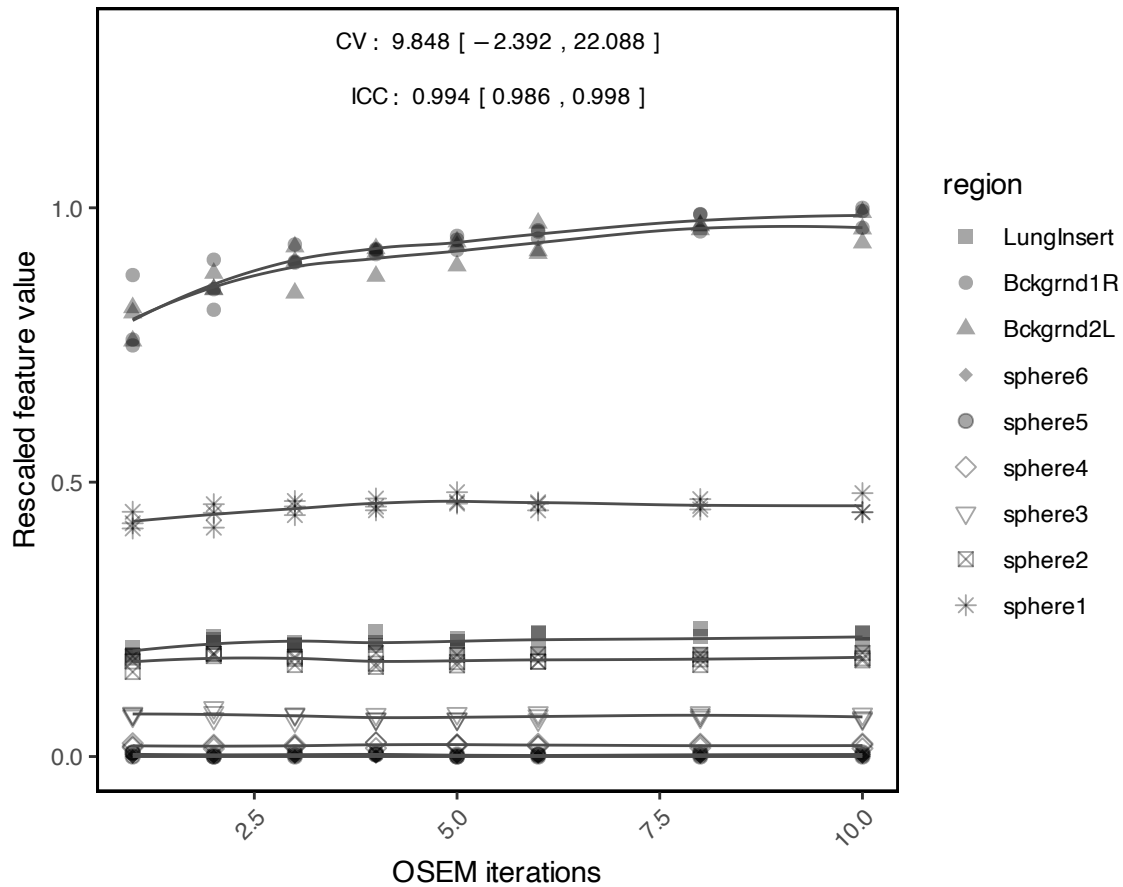


glszm GrayLevelNonUniformity



Robust