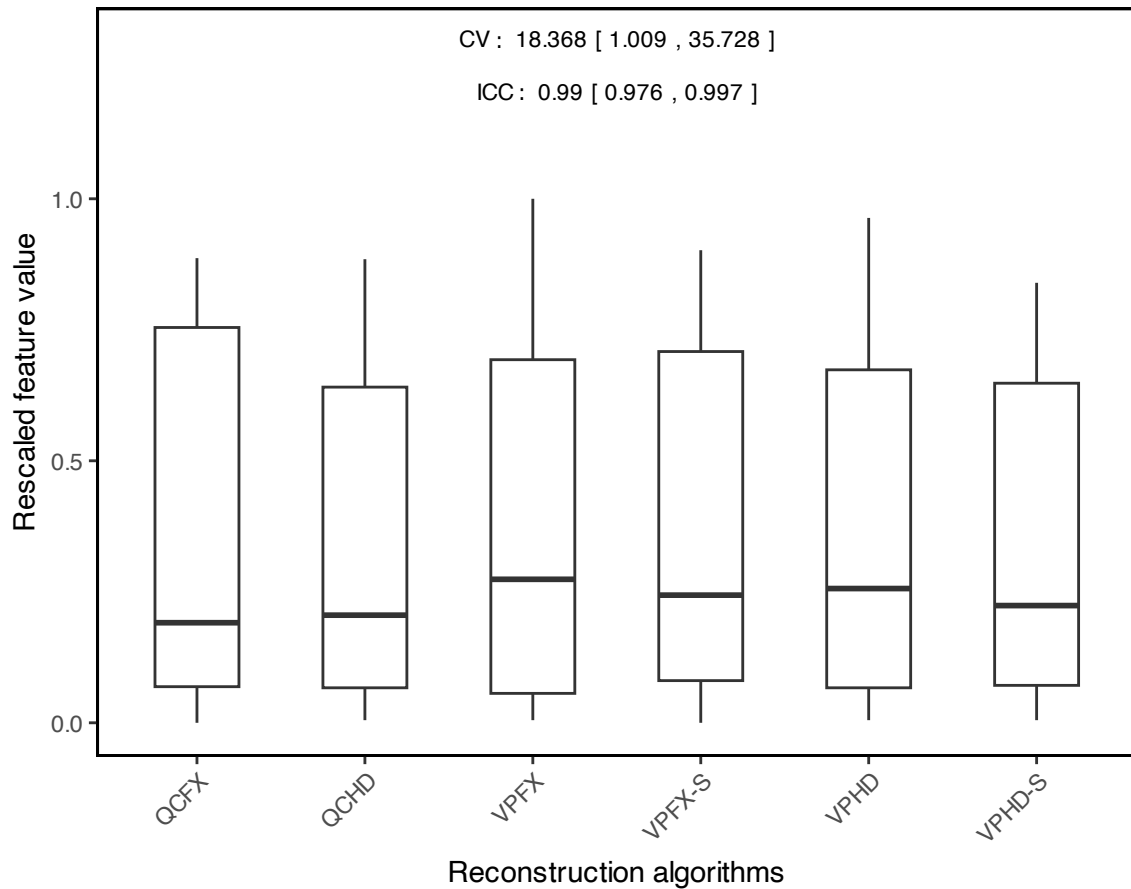


glszm SizeZoneNonUniformity



Not robust