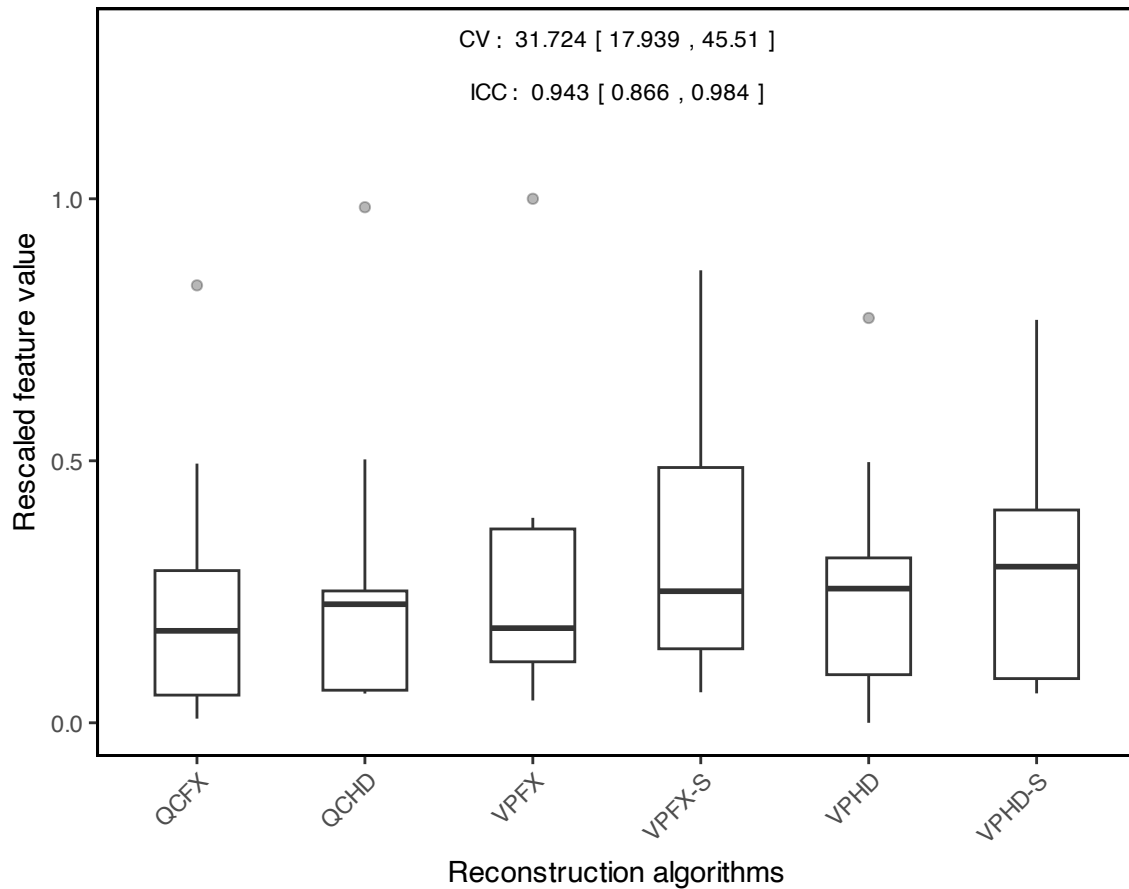


## glszm GrayLevelVariance



Not robust