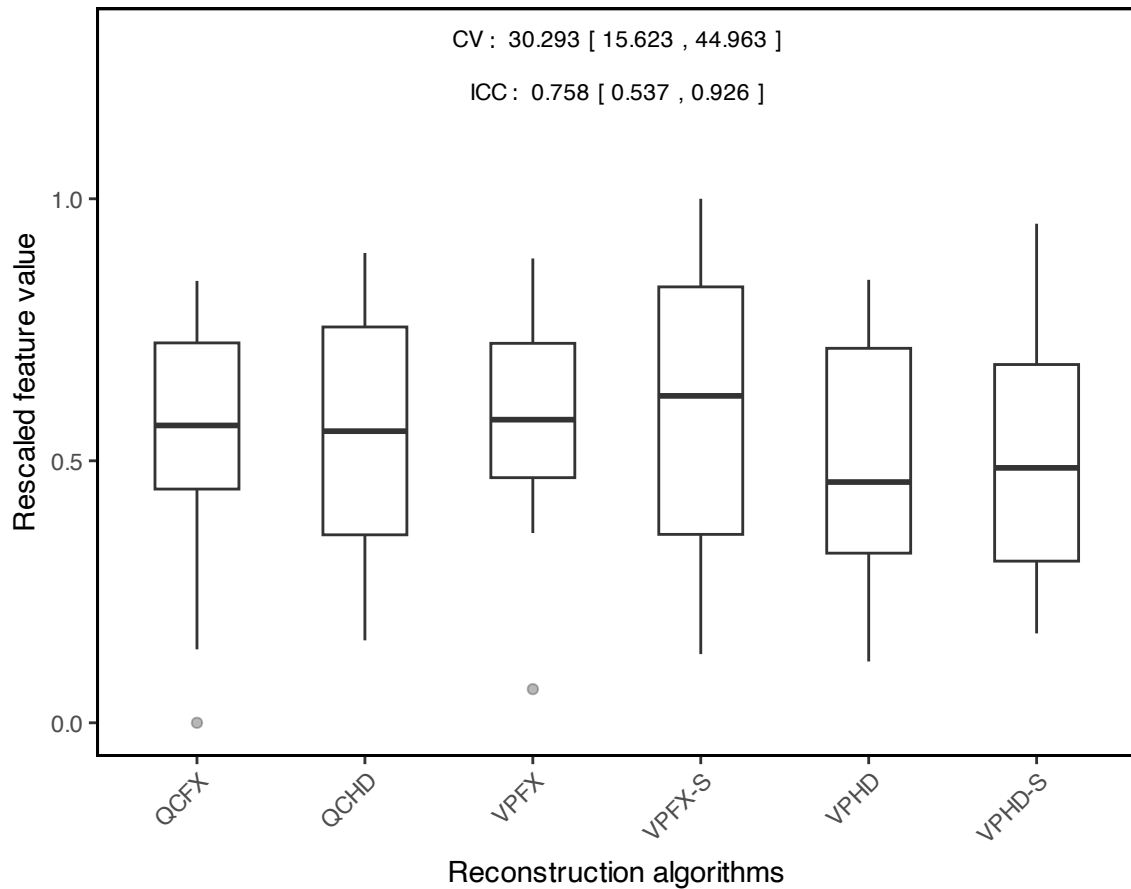


glrlm LongRunHighGrayLevelEmphasis



Not robust