

Additional file 1 - Texture parameters used in analysis

Histogram

Mean, variance, skewness, kurtosis, percentiles 1%, 10%, 50%, 90% and 99%

Absolute gradient

Mean, variance, skewness, kurtosis and percentage of pixels with nonzero

Gradient

(information about the spatial variation of gray-level values)

Co-occurrence matrix (COM)

Angular second moment, contrast, correlation, sum of squares, inverse difference moment, sum average, sum variance, sum entropy, entropy, difference

variance and difference entropy

(information about the gray-level value distribution of pairs of pixels, separated by a defined distance in a given direction),

Run-length matrix (RLM)

Run-length nonuniformity, grey-level nonuniformity, long-run emphasis, shortrun emphasis and fraction of image in runs

(information about runs of pixels with the same gray-level values in a given direction)

Autoregressive model (ARM)

Theta: model parameter vector, 4 parameters; Sigma: standard deviation of the driving noise (description of texture based on the statistical correlation between neighbouring pixels)

Wavelet

Energy of the wavelet coefficients in subbands
