Metaphysics, Language and Reality: Fundamentals of the Trivium Method

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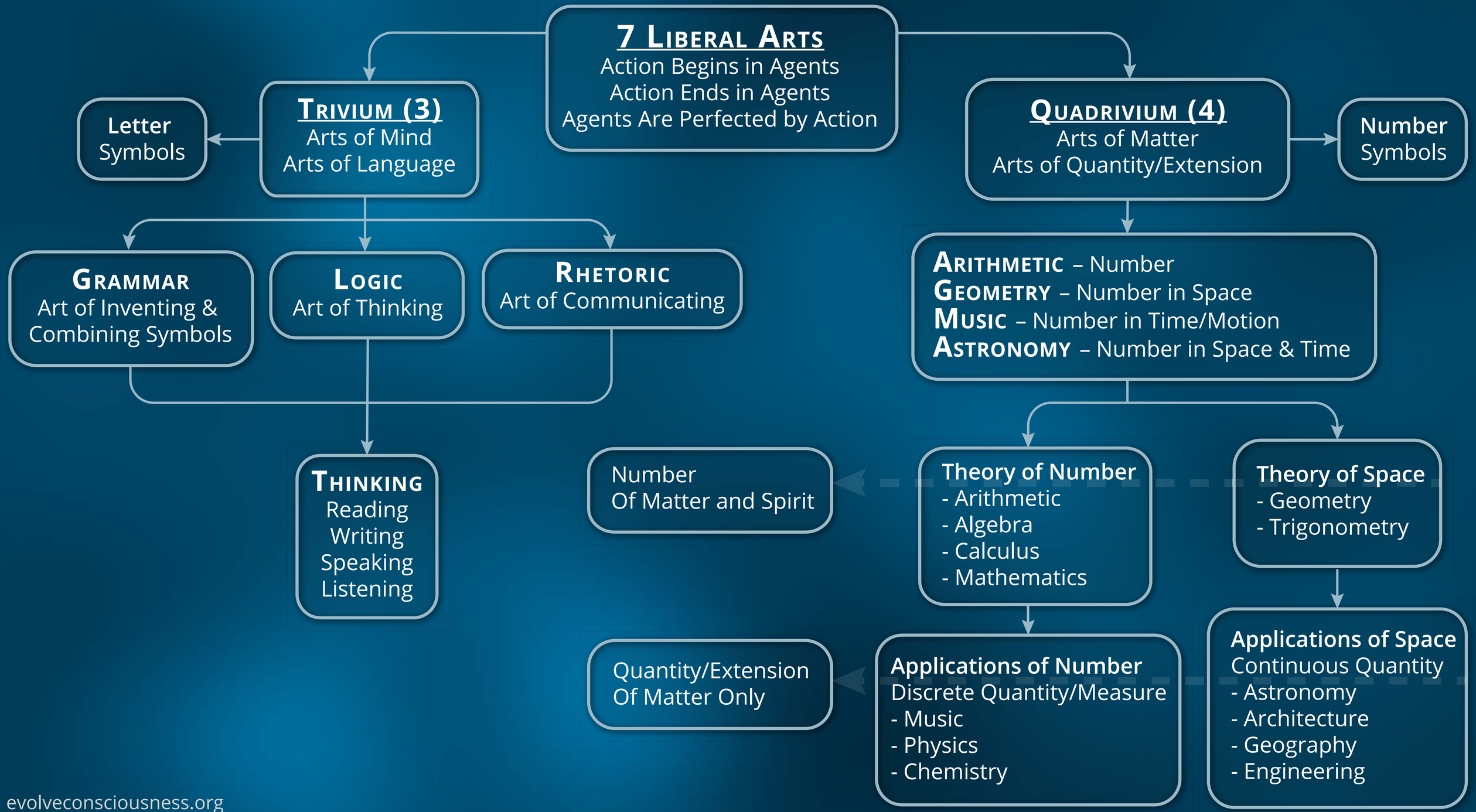
7 Liberal Arts
Action Begins in Agents
Action Ends in Agents
Agents Are Perfected by Action
Trivium (3)
Arts of Mind
Arts of Language
Letter
Symbols
Quadrivium (4)
Arts of Matter
Arts of Quantity/Extension
Number
Symbols
Grammar
Art of Inventing &
Combining Symbols
Logic
Art of Thinking
Rhetoric
Art of Communicating
Arithmetic – Number
Geometry – Number in Space
Music – Number in Time/Motion
Astronomy – Number in Space & Time
Thinking
Reading
Writing
Speaking
Listening
Number
Of Matter and Spirit
Theory of Number
- Arithmetic
- Algebra
- Calculus
- Mathematics
Theory of Space
- Geometry
- Trigonometry
Quantity/Extension
Of Matter Only
Applications of Number
Discrete Quantity/Measure
- Music
- Physics
- Chemistry
Applications of Space
Continuous Quantity
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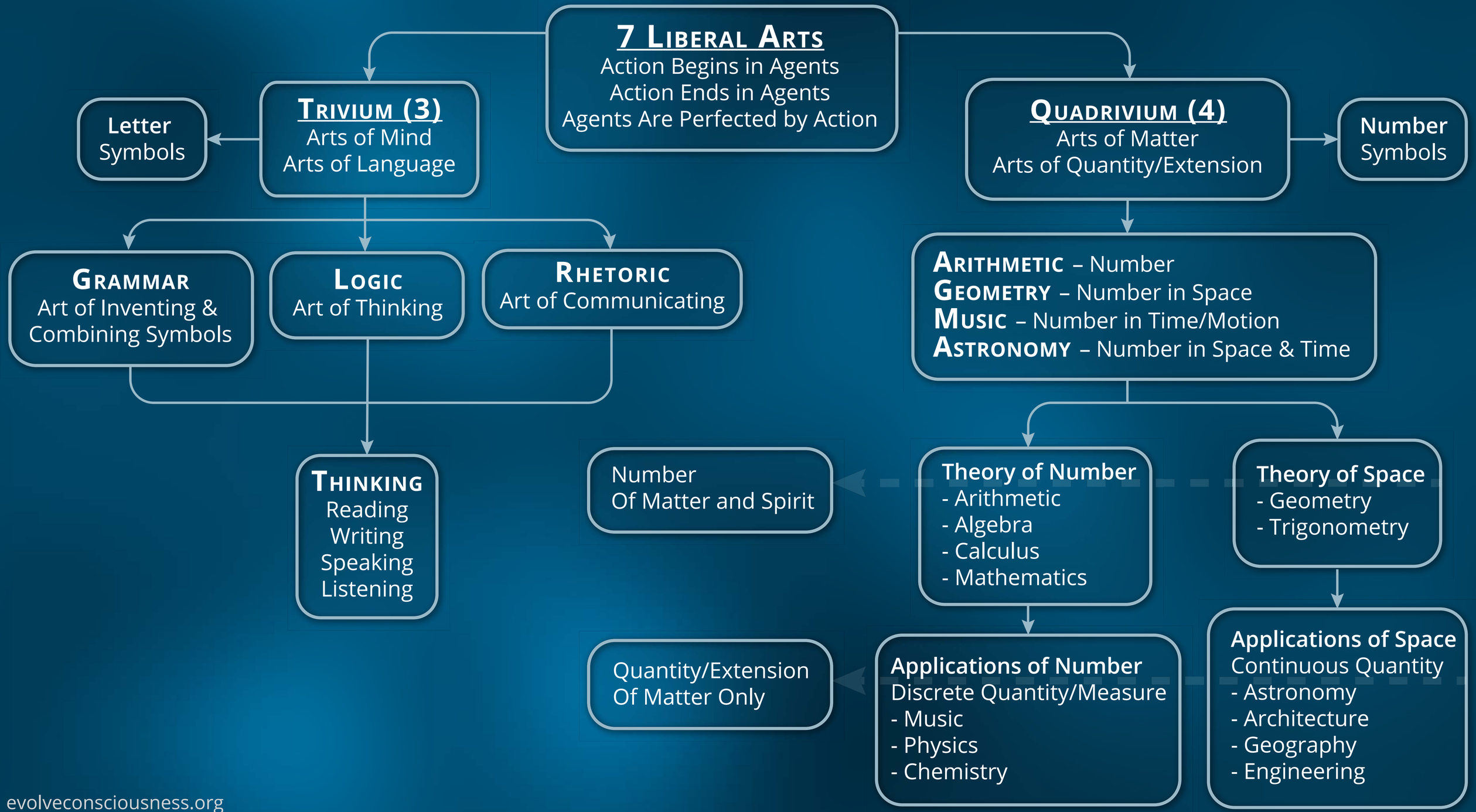
- Architecture
- Geography
- Engineering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Language and Reality

Communication is about common ground understanding, coming to terms, oneness in truth of reality. Communicate symbols about reality.

Metaphysics or ontology, the science of being
Thing-as-it-exists (Reality)

	thing-as-it-is-symbolized Something is perceived	thing-as-it-is-known We learn about it	thing-as-it-is-communicated We communicate it
Trivium: (language)	**Grammar**	**Logic** "Art of Arts" Directs all Actions	**Rhetoric** "Master Art" of Trivium
Norms:	Correctness	Truth Correct Thinking Conformity of Thought with Reality	Effectiveness
Material and Functions:	Phonetics – combine sounds Spelling – combine letters Grammar – combine words	Logic – combine concepts	Rhetoric – combine sentences

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Language

Nature & Function of Language
System of symbols for the
expression of consciousness:
Thought – Emotion - Volition/Will/Action

Communication of Ideas

Immitation
artificial likeness

a painting, photograph, cartoon, statue, a gesture

Meaning from Nature

Meaning from Convention

Symbol
arbitrary sensible sign with imposed meaning

Common
(English, German)

Special
(chemistry, physics)

