

**Supplemental 1: The formula using to calculate radio-score**

Radio-score= (-0.0556603588032517\*value of 'original\_shape\_Sphericity')  
+ ( 0.03317\*value of "log.sigma.1.0.mm.3D\_glszm\_LowGrayLevelZoneEmphasis")  
+ ( -0.00045\*value of "log.sigma.5.0.mm.3D\_firstorder\_MeanAbsoluteDeviation")  
+ ( -0.00300\*value of "log.sigma.5.0.mm.3D\_glcm\_ClusterProminence")  
+ ( -0.01392\*value of "log.sigma.5.0.mm.3D\_glcm\_ClusterTendency")  
+ ( -0.01071\*value of "log.sigma.5.0.mm.3D\_glcm\_SumSquares")  
+ ( -0.00179\*value of "wavelet.LHL\_glszm\_LowGrayLevelZoneEmphasis" )  
+ ( 0.00217\*value of "wavelet.LHH\_glszm\_SmallAreaEmphasis")