## **Explanation of the parameter in the yaml file:**

## imageType:

Filters were set under "imageType" which includes the original and the filters as follows: Original, Laplacian of Gaussian (LoG), Wavelet; Square, SquareRoot, Logarithm, Exponential and Gradient.

## featureClass:

Feature classes were set under the "featureClass" option. The summary of feature classes extracted in this study was described in "Supplementary Table S1" as follows:

Radiomic features calculated on the original images

Radiomics Feature	Radiomics Feature Name
Morphology Features $(n = 14)$	Mesh Volume, Voxel Volume, Surface Area, Surface Area to Volume ratio, Sphericity, Maximum 3D diameter, Maximum 2D diameter (Slice), Maximum 2D diameter (Column), Maximum 2D diameter (Row), Major Axis Length, Minor Axis Length, Least Axis Length, Elongation, Flatness
Original First-order Features $(n = 18)$	Energy, Total Energy, Entropy, Minimum, 10th percentile, 90th percentile, Maximum, Mean, Median, Interquartile Range, Range, Mean Absolute Deviation (MAD), Robust Mean Absolute Deviation (rMAD), Root Mean Squared (RMS), Skewness, Kurtosis, Variance, Uniformity
Gray Level Size Zone Matrix (GLSZM) (n = 16)	Small Area Emphasis (SAE), Large Area Emphasis (LAE), Gray Level Non-Uniformity (GLN), Gray Level Non-Uniformity Normalized (GLNN), Size-Zone Non-Uniformity (SZN), Size-Zone Non-Uniformity Normalized (SZNN), Zone Percentage (ZP), Gray Level Variance (GLV), Zone Variance (ZV), Zone Entropy (ZE), Low Gray Level Zone Emphasis (LGLZE), High Gray Level Zone Emphasis (HGLZE), Small Area Low Gray Level Emphasis (SALGLE), Small Area High Gray Level Emphasis (SAHGLE), Large Area Low Gray Level Emphasis (LALGLE), Large Area High Gray Level Emphasis (LAHGLE)

Gray Level Dependence Matrix (GLDM) (n = 14) Small Dependence Emphasis (SDE), Large Dependence Emphasis (LDE), Gray Level Non-Uniformity (GLN), Dependence Non-Uniformity (DN), Dependence Non-Uniformity Normalized (DNN), Gray Level Variance (GLV), Dependence Variance (DV), Dependence Entropy (DE), Low Gray Level Emphasis (LGLE), High Gray Level Emphasis (HGLE), Small Dependence Low Gray Level Emphasis (SDLGLE), Small Dependence High Gray Level Emphasis (SDHGLE), Large Dependence Low Gray Level Emphasis (LDLGLE), Large Dependence High Gray Level Emphasis (LDLGLE), Large Dependence High Gray Level Emphasis (LDLGLE)

Neighbouring Gray Tone Difference Matrix (NGTDM) (n = 5) Coarseness, Contrast, Busyness, Complexity, Strength

Gray Level Cooccurrence Matrix (GLCM) (n = 24) Autocorrelation, Joint Average, Cluster Prominence, Cluster Shade, Cluster Tendency, Contrast, Correlation, Difference Average, Difference Entropy, Difference Variance, Joint Energy, Joint Entropy, Informational Measure of Correlation (IMC) 1, Informational Measure of Correlation (IMC) 2, Inverse Difference Moment (IDM), Maximal Correlation Coefficient (MCC), Inverse Difference Moment Normalized (IDMN), Inverse Difference (ID), Inverse Difference Normalized (IDN), Inverse Variance, Maximum Probability, Sum Average, Sum Entropy, Sum of Squares

Gray Level Run Length Matrix (GLRLM) (n = 16) Short Run Emphasis (SRE), Long Run Emphasis (LRE), Gray Level Non-Uniformity (GLN), Gray Level Non-Uniformity Normalized (GLNN), Run Length Non-Uniformity (RLN), Run Length Non-Uniformity Normalized (RLNN), Run Percentage (RP), Gray Level Variance (GLV), Run Variance (RV), Run Entropy (RE), Low Gray Level Run Emphasis (LGLRE), High Gray Level Run Emphasis (HGLRE), Short Run Low Gray Level Emphasis (SRLGLE), Short Run High Gray Level Emphasis (LRLGLE), Long Run Low Gray Level Emphasis (LRLGLE), Long Run High Gray Level Emphasis (LRHGLE)

## setting:

In the part of "setting" options, "normalize" and "normalizeScale" were set as "true" and "1", respectively, corresponding to z-score standardization. Tricubic spline interpolation was chosen as the image resampling method (interpolator: 'sitkBSpline') and 3 \* 3 \* 3 mm was set as the resampling voxel size ("resampledPixelSpacing" option). The bin size (bin width=25) was set via the parameter "binWidth".