All symbols reference something that exists or has existed, in fact or fiction

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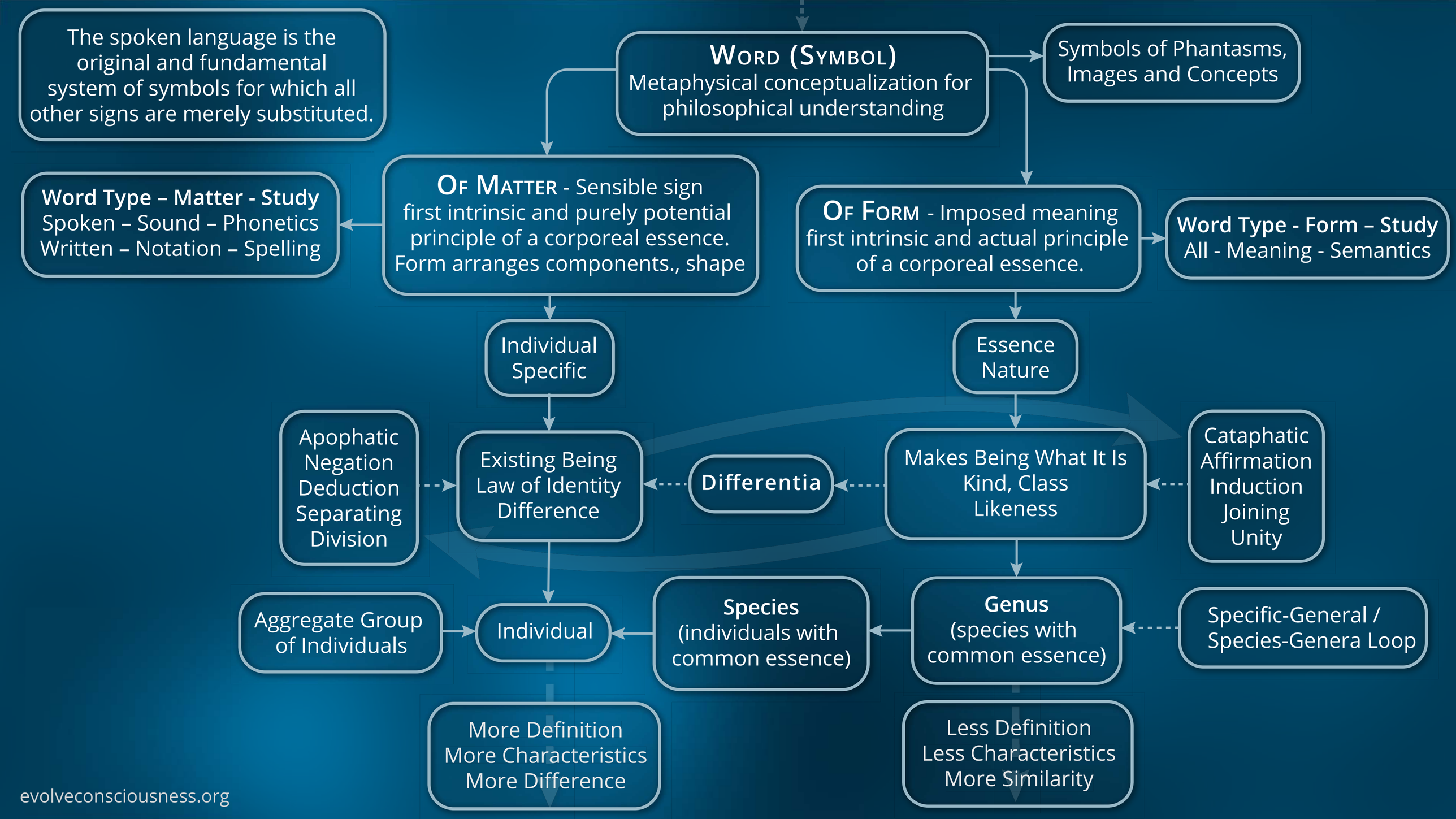
The spoken language is the original and fundamental system of symbols for which all other signs are merely substituted.
Word (Symbol)
Metaphysical conceptualization for philosophical understanding
Symbols of Phantasms, Images and Concepts
Of Matter - Sensible sign
first intrinsic and purely potential principle of a corporeal essence.
Form arranges components., shape
Word Type – Matter - Study
Spoken – Sound – Phonetics
Written – Notation – Spelling
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Word Type - Form – Study
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Essence
Nature
Apophatic
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Deduction
Separating
Division
Existing Being
Law of Identity
Difference
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Makes Being What It Is
Kind, Class
Likeness
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Aggregate Group of Individuals
Individual
Species
(individuals with common essence)
Genus
(species with common essence)
Specific-General / Species-Genera Loop
More Definition
More Characteristics
More Difference
Less Definition
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More Similarity
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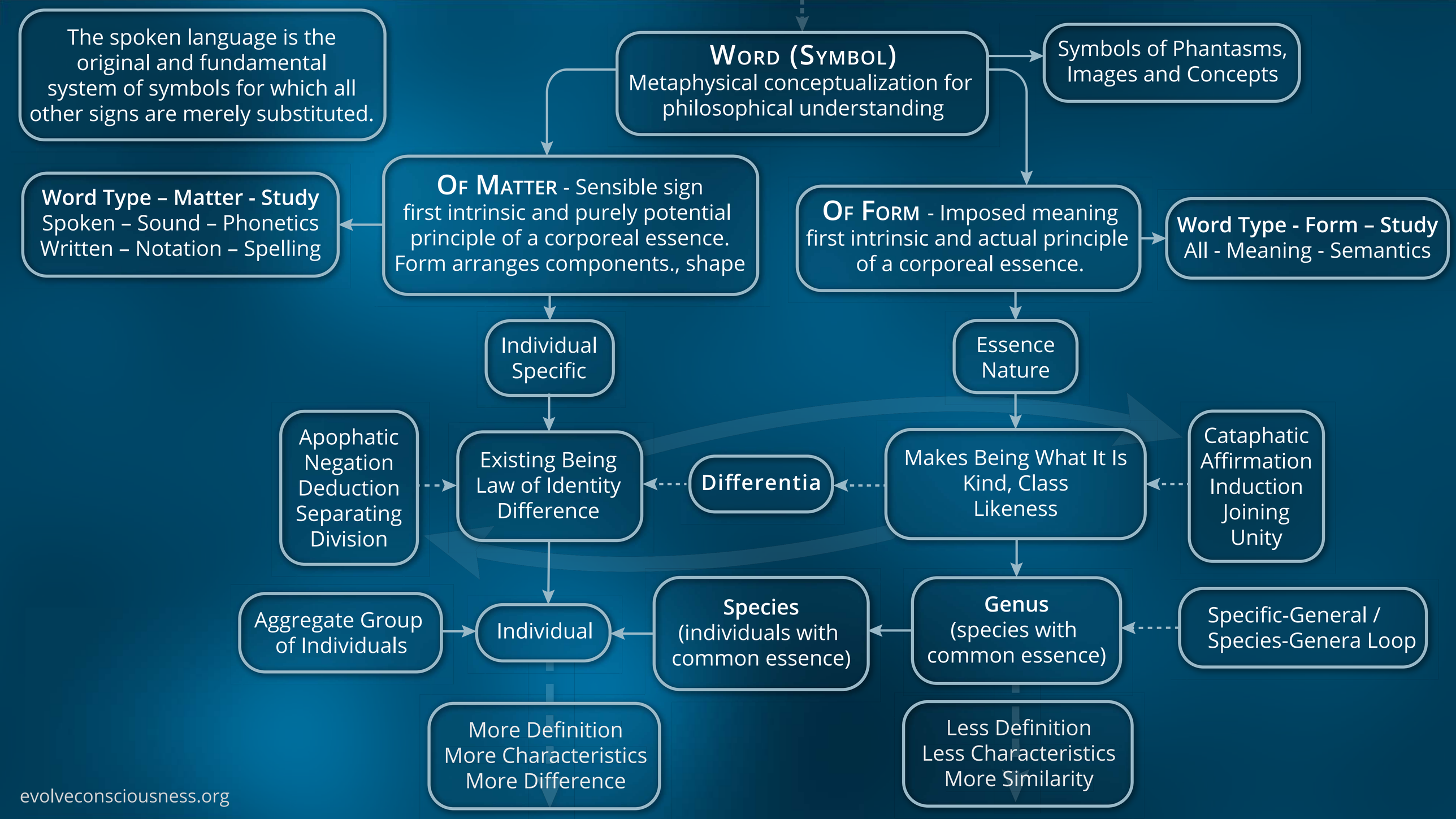
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Creating Symbols from Reality

