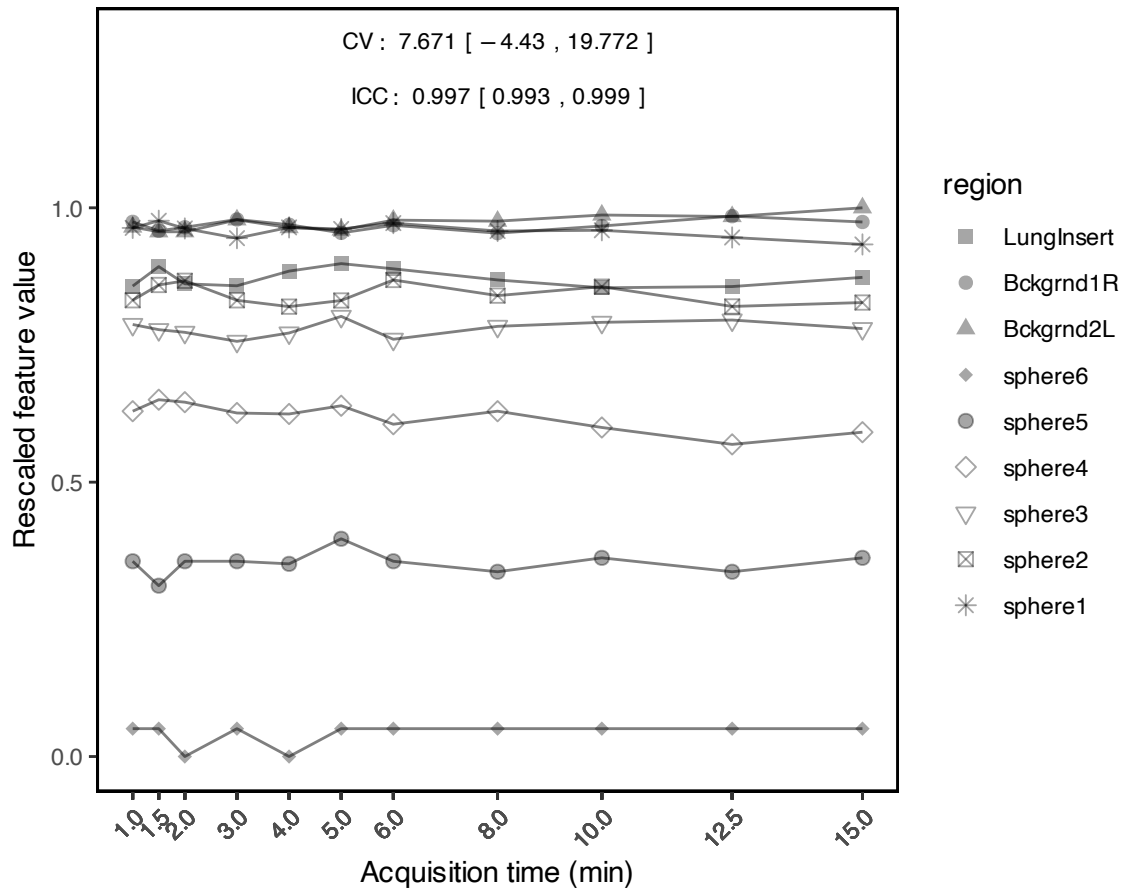


# glszm ZoneEntropy



Robust