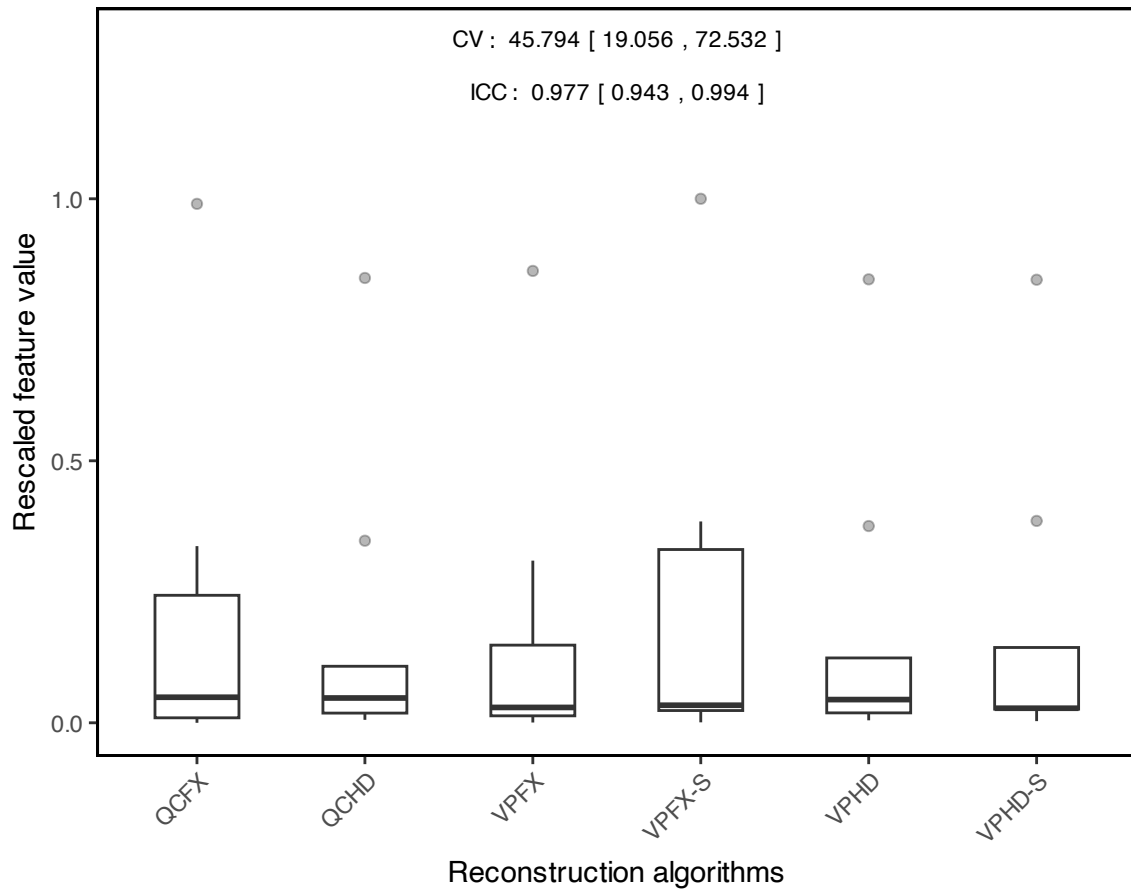


glszm LowGrayLevelZoneEmphasis



Not robust