Generating a Concept

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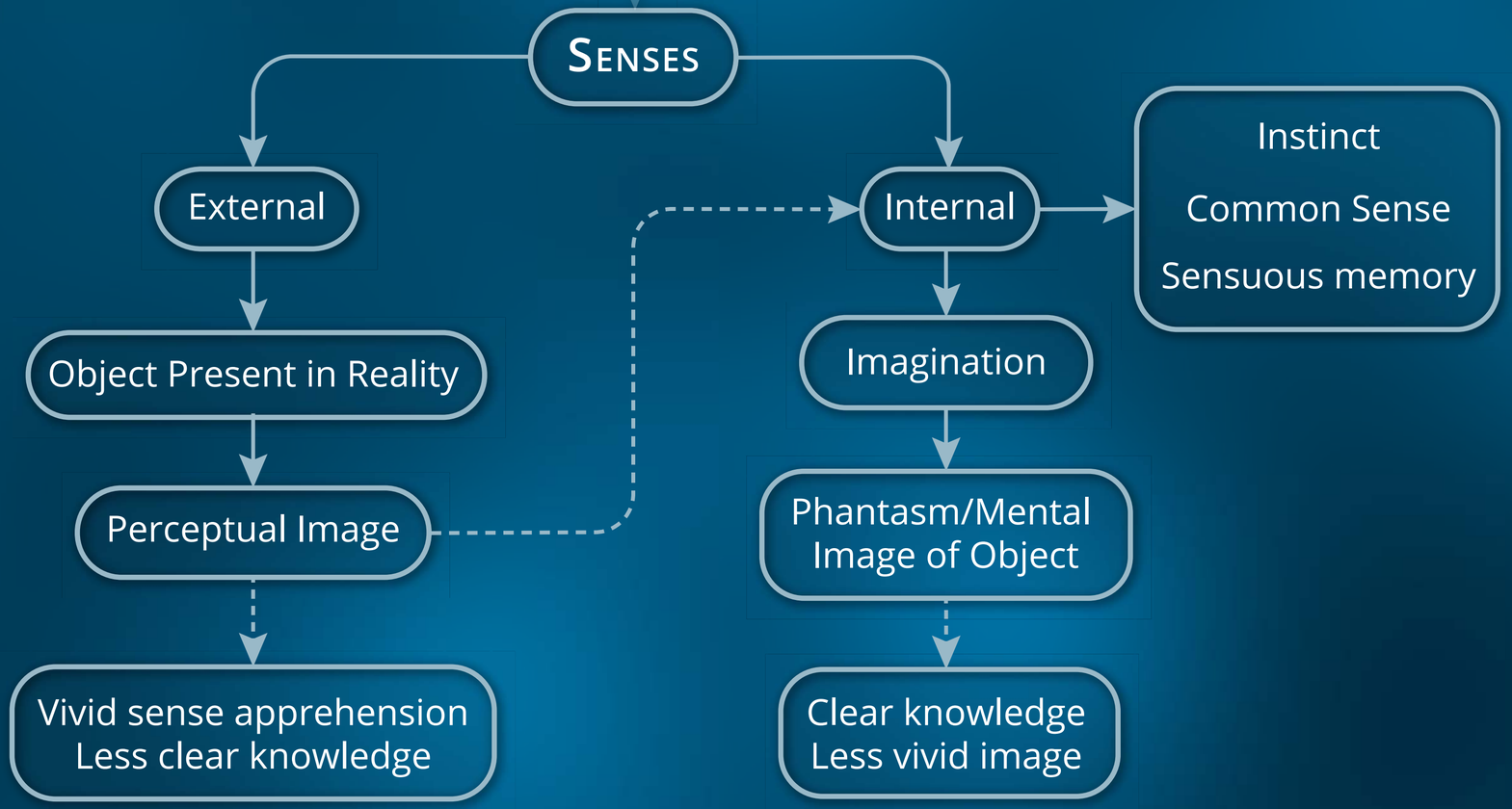
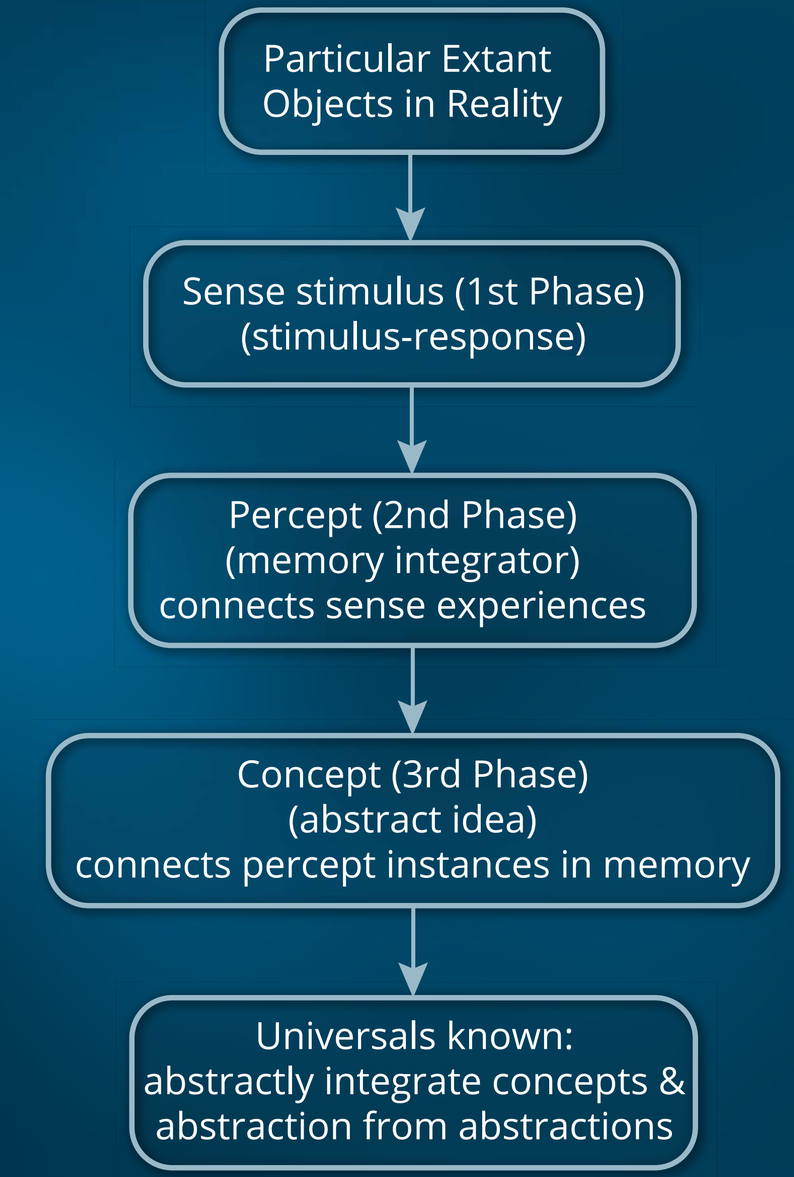
Processing Particulars

Real Object, Primary Substance, Material, Limited to Locality (place, time)

Processing Universals

Concept, Knowledge of Essence, Immaterial, Nonlocal, Nontemporal





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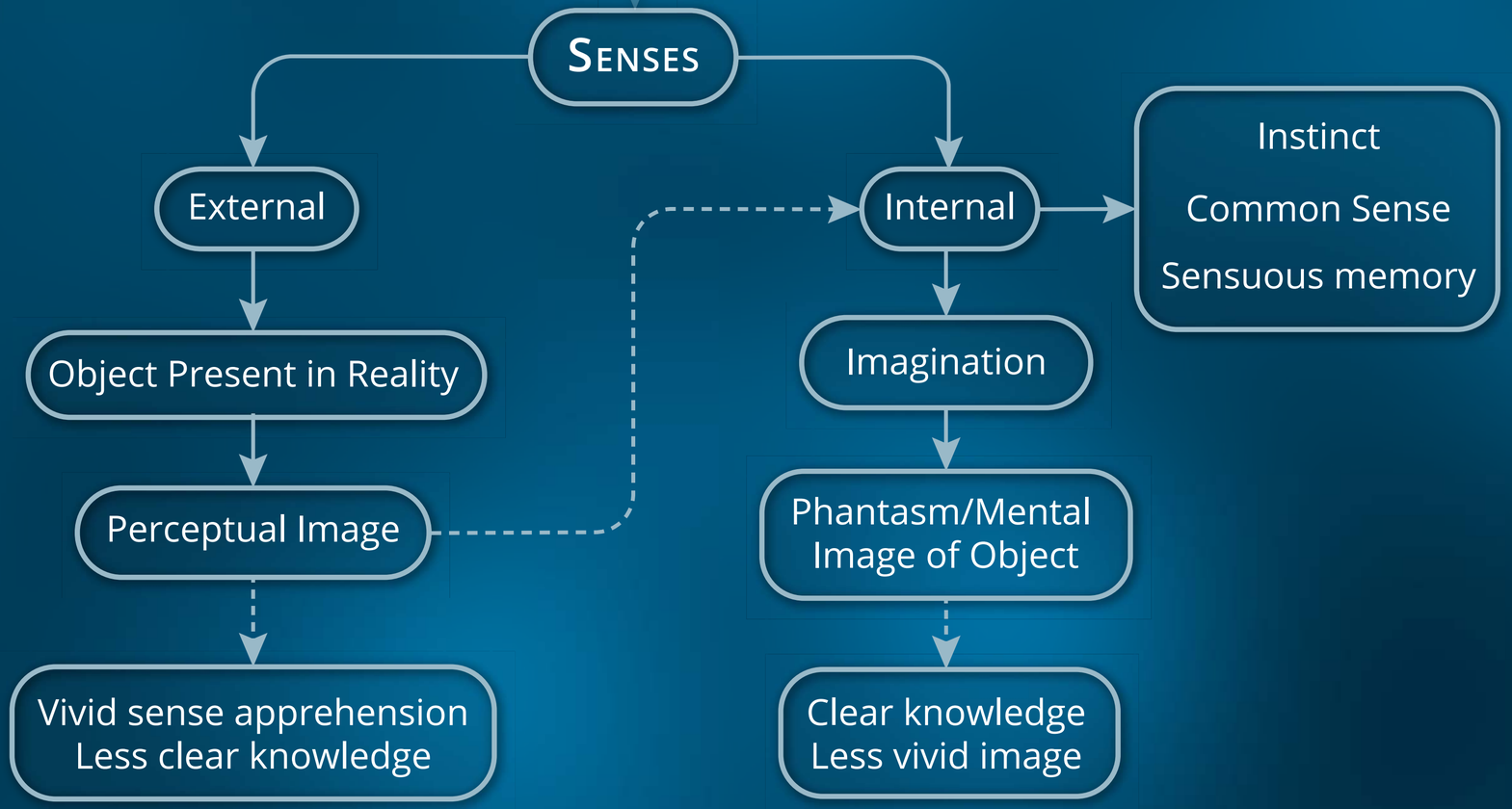

