LIFEx v6.30
Texture protocol
— LIFEx —

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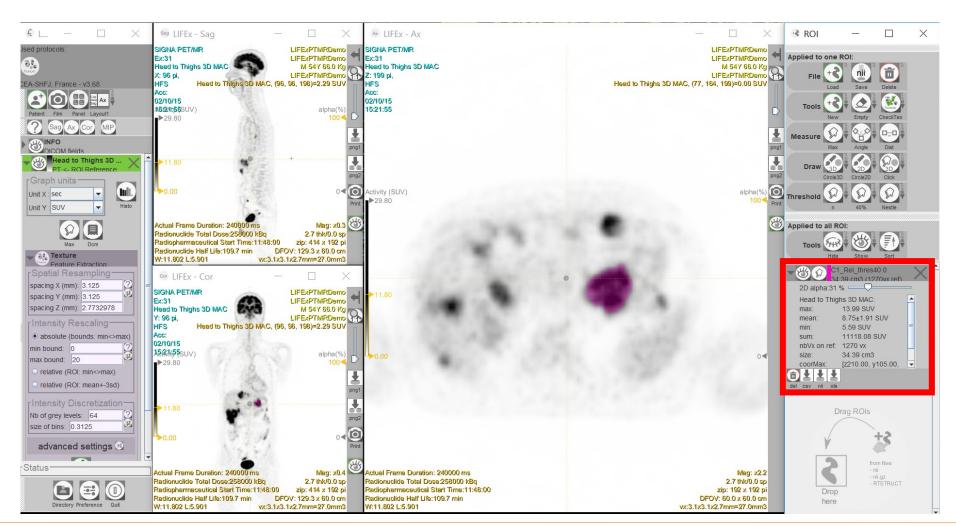
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How to extract features

Pre-requisites:

- Create an account on www.lifexsoft.org
- Install the LIFEx software
- Read the tutorial: *How to open and view Dicom images* ?
- Read the tutorial: *How to draw regions with LIFEx* ?
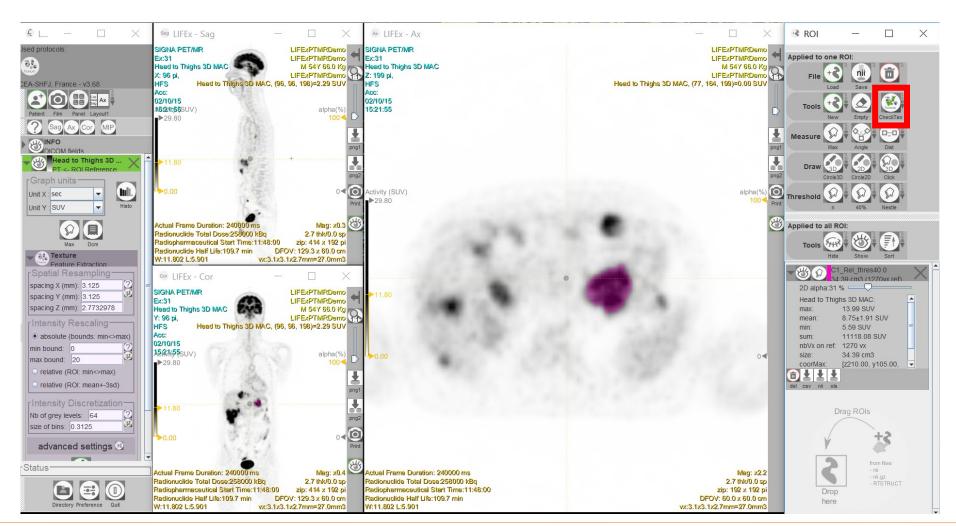- Select the Texture protocol after opening the LIFEx application

User guide
Texture protocol
— LIFEx —

To extract features, you should draw at least one ROI.
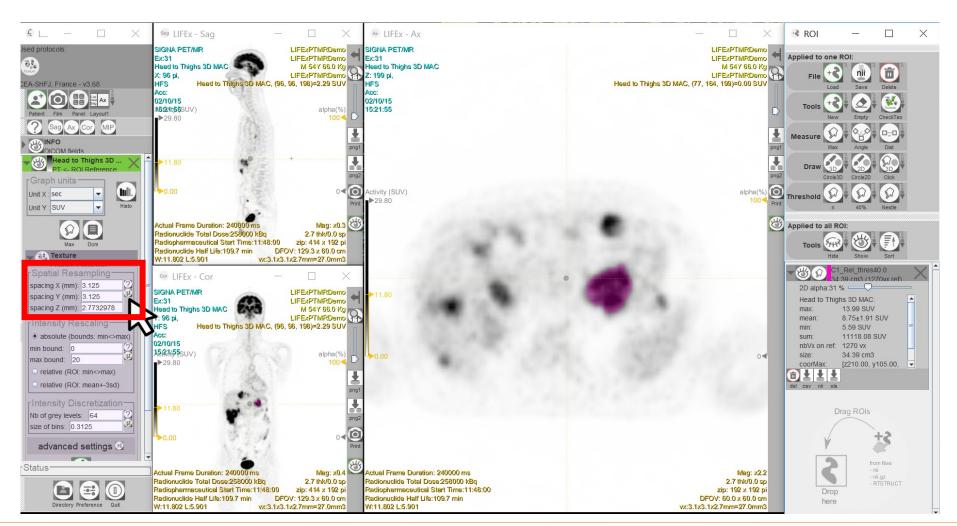
User guide
Texture protocol
— LIFEx —

