BDT Option	Description	CvsL	CvsB
NTrees	The number of trees used in the boosting algorithm to build up the forest of decision trees.	2000	1000
nCuts	The number of points in the input variable range to find the most optimal cut in the splitting of a node.	50	80
MinNodeSize	The minimum fraction of jets (with respect to the full sample set) required in each node. Once a node contains less than this fraction the node splitting stops and it becomes a final leaf.	5%	1.5%
BoostType	The type of boosting used for the trees in the forest.	Grad	Grad
Shrinkage	Learning rate for the gradient boosting (Grad) algorithm.	0.5	0.1
UseBaggedGrad	Use bagging within the Gradient boosting algorithm. Each tree in the forest will use only a subsample of all the jets.	True	True
GradBaggingFraction	The (stochastically chosen) fraction of events used in each tree in the forest when using bagging.	0.3	0.5
MaxDepth	The maximum depth of each tree in the forest. This can be seen as the maximal amount of subsequent node splittings before constructing a final leaf of the decision tree.	8	2