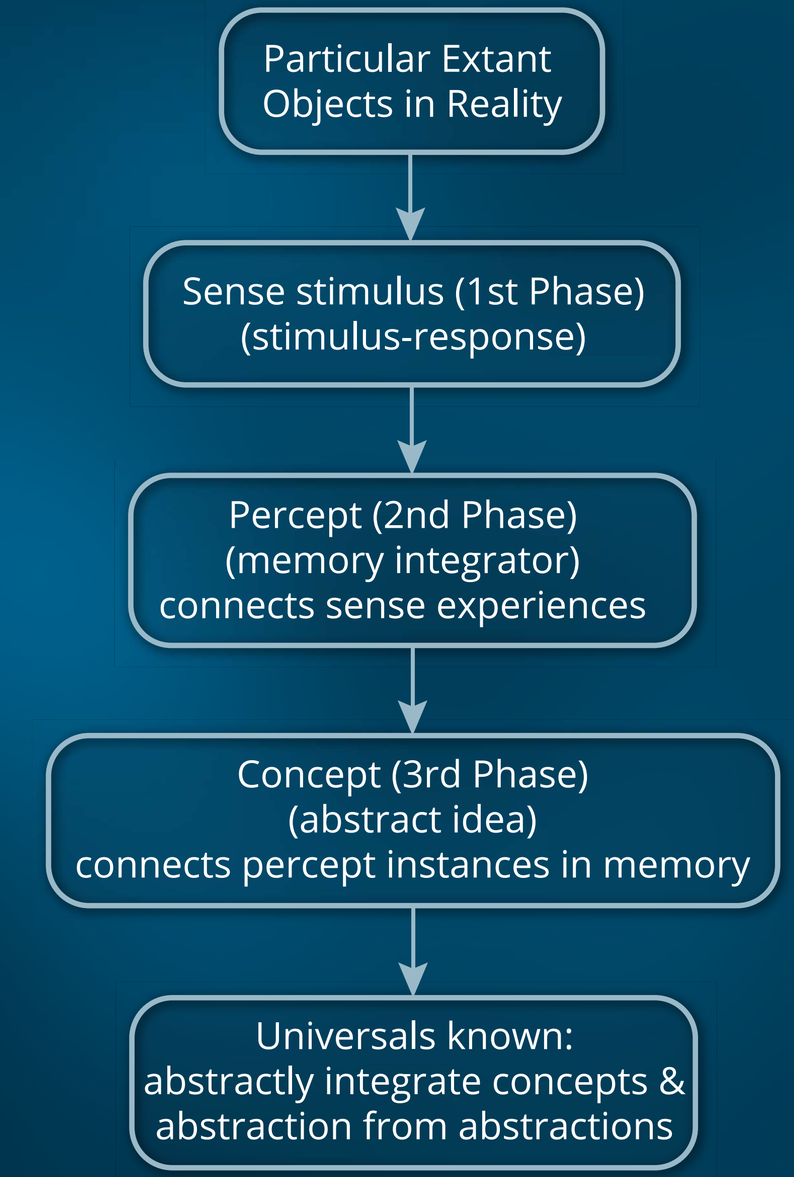

Creating Symbols from Reality II

Generating a Concept

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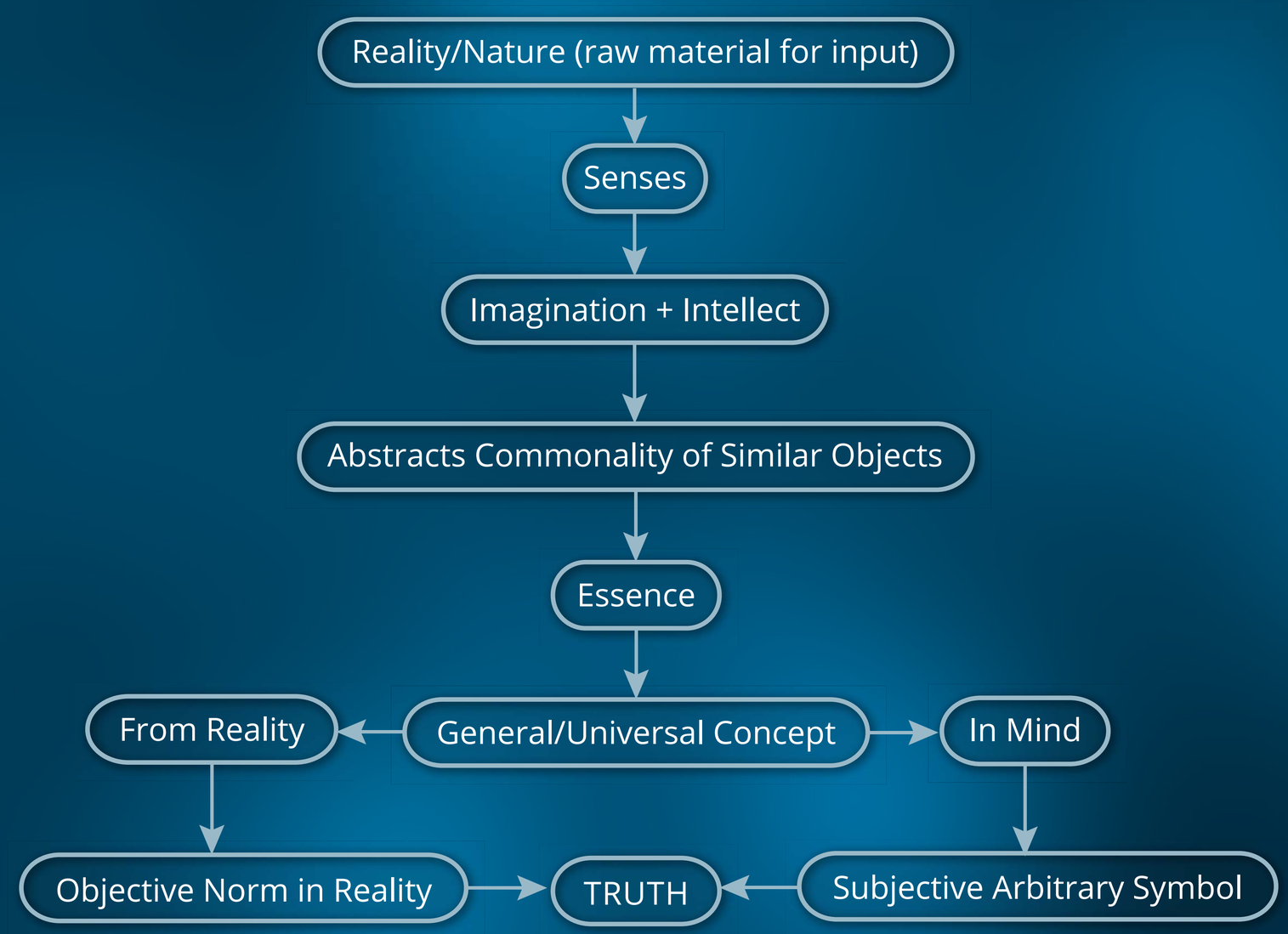

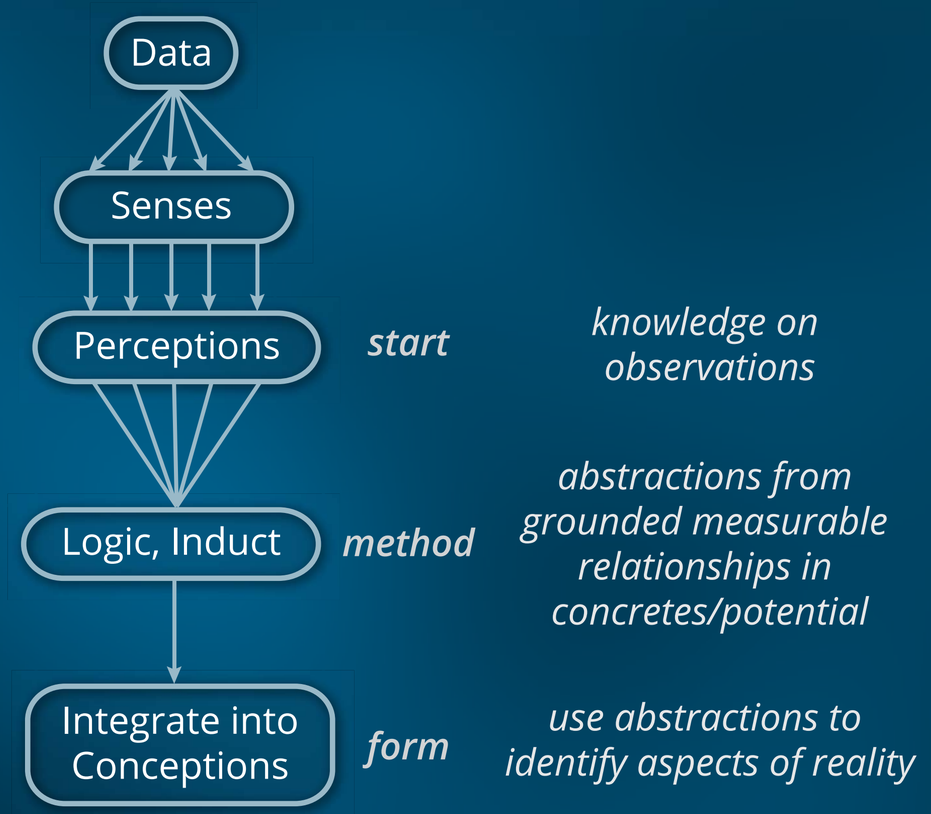

Creating Symbols from Reality II

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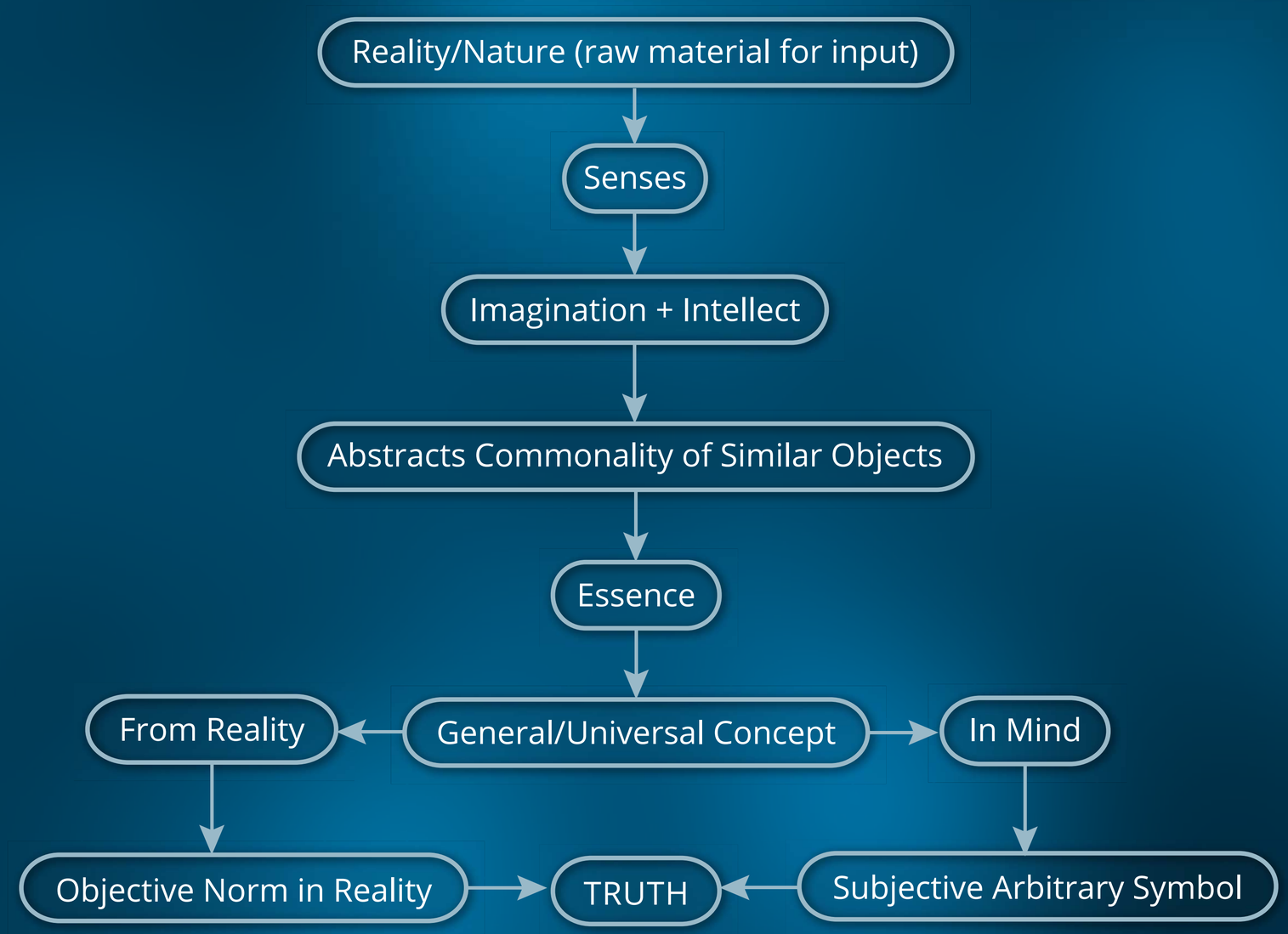

