



$$\# \text{ of all salient interactions} = \sum_{S \subseteq N: |S|=m} 1(|I_S^{AND,1}| > \xi) + 1(|I_S^{OR,1}| > \xi)$$

$$\# \text{ of generalized interactions} = \sum_{S \subseteq N: |S|=m} 1(|I_S^{AND,1}| > \xi \text{ and } |I_S^{AND,2}| > \xi) + 1(|I_S^{OR,1}| > \xi \text{ and } |I_S^{OR,2}| > \xi)$$

| | $R^{(1)}$ | $R^{(2)}$ | $R^{(3)}$ | $R^{(4)}$ | $R^{(5)}$ | $R^{(6)}$ | $R^{(7)}$ | $R^{(8)}$ | $R^{(9)}$ | $R^{(10)}$ |
|---------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| average | 1 | 0.54 | 0.44 | 0.23 | 0.42 | 0.33 | 0.25 | 0 | 0 | 0 |

Figure 1. Generalization rate of interactions of different orders. We put the same shape pattern S into two different contextual board states. We reports the average generalization rate $R^{(m)}$ of m -order interactions, which is averaged over different board states. $R^{(m)} = E[\frac{\# \text{ of generalized interactions}}{\# \text{ of all salient interactions}}]$. $(I_S^{AND,1}, I_S^{OR,1})$ and $(I_S^{AND,2}, I_S^{OR,2})$ denote the AND-OR interaction extracted under the first context and those under the second context, respectively.