Before computing features, you can check the VOI with the CheckTex icon. The function determines whether the VOI contains enough connected voxels (more than 64).
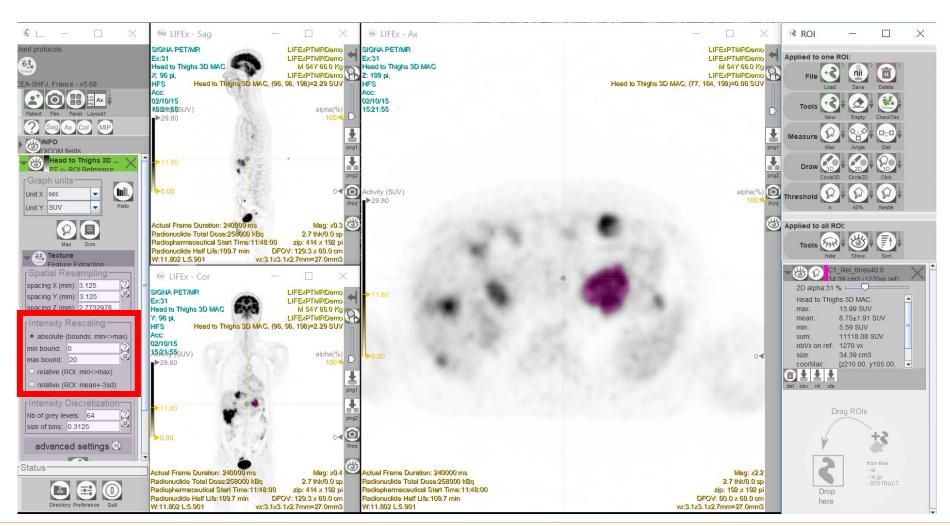
To calculate texture features, first, choose the spatial resampling (to use default settings, click on the icon on the right).
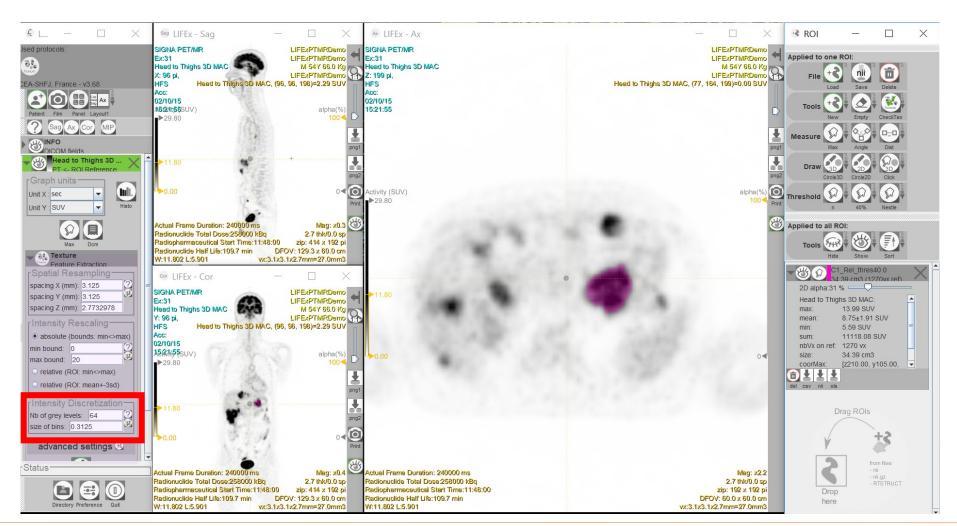
Second, choose the intensity resampling method: absolute (between two fixed bounds) or relative (between the minimum and the maximum in the VOI or between mean - 3SD and mean + 3SD, with SD: standard deviation of voxel values in the VOI).
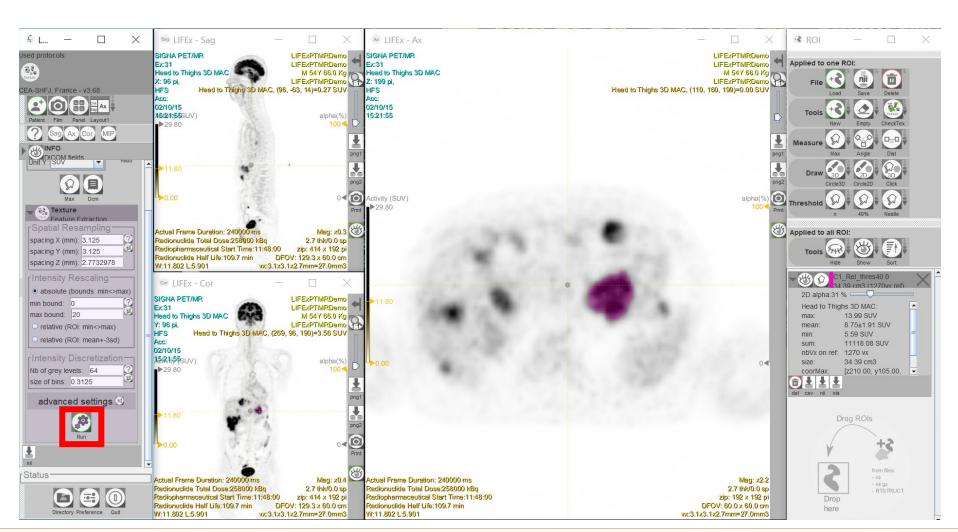
Third, choose the intensity discretization: the number of grey levels after discretization or the size of bins (for more details, please see *Texture User Guide*).
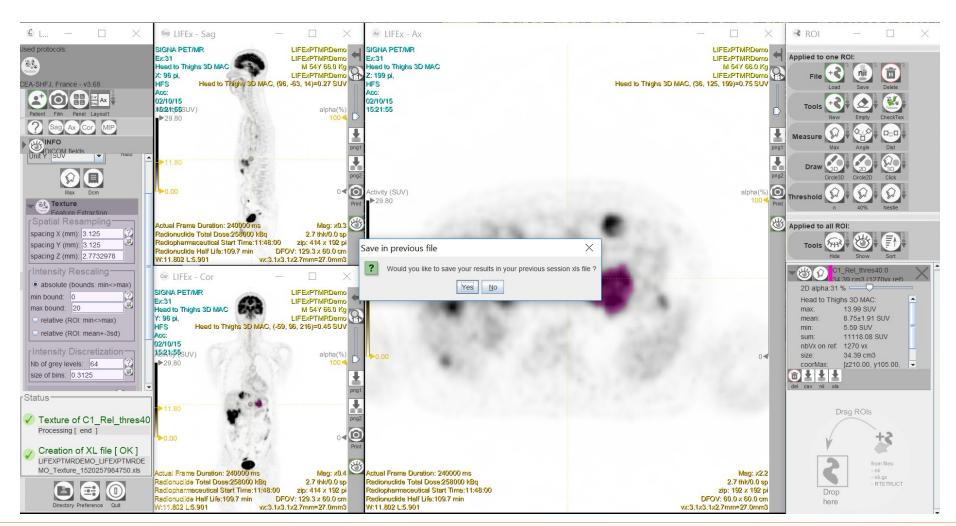
Click on Run icon to compute features.

