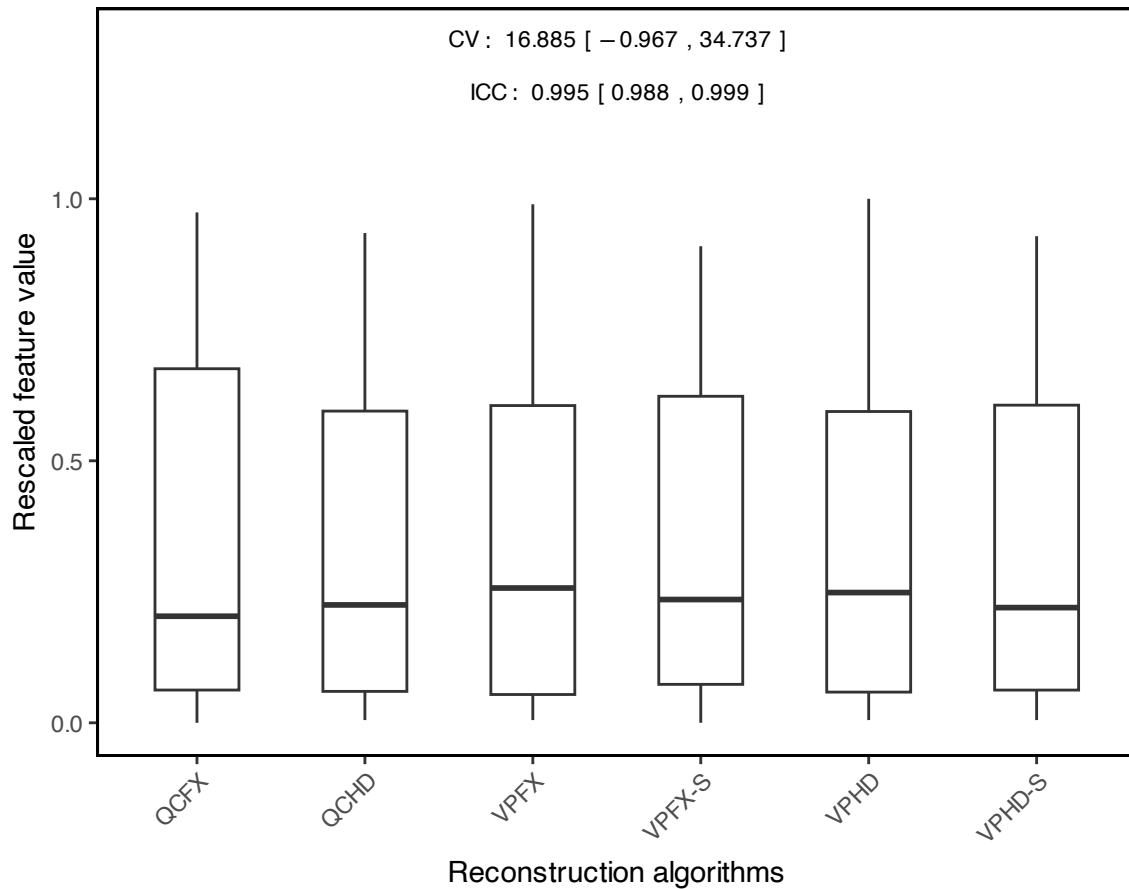


# gldm DependenceNonUniformity



Not robust