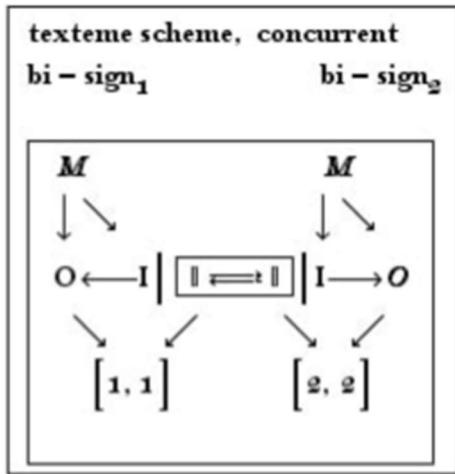


Prof. Dr. Alfred Toth

### Homogene, teilhomogene und heterogene semiotische Texteme

1. Der Begriff und das formale Modell des „textemes“ (Textems) wurden von Kaehr (2009a, S. 10 ff.) eingeführt.



**texteme :**

*diamond* = (sign + environment)

*bi-sign* = (diamond + 2 – anchor)

*texteme* = (composed bi-signs + chiasm).

Danach hat also ein Zeichen einen reflektorischen „Zwilling“, das Bi-Sign (vgl. Toth 2018). Das Bi-Sign zusammen mit seiner Umgebung (vgl. Kaehr 2009)

Firstness: Peirce: A

Kaehr: A | a

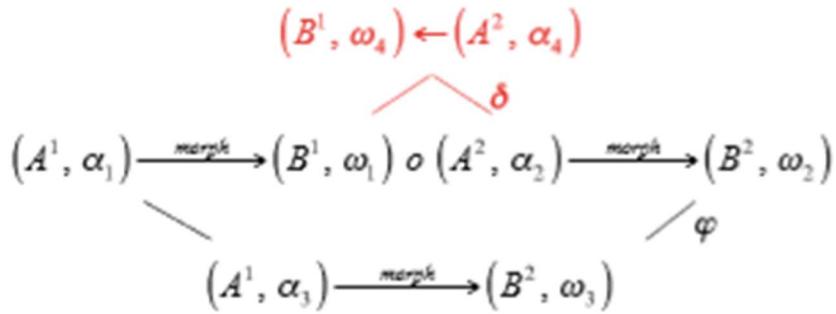
Secondness: Peirce: A → B

Kaehr A → B | c

Thirdness: Peirce: A → C

Kaehr: A → C | b<sub>1</sub> ← b<sub>2</sub>

bilden einen Diamond, vgl. Kaehr (2008)



Werden Diamonds miteinander zusammengesetzt, so entsteht ein Textem. Dabei unterscheidet Kaehr (2009) zwischen homogenen

$$\frac{[(M_\alpha \rightarrow I_\omega) \diamond (I_\alpha \rightarrow O_\omega)]^{(1,1)} \circ [(M_\alpha \rightarrow I_\omega) \diamond (I_\alpha \rightarrow O_\omega)]^{(1,2)}}{(M_\alpha \rightarrow O_\omega)^{(1,1)} \mid (2)(\tilde{I}_\omega \rightleftharpoons \tilde{I}_\alpha)^{(1)} \mid (M_\alpha \rightarrow O_\omega)^{(1,2)}}$$

**Diamond composition rule for homogeneous semiotic texteme**

und heterogenen Textemen

$$\frac{[(M_\alpha \rightarrow I_\omega) \diamond (I_\alpha \rightarrow O_\omega)]^{(1,1)} \circ [(I_\alpha \rightarrow M_\omega) \diamond (M_\alpha \rightarrow O_\omega)]^{(1,2)}}{(M_\alpha \rightarrow O_\omega)^{(1,1)} \mid \left( \begin{array}{l} \tilde{I}_\omega \leftarrow \tilde{I}_\alpha \quad (1) \\ \tilde{M}_\omega \leftarrow \tilde{M}_\alpha \quad (2) \end{array} \right) \mid (I_\alpha \rightarrow O_\omega)^{(1,2)}}$$

**Diamond composition rule for heterogeneous semiotic texteme**

2. Bi-Signs werden nach Kaehr also als trianguläre Modelle, entsprechend der Definition des Zeichens durch Peirce und Bense als triadisch-trichotomischer Relation, eingeführt. Da jedes Bi-Sign als Diamond dargestellt werden kann, bildet auch jedes Bi-Sign ein triviales, nämlich mit sich selbst zusammengesetztes, Textem.

