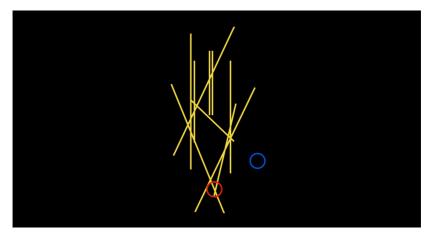
#03 synopsis

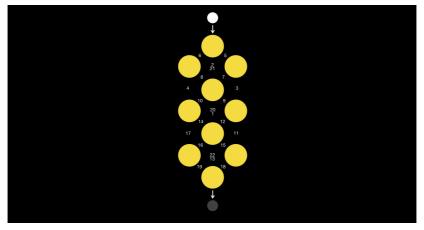
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The GRA-tree is a *lattice* with a *game*, so to speak. It has a *game* which is *neither* zero-sum *nor* nonzero-sum. Instead, it is a 22-sum game. Which means that pairs *non-same* links that are connect in the lattice, yield the sum 22. The two exceptions are 22 (not a pair) and 11 (not non-same).

Hence the range of non-same number-pairs adding to 22 is a) from 1 to 10, and from b) 12 to 21. Their sum is 22 if they are added in a) ascending and b) descending order. The above diagram results from connecting the numbers in lattice (below) that add up to 22. Blue circle = 11. Red circle = 22.

This logic applies only to the order of *necessity*, and *not* to the order of contingency. The point being that logic is a common notion linked to necessity—it has to be *consistent*—while contingency is the subject matter of ethics, since it tied up with *consequence* (rather than with consistency).



#03 synopsis

The flyer-sets in the collection are neither pedagogic, nor anti-pedagogic. They are simply *bodies* defined as such by the characteristic is that they can produce and receive *movements*. Such movements that are restricted to *emissions* and *reflections* within the GRA-tree: an *asynchronous mirror*.

As bodies, the sets are *neither* subjects *nor* objects and the reflective movements within the tree are *affects*. Affects neither articulate identity nor difference, but operations with *forms* that reveal underlying process. The resulting entity—a child of the *occasional*—is therefore fundamentally *immanent*.

It is occasional in the sense that it constitutes a crossroads at which *naming* and *conjugating* correspond (granted that *names* derive from *attributes* and *verbs* from *properties*). This sort of correspondence is *not* the rule: it is *nei-ther* repetitive, *nor* tied to *variation* (which is always *relative* to repetition).

As the crossroads of the *occasional*, the GRA-tree is fundamentally linked to the common notion of the number **22**: it is singular. The only other number articulating this way is **1**. *333* does *not*, since you have to <u>read</u> it *thrice*, though it is sufficient to <u>say</u> that there are 'three 3' to make the *count*.

Relative to the GRA-lattice, 333 brings in *repetition* and *variation*, featuring phenomena like *snow-flakes*. The basic structure is repetitive, while the variations are infinite. There not two identical snowflakes. From a repetitive point of view they are the same, at the same time they are infinitely varied.

Reading and *counting* 22 correspond: I read 'two two'—and there *are* two twos. Which is why 22—in François Laruelle's terminology—is *in one*. From which the GRA-tree has some *folding* properties. It folds along the two central axes: the *horizontal* axis and the *vertical* axis. They are a/symmetric.

The folding property of the vertical axis is *symmetric*. But the folding property of the horizontal axis is *asymmetric*. Which means that *symbolic congruence* is sufficient to note a correspondence in the vertical axis. While there is *no such* congruence in folding along the central horizontal axis. <u>Synolon</u>.

In the GRA-tree, 22 links articulate at 10 nodes: these 10 nodes constitute the only points where reflective movements between the 22 links can be *recorded* and *replayed* (caught and transmitted). That is, the 10 nodes constitute the only place where the 22 links—sets/bodies—have *agency*.

Embodiment and *agency* are separate registries of the entities in the GRAlattice, that re/configuration into repertoires. Since repertoires can fragment and recombine, the GRA-lattice features a game of *categorisation*. Which is for instance is what allows a *same* person to hold a repertoire of *identities*.

The procedure of the GRA-tree is to process contingency: pick up on the consistent patterns embodied by the connections in the lattice, and *transpose* these as categorising agents unto the contingencies where they are a matter of consequence. A Spinozist connection between *logic* and *ethics*.

[do something else]