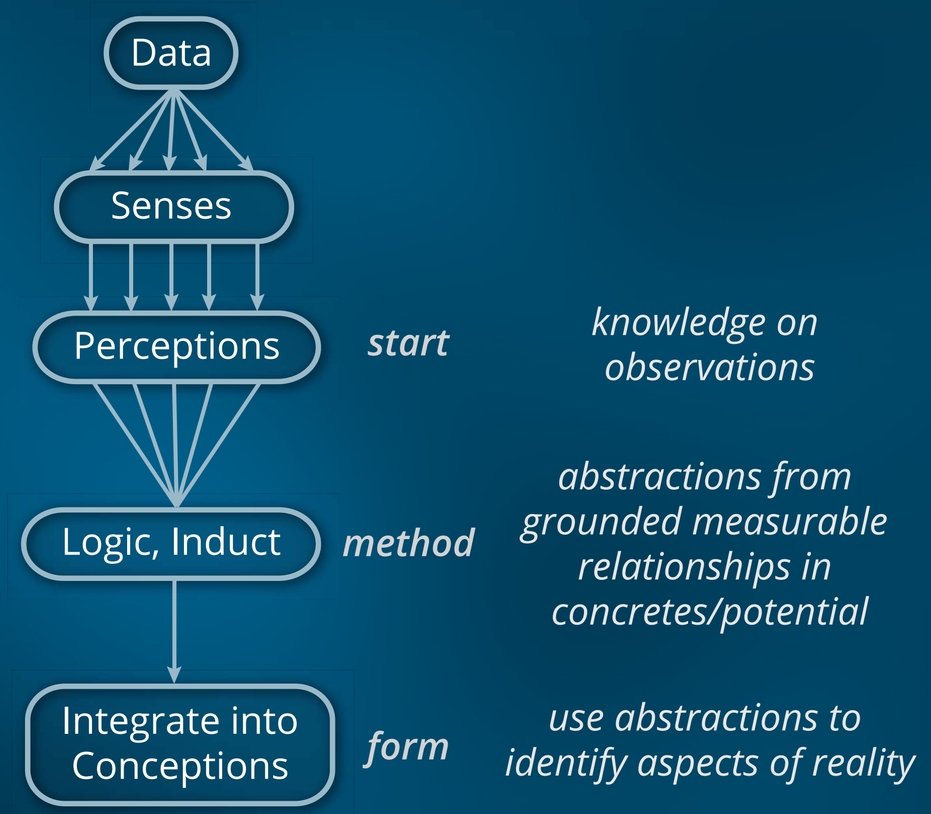

Creating Symbols from Reality III

Generating a Concept

Language Symbols
4 types

Symbolizes **Individual**
1- Proper Name
2- Particular/Empirical Description (Experience) (Objects, places, times)

Symbolizes **Essence**
3- Common Name
4- General/Universal Description (General categories for reference)

Natural Object

Substance, Essence, Nature, Form, Species, Genera
(similar but distinct aspects)

Symbolised by common name

Definition
(expresses knowledge of concept)

Common Names

Simple Concept
(natural species - human being)

Construct Composite Concept
(lawyer, athlete)

Constructs add definition to natural species through accidents (quality, etc), accidental classes to differentiate

Creating Symbols from Reality III

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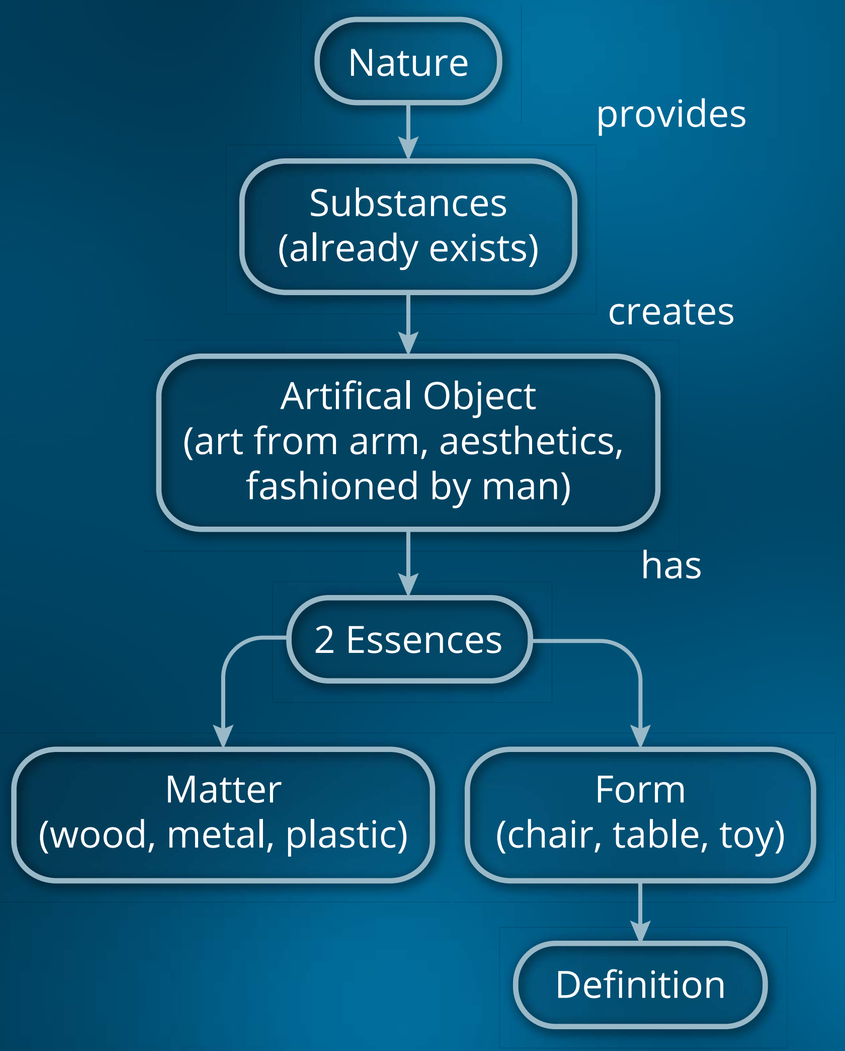
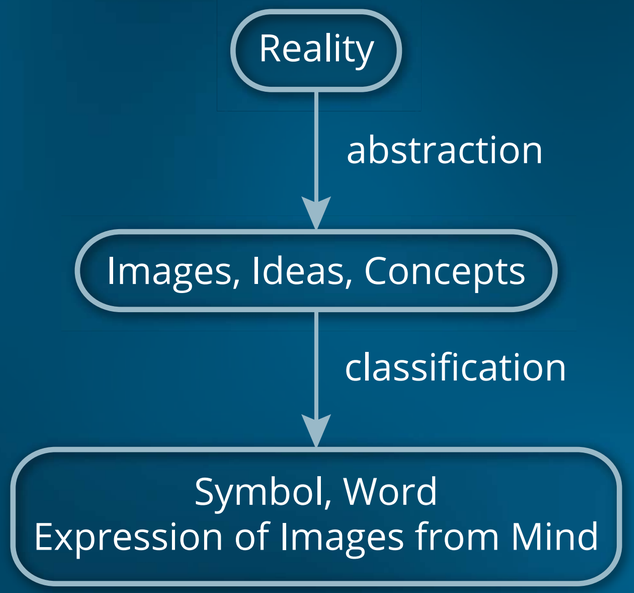
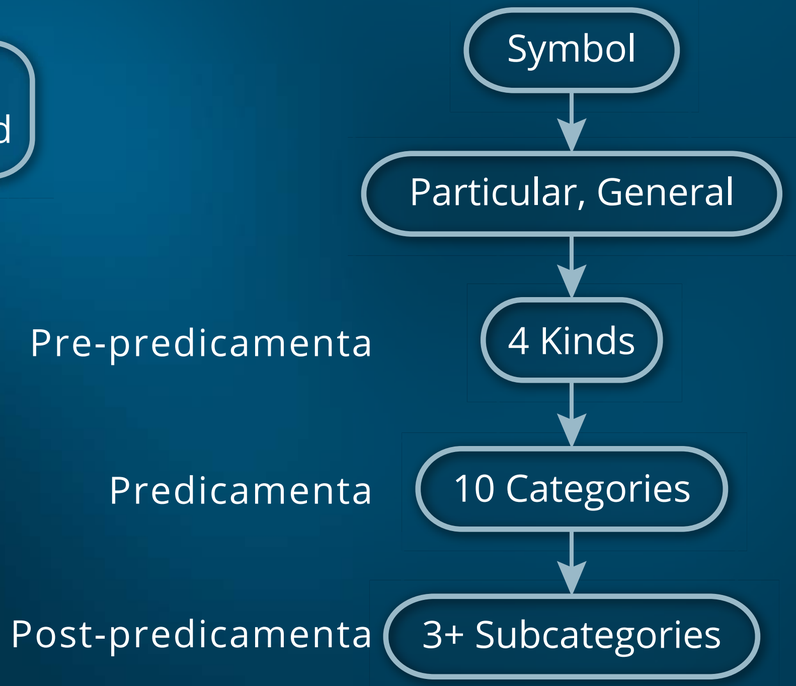
Creating Symbols from Reality IV