## 2.1. Homogene Texteme bei ZR<sup>3,3</sup>

   $\equiv$  bi-sign

   $\equiv$  bi-sign

   $\equiv$  bi-sign

   $\equiv$  bi-sign

   $\equiv$  bi-sign

   $\equiv$  bi-sign

## 2.2. Heterogene Texteme bei ZR<sup>3,3</sup>

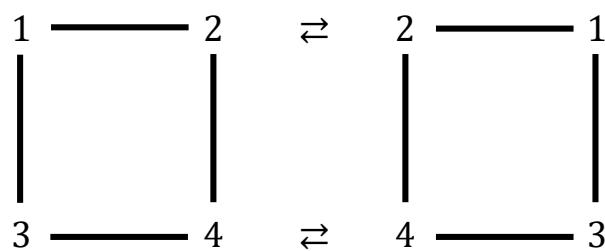
 

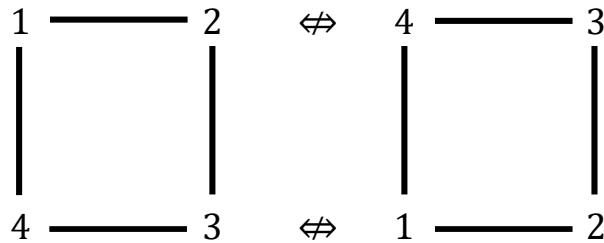
 

Wie man sieht, zerfallen also alle als semiotische adjungierte Automaten darstellbaren elementaren Texteme bei ZR<sup>3,3</sup> in die zwei von Kaehr definierten diskreten Klassen der homogenen und der heterogenen Texte.

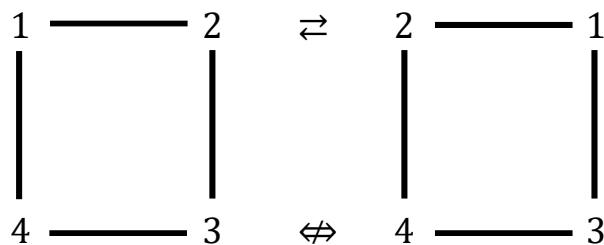
3. Sobald wir es aber mit n-adischen Zeichenrelationen für n > 3 zu tun haben, sind neben homogenen Textemen der Form



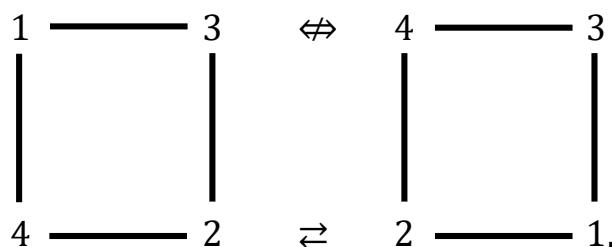
und heterogenen der Form



auch noch teilhomogene (bzw. teilheterogene) der beiden folgenden Formen zu unterscheiden



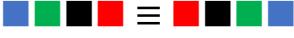
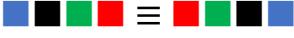
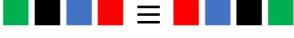
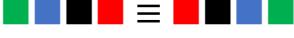
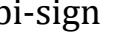
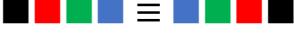
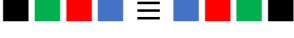
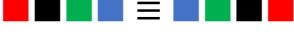
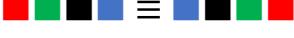
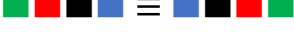
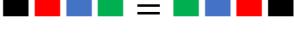
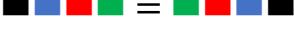
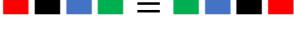
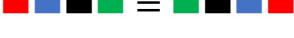
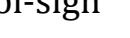
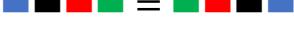
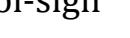
oder



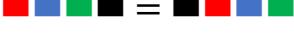
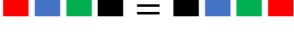
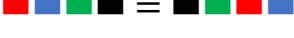
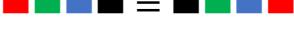
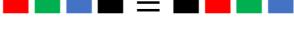
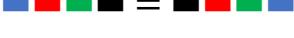
d.h. also mit einfacher statt doppelter Reflexivität.

