

play()

get_distinguishing_feats() —→ rank_features() —→ dist_from_1()

sample_feature()

(1)

get_majority_value_and_extremeness()

ask_and_get_answer() —→ ask_about_feature()

process_answer() —→ split_df_on_feature()

update_animal_probdist()

(2)

guess_objs_from_probdist() —→ ask_about_object()

(3)

endgame_win()

endgame_lose() —→ our_similarity()

(4)

sim_argmax()