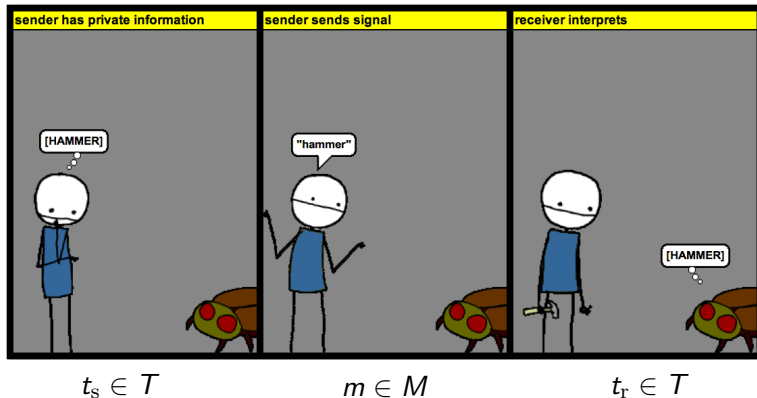


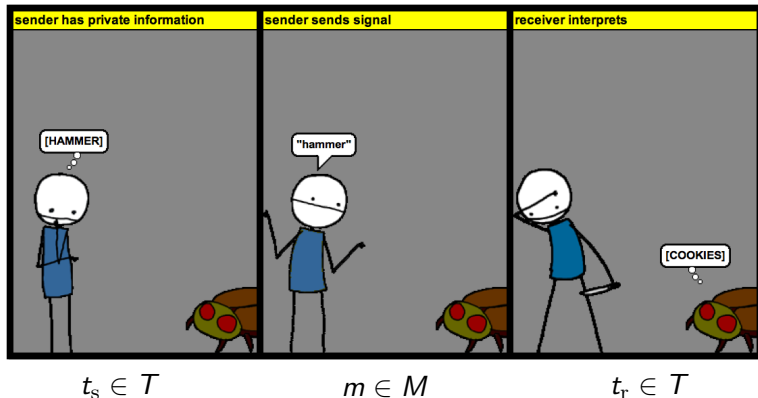
# Lewis games (type matching)



$$t_s = t_r$$
$$\Updownarrow$$

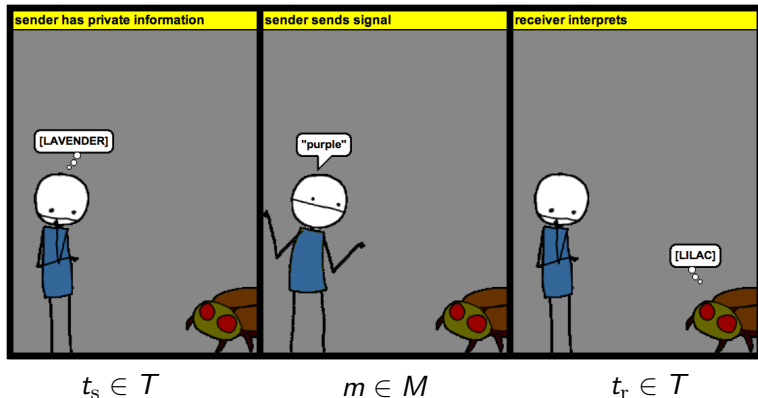
success

# Lewis games (type matching)



$t_s \neq t_r$   
 $\updownarrow$   
failure

# Similarity maximizing games



success  
 $\propto$   
 $\text{similarity}(t_s, t_r)$

# Similarity maximizing games

## Example

