

Supplementary material 1: Explanations and formulas of texture parameters.

Texture parameters from Histogram-based matrix (HISTO):

| Parameter | Description | Formula |
|----------------|--|--|
| HISTO-Skewness | Asymmetry of the grey-level distribution in the histogram | $HISTO_Skewness = \frac{\frac{1}{E} \sum_i (HISTO(i) - \overline{HISTO})^3}{(\sqrt{\frac{1}{E} \sum_i (HISTO(i) - \overline{HISTO})^2})^3}$ |
| HISTO-Kurtosis | Shape of the grey-level distribution relative to a normal distribution | $HISTO_Kurtosis = \frac{\frac{1}{E} \sum_i (HISTO(i) - \overline{HISTO})^4}{(\frac{1}{E} \sum_i (HISTO(i) - \overline{HISTO})^2)^2}$ |
| HISTO-Entropy | Randomness of the distribution | $HISTO_Entropy_{log10} = - \sum_i p(i) \cdot \log_{10}(p(i) + \varepsilon)$ |
| HISTO-Energy | Uniformity of the distribution | $HISTO_Energy = \sum_i p(i)^2$ |

E : the total number of voxels in the Volume of Interest; $HISTO(i)$: the number of voxels with intensity I ; \overline{HISTO} : the average of grey-levels in the histogram; $p(i)$: the probability of occurrence of voxels with intensity I ; $\varepsilon = 2e - 16$; V_i : the volume of voxel i of the Volume Of Interest.

Texture parameters from grey level co-occurrence matrix (GLCM):

| Parameter | Description | Formula |
|--------------------|--|---|
| GLCM-Homogeneity | Homogeneity of grey-level voxel pairs | $GLCM_{Homogeneity} = \text{Average over 13 directions}(\sum_i \sum_j \frac{GLCM(i,j)}{1 + i - j })$ |
| GLCM-Energy | Uniformity of grey-level voxel pairs | $GLCM_{Energy} = \text{Average over 13 directions}(\sum_i \sum_j GLCM(i,j)^2)$ |
| GLCM-Contrast | Local variations in the GLCM | $GLCM_{Contrast} = \text{Average over 13 directions}(\sum_i \sum_j (i - j)^2 \cdot GLCM(i,j))$ |
| GLCM-Correlation | Linear dependency of grey-levels in GLCM | $GLCM_{Correlation} = \text{Average over 13 directions}(\sum_i \sum_j \frac{(i - \mu_i) \cdot (j - \mu_j) \cdot GLCM(i,j)}{\sigma_i \cdot \sigma_j})$ |
| GLCM-Entropy | Randomness of grey-level voxel pairs | $GLCM_{Entropy_{log10}} = \text{Average over 13 directions}(-\sum_i \sum_j GLCM(i,j) \cdot \log_{10}(GLCM(i,j) + \epsilon))$ |
| GLCM-Dissimilarity | Variation of grey-level voxel pairs | $GLCM_{Dissimilarity} = \text{Average over 13 directions}(\sum_i \sum_j i - j \cdot GLCM(i,j))$ |

$I(p, q)$ corresponds to voxel(p, q) in an image (I) of size $N \times M$; $Pairs_{ROI}$ corresponds to the number of all voxel pairs belonging to the region of interest (ROI); μ_i : the average on row i ; μ_j : the average on column j ; σ_i : the variance on row i ; σ_j : the variance on column j ; $\epsilon = 2e - 16$.

$$GLCM_{\Delta x, \Delta y}(i, j) = \frac{1}{Pairs_{ROI}} \sum_{p=1}^{N-\Delta x} \sum_{q=1}^{M-\Delta y} \begin{cases} 1 & \text{if } (I(p, q) = i, I(p + \Delta x, q + \Delta y) = j) \\ & \text{and } I(p, q), I(p + \Delta x, q + \Delta y) \in ROI \\ 0 & \text{otherwise} \end{cases}$$