Generating a Concept

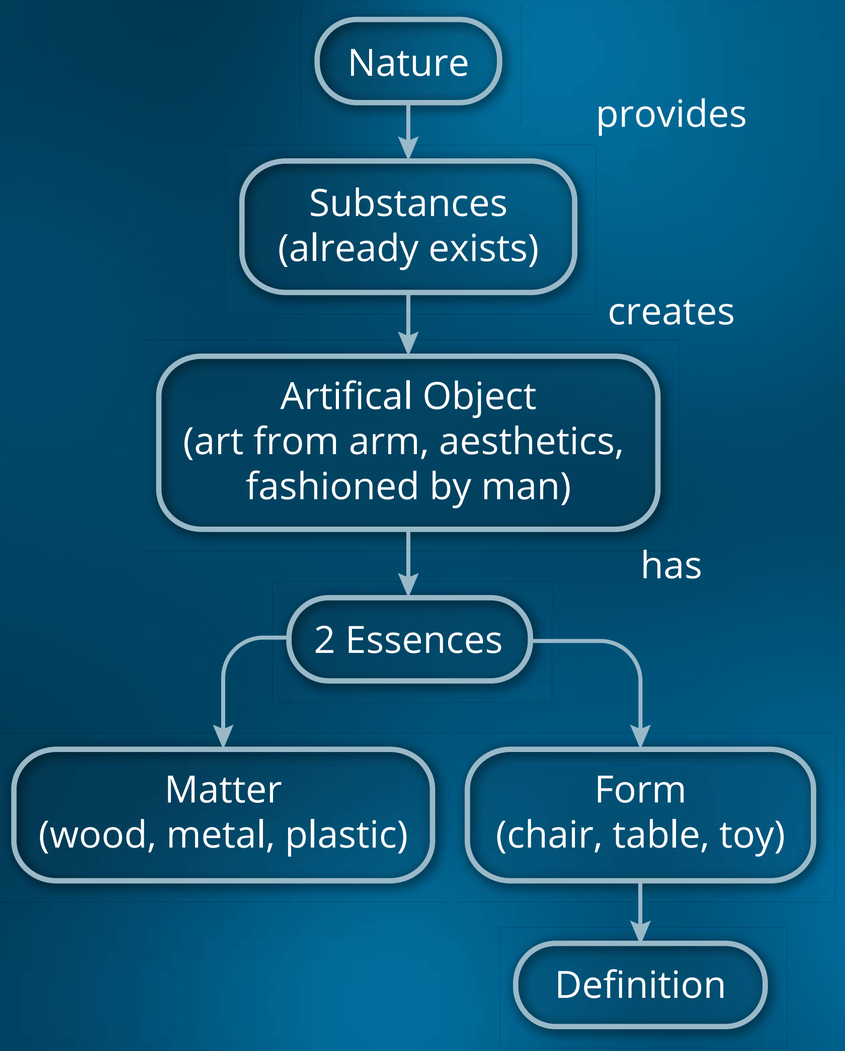


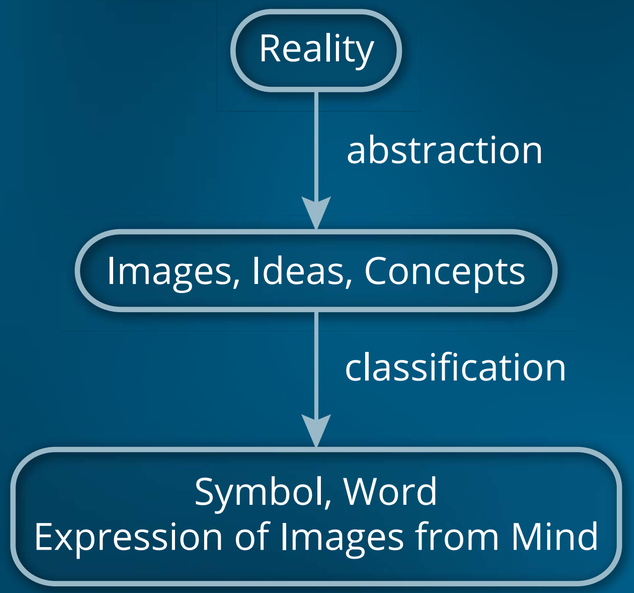


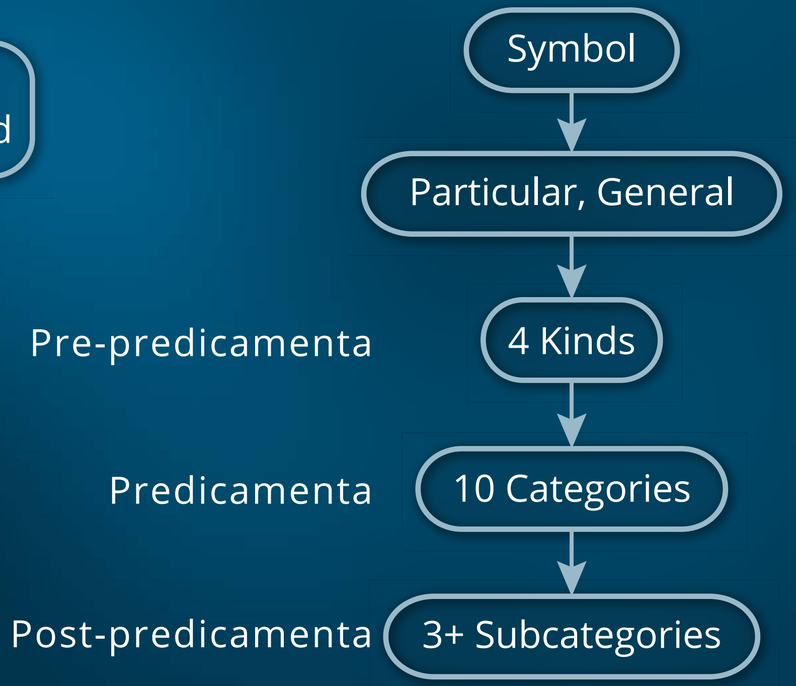


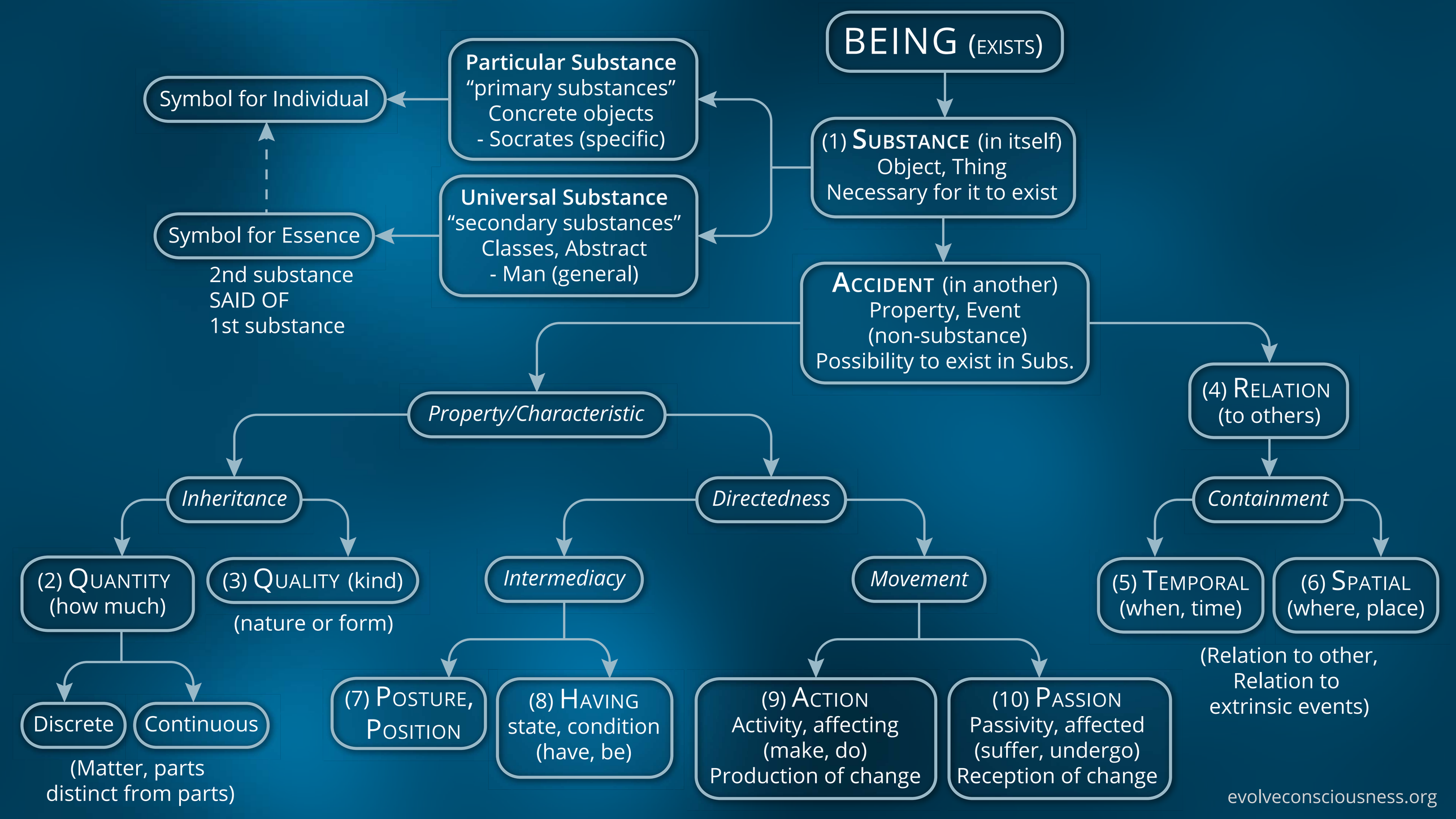
Creating Symbols from Reality IV

Generating a Concept








BEING (EXISTS)
(1) SUBSTANCE (in itself)
Object, Thing
Necessary for it to exist
Particular Substance
"primary substances"
Concrete objects
- Socrates (specific)
Symbol for Individual
Universal Substance
"secondary substances"
Classes, Abstract
- Man (general)
Symbol for Essence
2nd substance
SAID OF
1st substance
ACCIDENT (in another)
Property, Event
(non-substance)
Possibility to exist in Subs.
Property/Characteristic
(4) RELATION
(to others)
Inheritance
Directedness
Containment
(2) QUANTITY
(how much)
(3) QUALITY (kind)
(nature or form)
Intermediacy
Movement
(5) TEMPORAL
(when, time)
(6) SPATIAL
(where, place)
(Relation to other,
Relation to
extrinsic events)
Discrete
Continuous
(Matter, parts
distinct from parts)
(7) POSTURE,
POSITION
(8) HAVING
state, condition
(have, be)
(9) ACTION
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(make, do)
Production of change
(10) PASSION
Passivity, affected
(suffer, undergo)
Reception of change
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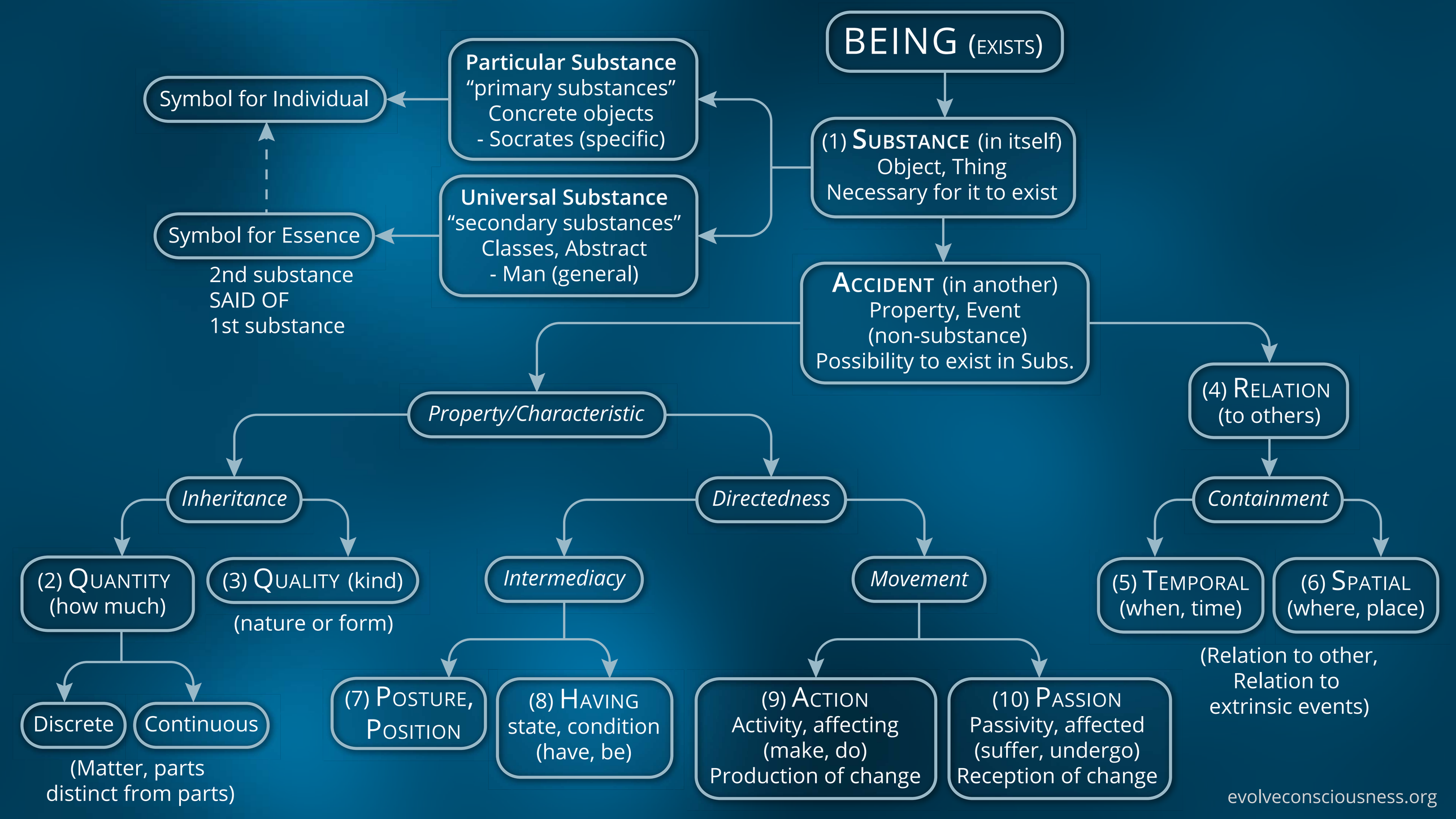
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Matter	Form
Material (composition, wood, sand or even atoms themselves)	Shape (assembly, coordination)
Potential to make something else from it	Actual thing that results from the parts used to make it
Components potential together to create something else Discover something new from the old/current	Differentia (to set apart, carry away from) Exclusion from group, sets it apart, essence is seen with differentia
Abstraction - ’draw away’, take from, pull away, detach, divert Take from pieces the parts to make a bigger picture, create concept Add similarities together. Smaller aspect of larger.	Derivation - ‘from stream’, leading off, turning away Subtracting pieces, look at unique parts that make up concept Remove similarities, find differences
A new definition from part of existing/old definition Take from what is already there, find something within existents	A new definition by adding to the existing one Give to what is already there
Induce - lead into, bring in A posteriori, synthesis	Deduce - lead down, derive, infer A priori, analysis

A brick is always a brick, it doesn’t become a house ever.
