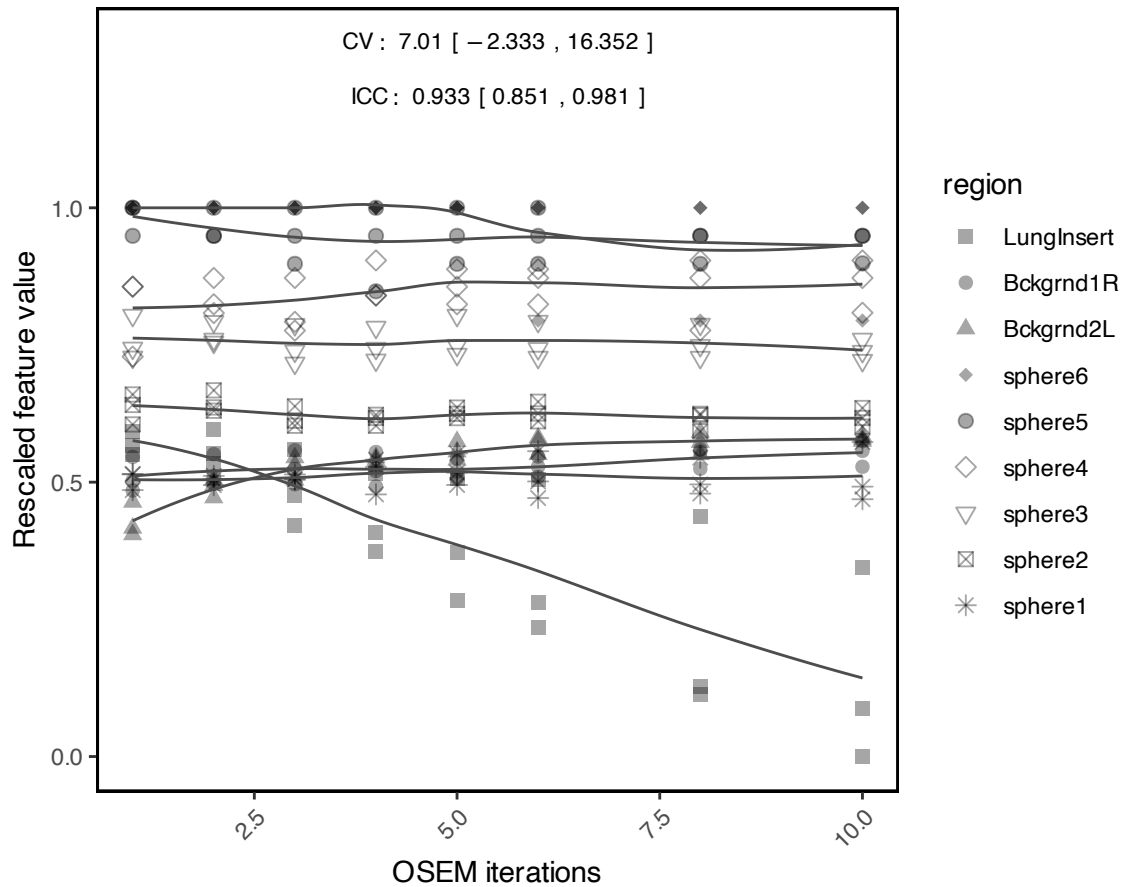


# glrm RunLengthNonUniformityNormalized



Robust