

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).


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 neither 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 read it thrice, though it is sufficient to say 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. Synolon.
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.