Metal is metal, it doesn’t become a computer ever.
Individual objects are made into bigger, more complex ones that cannot exist without the component forms.
This is how the quantum world works as well. Composition, correlation, coordination and correspondence.

Systems are greater than the component parts, there are emergent properties. These are the larger constructs, universals, that are created from more base foundational constructs, individuals.

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Induce	Deduce
• Induct (Add) Intuit, cause, persuade, introduce, instigate	• Deduct (Subtract - Take away) infer
• Add particulars together. The sum of parts can show the bigger picture.	• Take away particulars and look only at specific ones to identify something, such as a universal attribute in the particular.
• ABCDEFG (particulars) -> X (universal) - Discovery of General from Specifics (Abstraction) - Common cause from observation	• X (universal) -> ABCDEFG (particulars) - Verification of General in Specifics (Differentiation) - Facts/conclusions through premise/cause
• Add relevant particulars to discover, imagine, conceive of a universal idea from them. “Lead into” the general from particular.	• Remove irrelevant particulars to see the universal idea verified in the individual aspects. “Lead down” from general to particular.
• Formulate a theory/hypothesis from specifics. Conclusions can be false even if premises are true.	• Apply a theory to specifics. Conclusions from universals applied to particulars.
• If it is true for some members of the class observed, it may not be true for all members. All true premises do not guarantee a true conclusion.	• If the universal is true for a general class, it is true of all members of the class. If the universal is false, the conclusion about the members may also be false.
• Adding pieces together to try to create/invent/discover a general idea from them.	• Subtracting pieces and looking at them apart to validate/test bigger picture general idea, a conclusion from something already known
• Putting in, arrive at a conclusion from the pieces	• Taking out, pull out a conclusion from the pieces
• Looking at particulars to see if any relation can be made to generate a general idea.	• Looking at particulars to see if they confirm or deny the general idea, individual members confirm the class they belong to. Species-Genera.
• Potential of matter/particular, a posteriori, synthesis	• Actual of form/general, a priori, analysis

