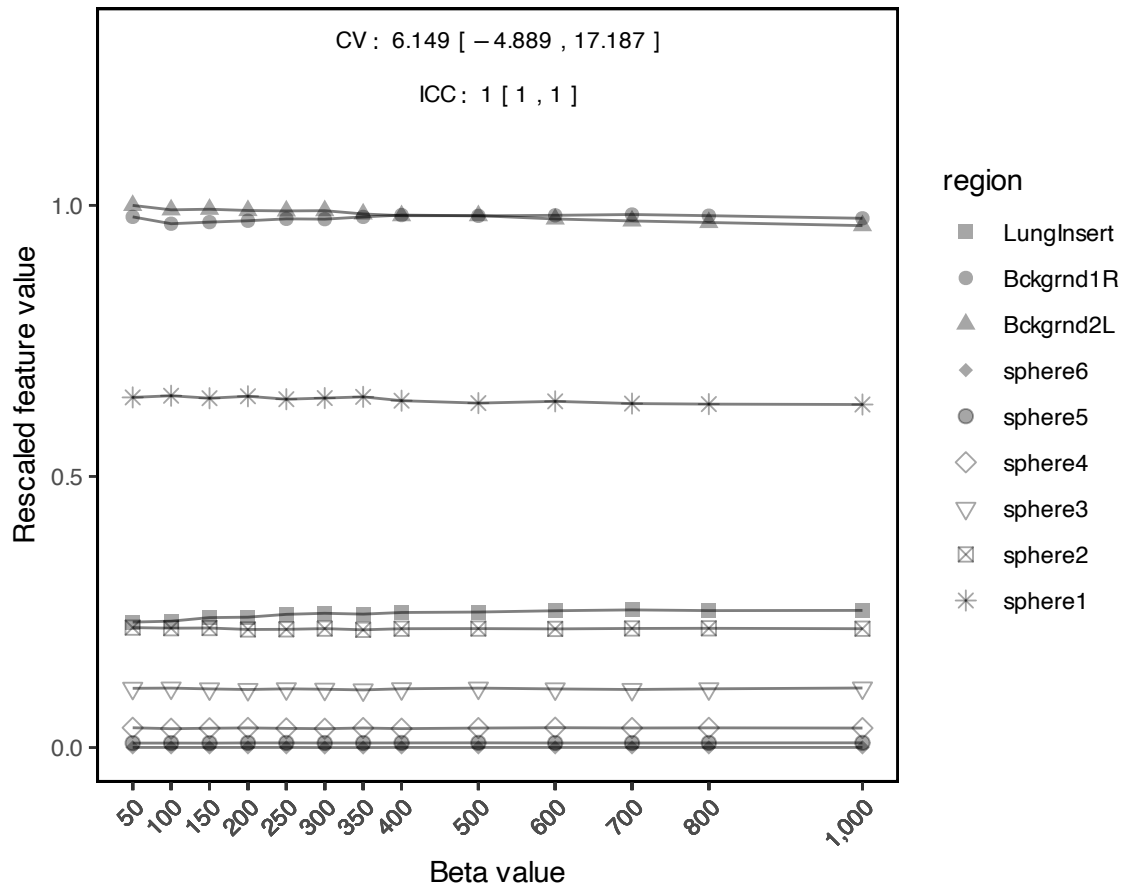


# glm RunLengthNonUniformity



Robust