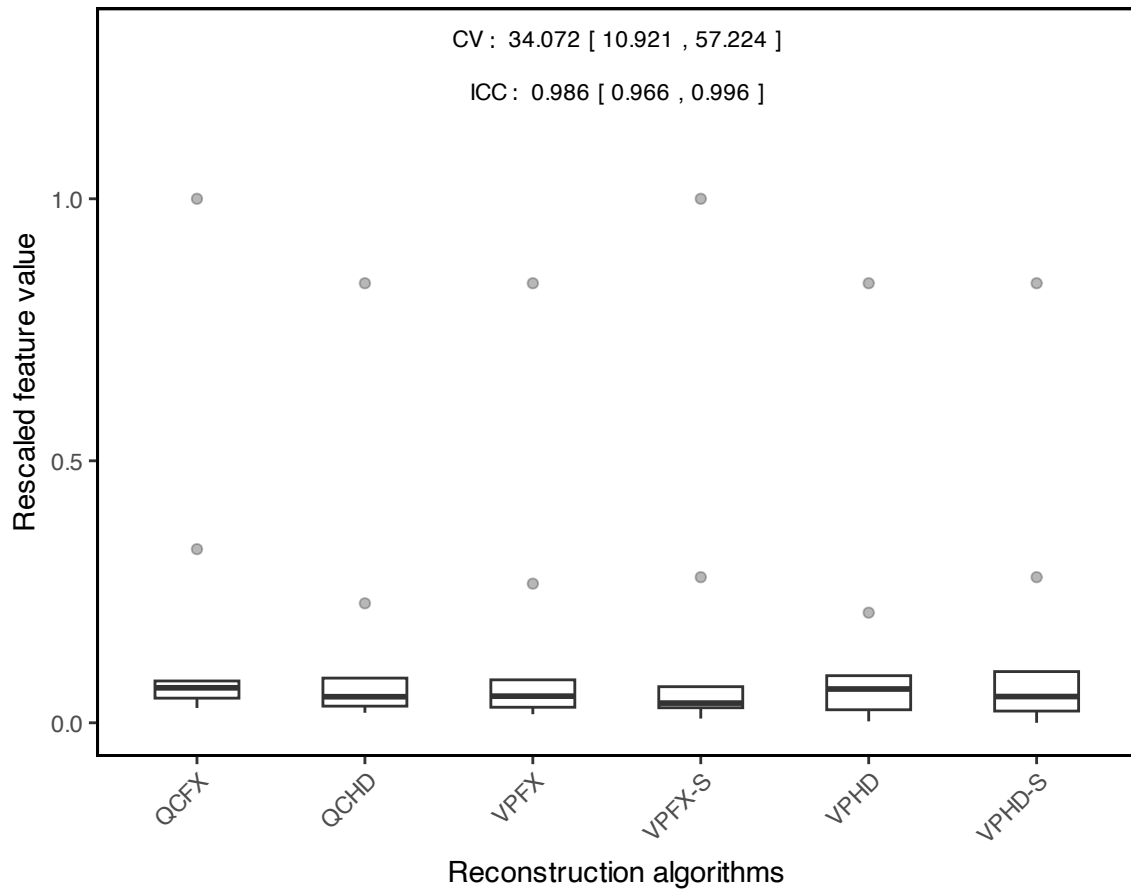


glszm GrayLevelNonUniformityNormalized



Not robust