### 3.1. Homogene Texteme bei ZR<sup>4,4</sup>

■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign
■ ■ ■ ■ ≡ ■ ■ ■ ■	bi-sign

	$\equiv$		bi-sign
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### 3.2. Teilhomogene Texteme bei ZR<sup>4,4</sup>

	$\equiv$		
	$\equiv$		
	$\equiv$		
	$\equiv$		
	$\equiv$		
	$\equiv$		
	$\equiv$		
	$\equiv$		

A horizontal bar composed of five colored segments: black, green, blue, red, and black. This bar is followed by an equals sign and another identical bar.

$$\text{[black]} \text{ [green]} \text{ [blue]} \text{ [red]} = \text{ [red]} \text{ [black]} \text{ [green]} \text{ [blue]}$$

$$\blacksquare \quad \blacksquare \quad \square \quad \blacksquare = \blacksquare \quad \square \quad \blacksquare \quad \blacksquare$$

 = 

 = 

    -  

 = 

$$\textcolor{green}{\square} \textcolor{black}{\square} \textcolor{blue}{\square} \textcolor{red}{\square} = \textcolor{red}{\square} \textcolor{black}{\square} \textcolor{blue}{\square} \textcolor{green}{\square}$$

=

A horizontal color bar consisting of five colored squares (red, green, black, blue, and light blue) followed by three horizontal bars, followed by four colored squares (light blue, black, red, and green).

A horizontal color calibration bar consisting of several colored squares: red, green, black, blue, and another red square.

A horizontal bar composed of four colored squares (green, black, red, blue) followed by three horizontal bars.

A horizontal sequence of eight colored squares. From left to right, the colors are green, red, black, blue, light blue, dark blue, green, red, and black. This sequence is followed by a large, bold, black equals sign (=). After the equals sign, there is another sequence of five colored squares: light blue, dark blue, green, red, and black.

A horizontal sequence of eight colored squares. From left to right, the colors are black, blue, red, green, black, blue, red, and black. This sequence is followed by an equals sign (=), and then another identical sequence of eight colored squares follows.

A horizontal sequence of colored squares in red, blue, black, and green, followed by three horizontal bars.

A horizontal sequence of four colored squares (blue, black, red, green) followed by three horizontal bars (three short black lines) and another sequence of four colored squares (green, red, blue, black).

### 3.3. Heterogene Texteme bei ZR<sup>4,4</sup>

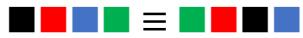
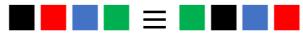
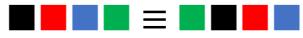
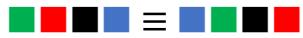
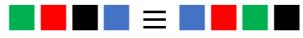
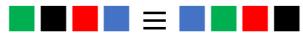
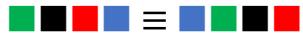
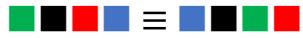
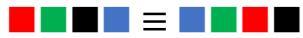
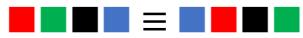
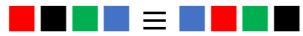
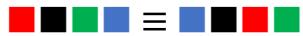
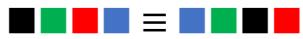
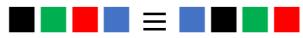
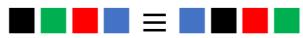
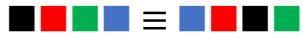
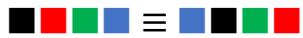
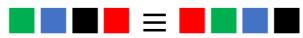
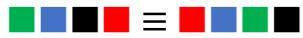
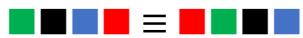
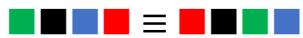
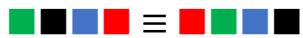
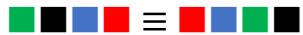
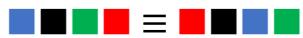
  

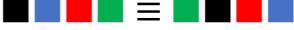
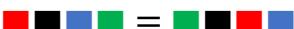
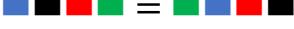
  



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