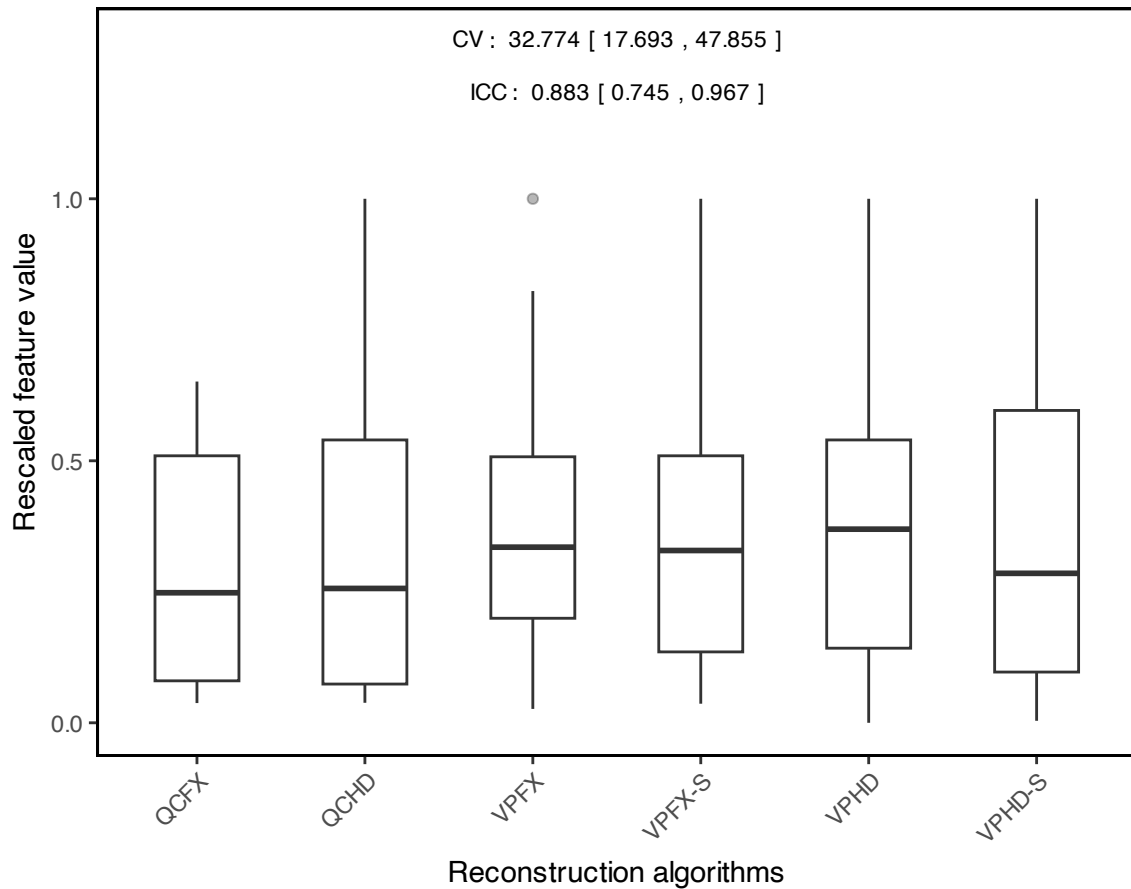


glszm SizeZoneNonUniformityNormalized



Not robust