Click on Yes to save results in a previously created csv file.
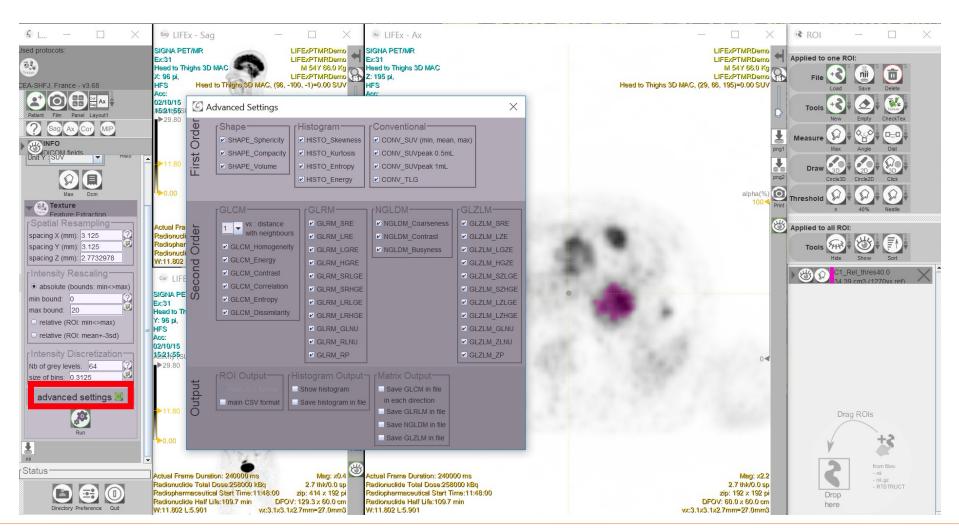Click on No to save results in a new csv file.

If several ROI were selected, all results are stored in a single file with one row for each ROI.

User guide
Texture protocol
— LIFEx —

Click on advanced settings icon to add/remove features, modify texture parameters (distance with neighbors) and save the texture matrices.

If you have questions, please read the online documentation:
https://www.lifexsoft.org/index.php/resources/documentation

or contact us: contact@lifexsoft.org