Just a thought

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N. Kishida et.al reported that DNN with low- and high- level data gives better flavor tag performance (factor more than 2?) at LCWS2019.
https://agenda.linearcollider.org/event/8217/contributions/44677/attachments/35106/54350/2019.10.31.naoya_kishida_compressed.pdf

How about "shallow" NN (or BDT) with taking some (general) constraints into account (e.g. translation/rotation symmetry for 3d vectors, permutation/ combination, …)

Hoping to compensate for "shallow"

Why?

- I'm interested in what happens if we could use low- and high- level data for current BDT algorithm (or "shallow" NN).
- Just adding low-level data most probably doesn't work (I will try this too.)
- This kind of trial would be a good training (for me).

How?

Good question :-)

- I don't have clear vision yet. I have some things to try, but I haven't got my thoughts into shape.
- If the trial indicates anything worth reporting, I will report it next week.