Predicate Use by Object Category Non-Throwing Games **Throwing Games** agent 70 -350any_object 60 balls 300 blocks 50 250building O 30 -Count 200furniture large_objects 150 ramps 20 100 receptacles 10 room_features 50 small_objects touch ON type \sqsubseteq touch Ë adjacent agent_holds between motion agent_holds in motion **Predicate** Predicate