

GEL Functions for GLIF3

1. `isEmpty` that accepts a List as a parameter and returns TRUE if the list is empty (i.e., contains no elements, or contains elements that are all empty) and FALSE otherwise.
2. `selectAttribute` accepts a complex type as an argument and selects an attribute out that complex type.
3. `selectAttributeFromList` accepts a list of complex objects as an argument. It then returns a list whose elements are the selected attribute of each element in the argument list. Unlike `Select_Action`, it returns the value only, without maintaining timestamps.
4. `containsValuesTimeStamped` accepts two list arguments, where the second contains timestamps (what `Get_Data` returns) and the first one does not (what `Get_Knowledge` returns). The function returns a list of Booleans of length equal to the length of the second argument of the function. The Booleans take a True value if in that position of the second argument of the function there exists a value that is contained in the first argument of the function.
5. `containsValues` accepts two list arguments, both without timestamps. The function returns a list of Booleans of length equal to the length of the second argument of the function. The Booleans take a True value if in that position of the second argument of the function there exists a value that is contained in the first argument of the function.

I took out `ValueContained`, since this can be done by `is in`. If we originally have a timestamped list, we can generate from it a non-time-stamped list by `selectAttributeFromList` and then use `is in`.

For the same reason we can also take out `containsValuesTimeStamped`.