

Appendix 1 Texture feature details

- (I) First order features, 19 features;
- (II) 2D-Shape-based features, a total of 10 features;
- (III) Gray Level Co-occurrence Matrix (GLCM), a total of 24 features;
- (IV) Gray Level Run Length Matrix (GLRCM), a total of 16 cases;
- (V) Gray Level Size Zone Matrix (GLSZM), with 16 features;
- (VI) Gray Level Dependence Matrix (GLDM), with a total of 14 features;
- (VII) Neighbouring Gray Tone Difference Matrix (NGTDM), with 5 features. There are 104 features in 7 categories mentioned above.

Each of the above 104 features were extracted from all nine channels, so the total number of features was $9 \times 104 = 936$ features. The explanations and categories of these features are available on the website <https://pyradiomics.readthedocs.io/en/latest/>, which details the calculation formulas and principles of all the texture features used in this study.