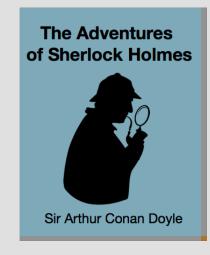
Similarity



30% adventure

10% horror

$$= \begin{pmatrix} 0.6\\0.3\\0.1 \end{pmatrix} = a$$



$$= \begin{pmatrix} 0.62\\0.33\\0.05 \end{pmatrix} = b$$

