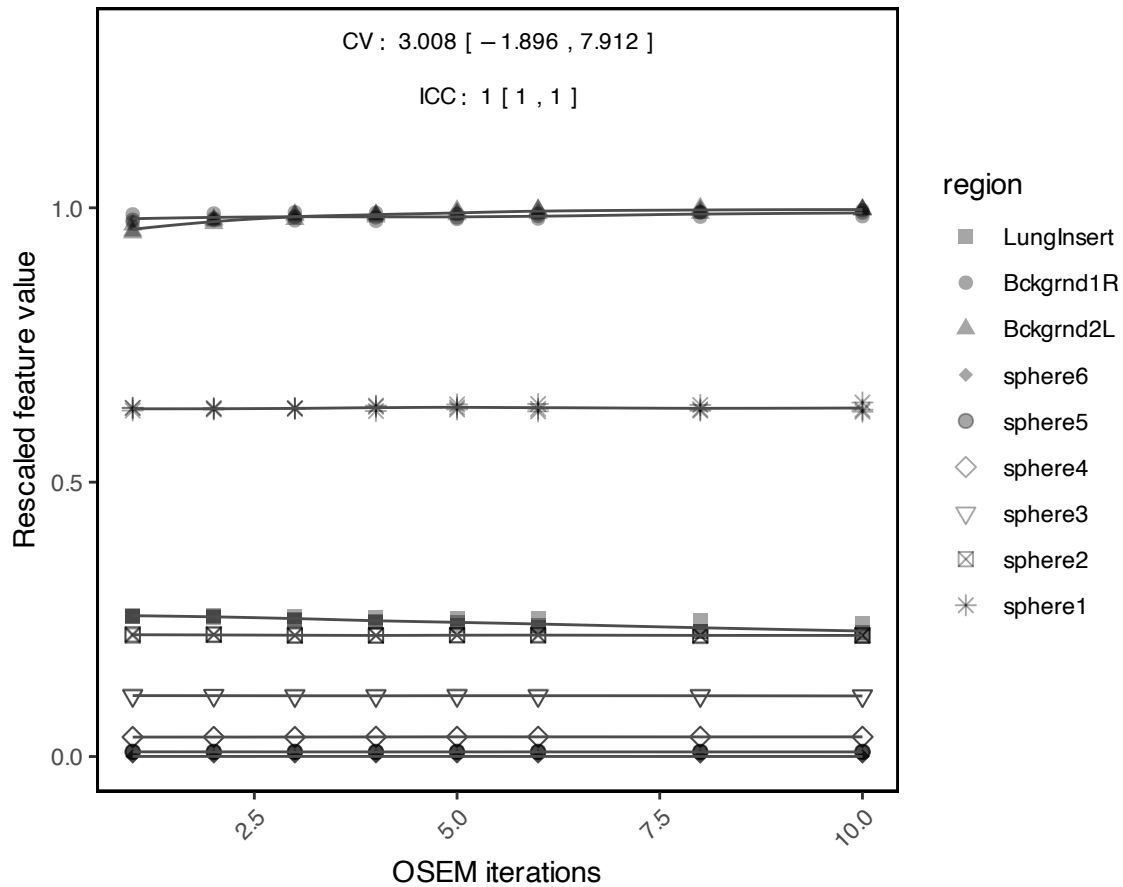


glrm RunLengthNonUniformity



Robust