Supplementary Table S1. The texture features computed by using MaZda software.

***Angular second moment (AngScMom)**	Measurement of the distribution (uniformity) of the gray-level image values. Images with low gray levels have more uniformity.
***Contrast**	Amount of local variation in the gray levels. Higher levels of this parameter can indicate presence of edges, noises or streaks in the image.
***Correlation (Correlat)**	Measurement of the linear dependence of gray levels between neighbor pixels, thus providing a measurement similar to that of self-correction methods.
Difference of entropy (DifEntrp)	Disorganization of the gray levels difference
Difference of variance (DifVarnc)	Dispersion of the gray levels difference
***Entropy**	Measurement of the disorder degree between pixels in the image, being the inverse of the angular second moment. Images with higher amount of gray levels have greater entropy.
***Inverse difference moment (InvDfMom)**	Measurement of the smoothness (homogeneity) in the distribution of gray-level image values. If the value of contrast is low, then the inverse difference moment is high.
Sum of average (SumAverg)	Mean of the distribution of the sum of gray levels
***Sum of entropy (SumEntrp)**	Measurement of the disorder degree related to the distribution of the sum of gray-levels image values
***Sum of squares (SumOfSqs)**	Measurement of the dispersion of gray levels (variance) regarding the average.
Sum of variance (SumVarnc)	Dispersion around the mean of the sum distribution of gray levels.

Note: *Texture features used in the study.