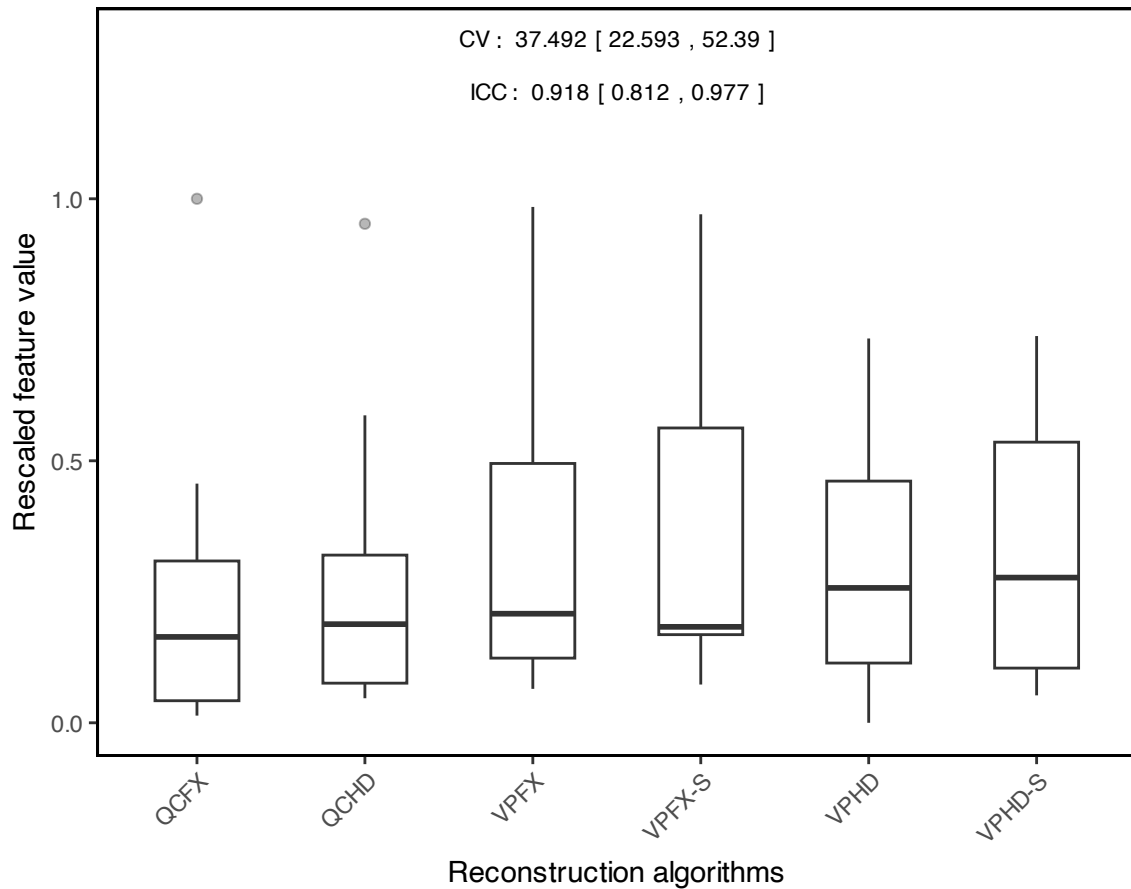


glcm SumSquares



Not robust