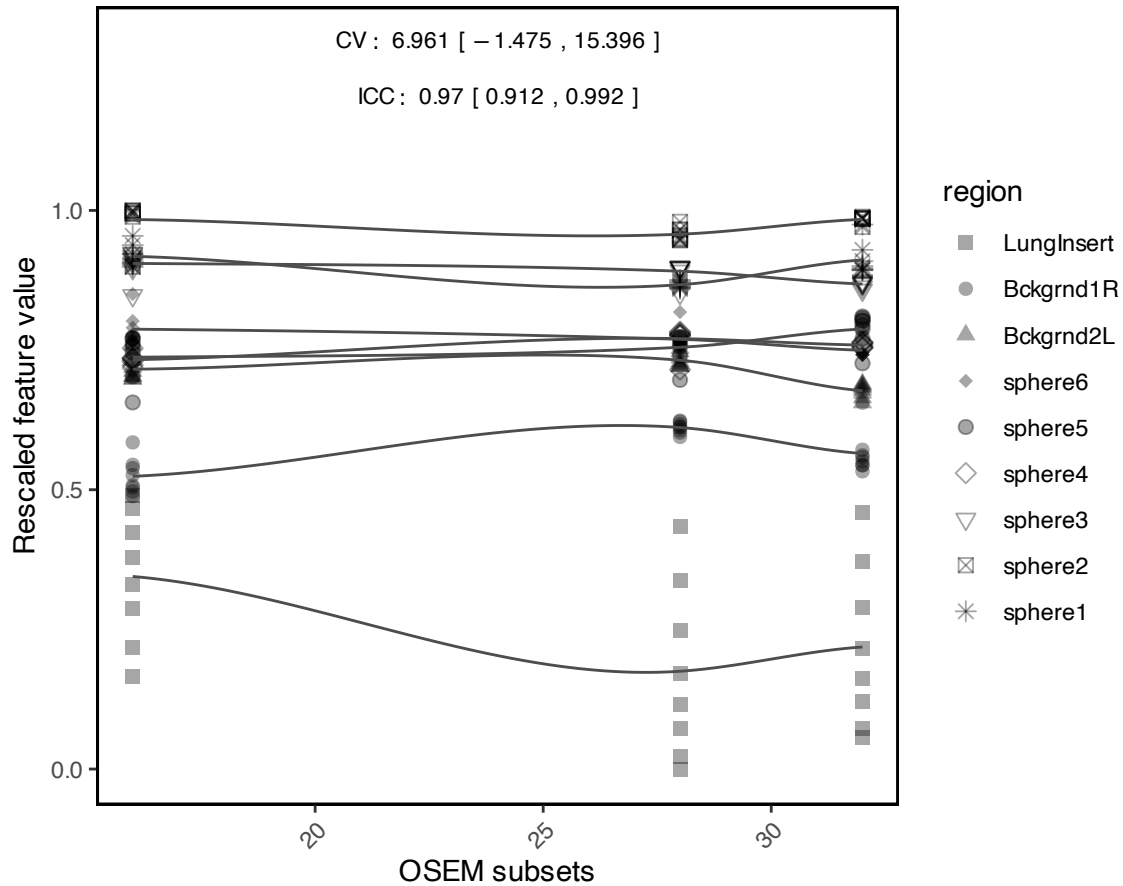


glcm SumAverage



Robust