|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ID** | **Training data (by ID)** | **Order boosting steps** | **Reinforcement factor** | **Note count (approx.)** |
| gs01 | ts01 | 4 | 1.54 | 100 |
| gs02 | ts01 | 5 | 1.12 | 150 |
| gs03 | ts01 | 6 | 1.41 | 450 |
| gs04 | ts02 | 4 | 1.16 | 150 |
| gs05 | ts02 | 6 | 1 | 350 |
| gs06 | ts02 | 5 | 1.01 | 550 |
| gs07 | ts03 | 4 | 1.02 | 150 |
| gs08 | ts03 | 6 | 1.04 | 700 |
| gs09 | ts03 | 6 | 1.04 | 1500 |
| gs10 | ts04 | 4 | 1.03 | 300 |
| gs11 | ts04 | 4 | 1.1 | 450 |
| gs12 | ts04 | 6 | 1.04 | 1150 |
| gs13 | ts05 | 4 | 1.38 | 300 |
| gs14 | ts05 | 5 | 1.27 | 500 |
| gs15 | ts05 | 6 | 1.04 | 1500 |
| gs16 | ts01–05 | 5 | 1.03 | 500 |
| gs17 | ts01–05 | 5 | 1.09 | 850 |
| gs18 | ts01–05 | 7 | 1.04 | 1300 |

**Table 1.** List of generated musical sequences and parameters used. In all sequences, the maximum reinforcement threshold was 0.667.