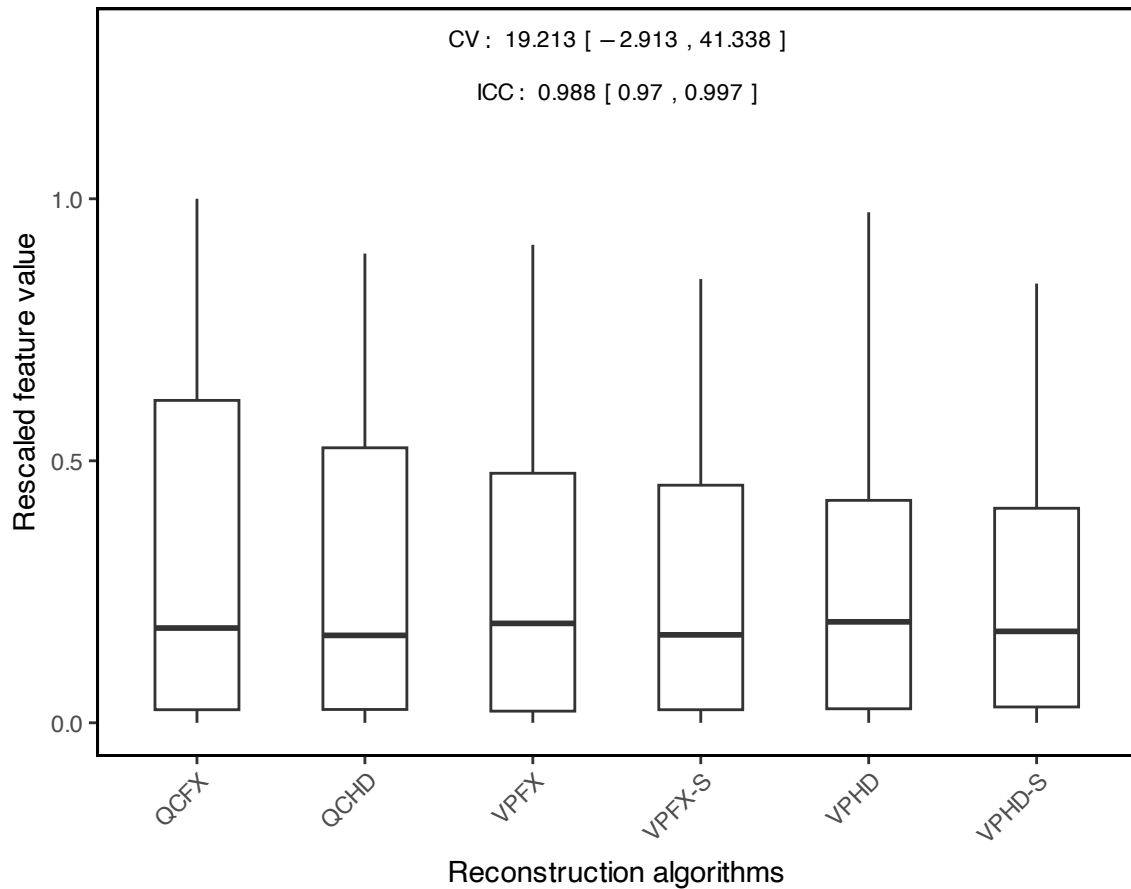


glszm GrayLevelNonUniformity



Not robust