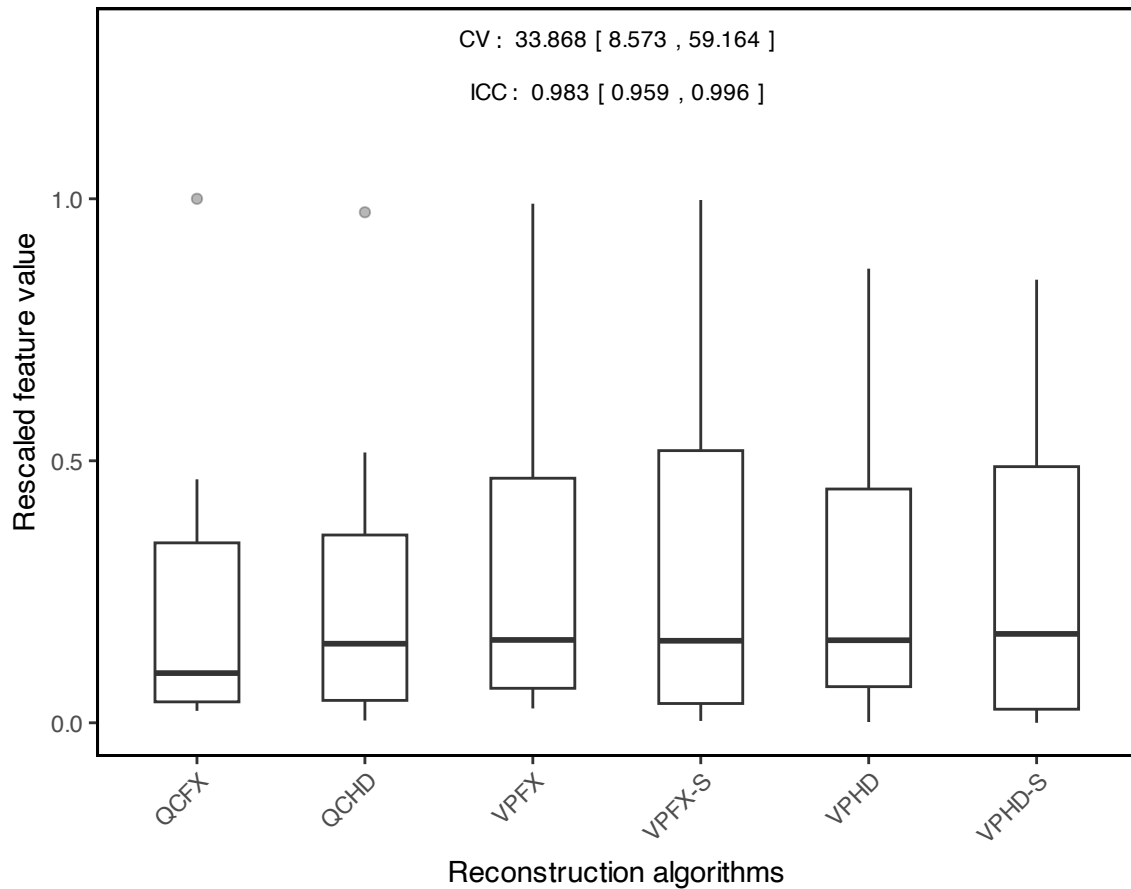


glcm DifferenceAverage



Not robust