

6.  
CAJ.DSP 10/79 W.L. Johnson  
Most of the predicates for testing conceptualizations

6.  
\*Check if an item is a PP  
(DE PP (X))  
 (EQ (GET (CAR (ATOM-EVAL X)) 'TYPE) 'PP)  
  
(DE HUMAN (X) (EQ (CAR (ATOM-EVAL X)) 'HUMAN))  
(DE PHYS-OBJ (X) (EQ (CAR (ATOM-EVAL X)) 'PHYS-OBJ))  
(DE LOCATION (X) (EQ (CAR (ATOM-EVAL X)) 'LOC))

\*Check if an item is an act  
(DE ACT (X))  
 (OR (SCRIPT X) (CD-ACT X)))

\*Check if an item is a state  
(DE STATE (X))  
 (EQUAL (CAR (ATOM-EVAL X)) @STATE)

\*Check if an item is a script  
(DE SCRIPT (X))  
 (EQ (GET (CAR (ATOM-EVAL X)) 'TYPE) 'SCRIPT)

\*Check if an item is a concept  
(DE CONCEPT (X))  
 (OR (MEMQ (GET (CAR (ATOM-EVAL X)) 'TYPE)  
 '(PRIMITIVE-ACT SCRIPT STATE INTERP-RELATION))  
 (MEMQ (CAR (ATOM-EVAL X))  
 @ (LEAD-TO ENABLE))  
 (GET-RULE-FILLER @ (EQUIV) X)  
 (AND (GET (CAR (ATOM-EVAL X)) @FORM) T)))

(DE CONREL (X))  
 (MEMQ (CAR (ATOM-EVAL X)) @ (ENABLE CONREL RESULT)))

\*This is a kludge  
(DE TIME (X))  
 (MEMQ (CAR (ATOM-EVAL X)) @ (TIME \*YESTERDAY\* \*TODAY\* \*TOMORROW\*)))

\*Should we ever have this?  
(DE PART-OF-DAY (X))  
 (MEMBER (ATOM-EVAL X) @ ((MORNING) (AFTERNOON) (EVENING) (NIGHT))))

6.  
Next, predicates which are more semantic; these really should be  
considered memory calls, and eventually implemented that way;

6.

\*check if a group

(DEF-GROUP (X)

(EQUAL (GET-ROLE-VALUE @ (PPCLASS) X) @ (#GROUP)))

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\*Check if animate

(DEF-ANIM (X)

(MEMQ (CAR (ATOM-EVAL X)) '(HUMAN ANIM HIGHERANIM))

\*Check if higher-animate (SAME)

(DEF-HI-ANIM (X)

(PRG (THING)

(COND ((EQ (CAR (ATOM-EVAL X)) 'GROUP)

(SETQ THING

(CAR (ATOM-EVAL (GET-ROLE-FILLER '(MEMBER) X)

IF (SETQ THING (CAR (ATOM-EVAL X))

(COND ((OR (EQ THING @HIGHERANIM)

(EQ THING @HI-ANIM)

(EQ THING @HUMAN))

(RETURN T))))))

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