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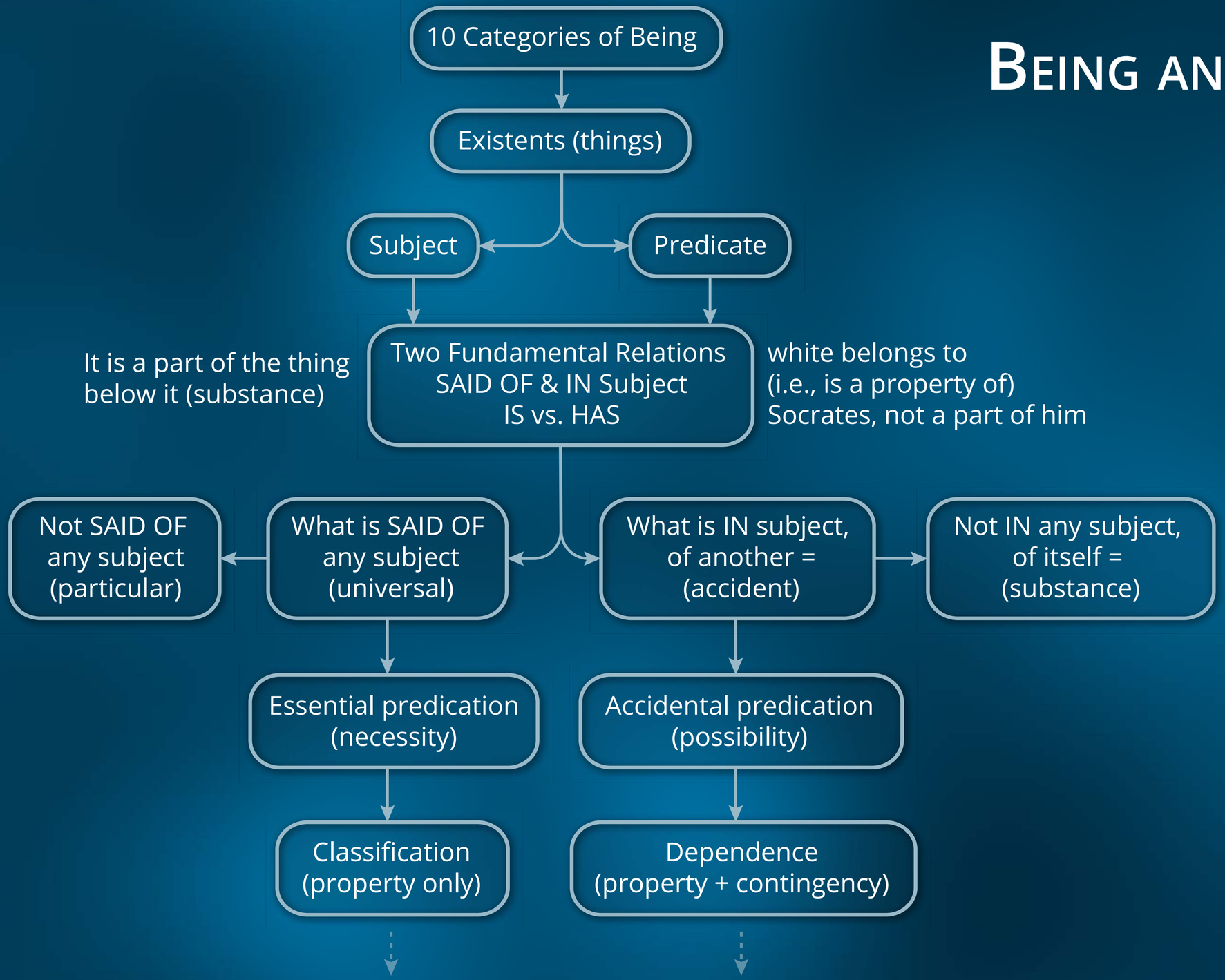
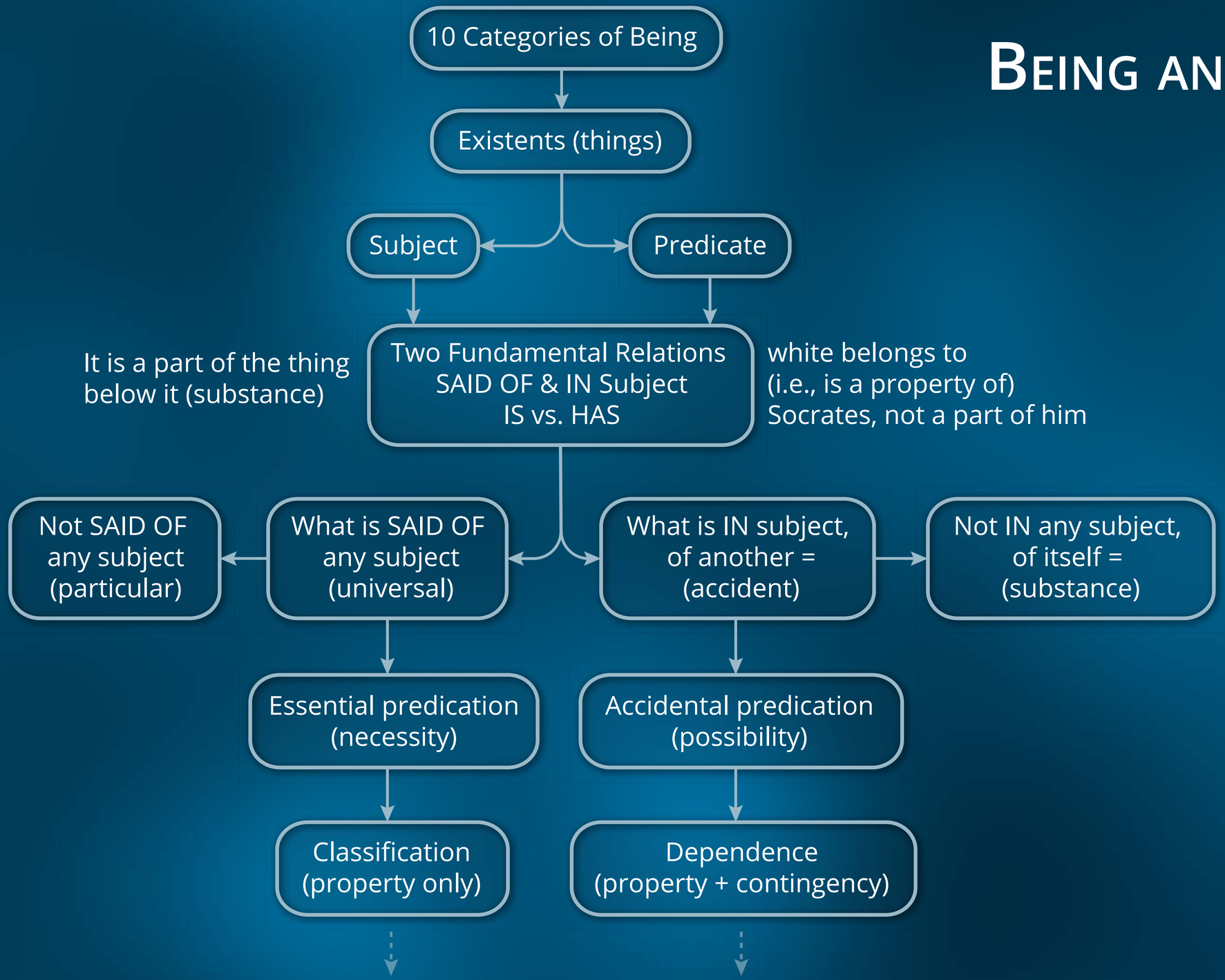
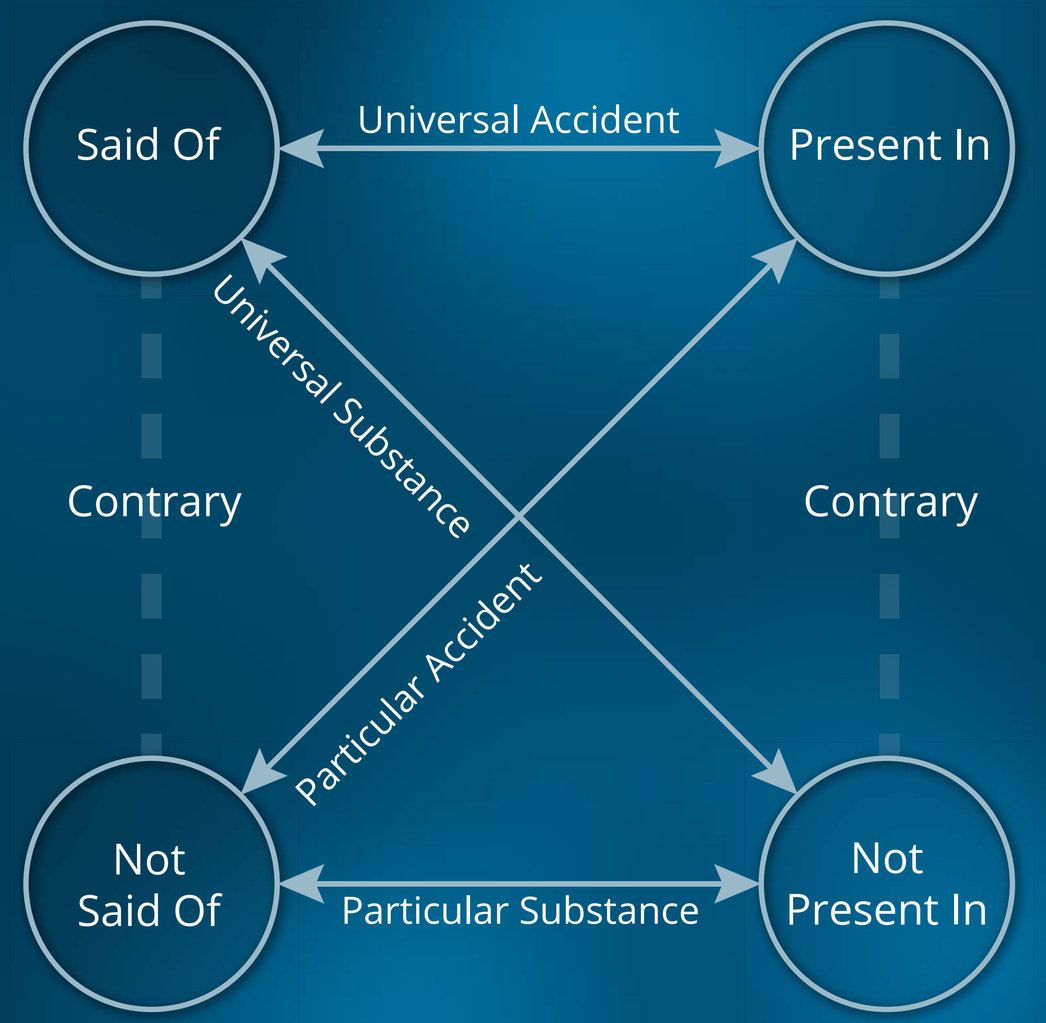
Being and Predication



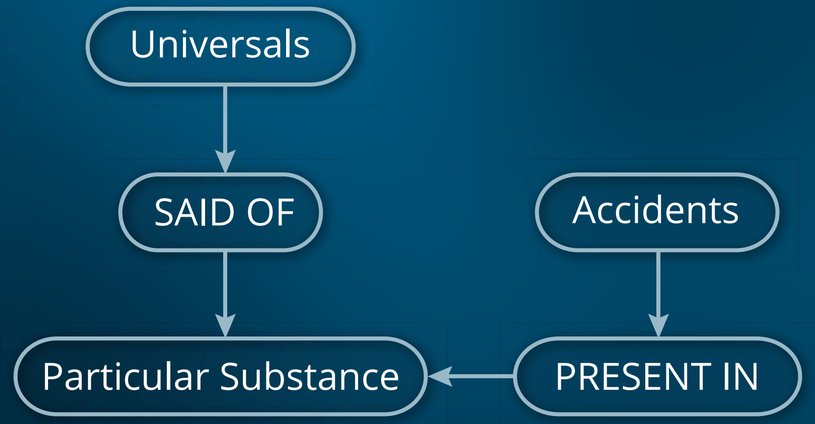
Being and Predication



Being and Predication Pt.2



4 Kinds	Present In	Not Present In
Said Of	Universal Accident *White, color*	Universal Substance *Man, animal*
Not Said Of	Particular Accident *This white*	Particular Substance *Socrates, this person, this man, this horse*



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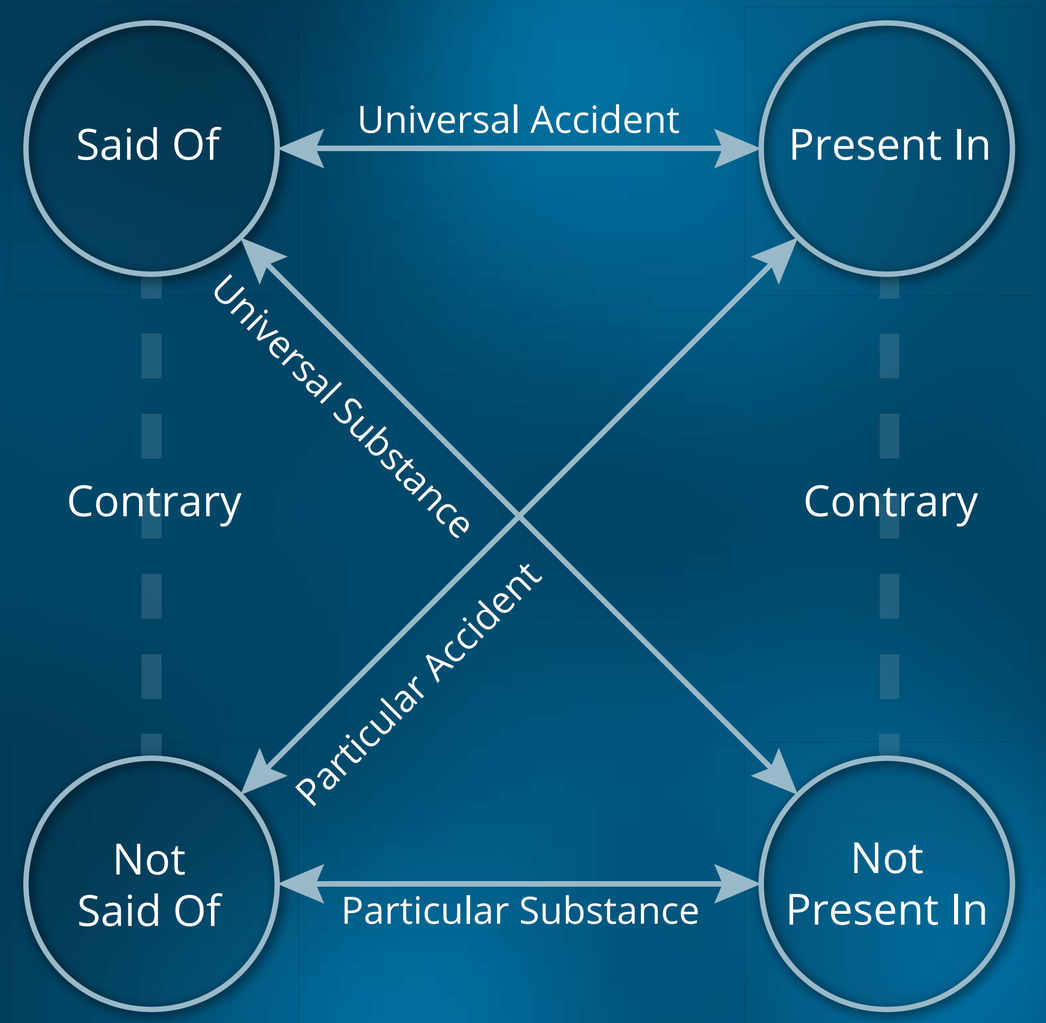

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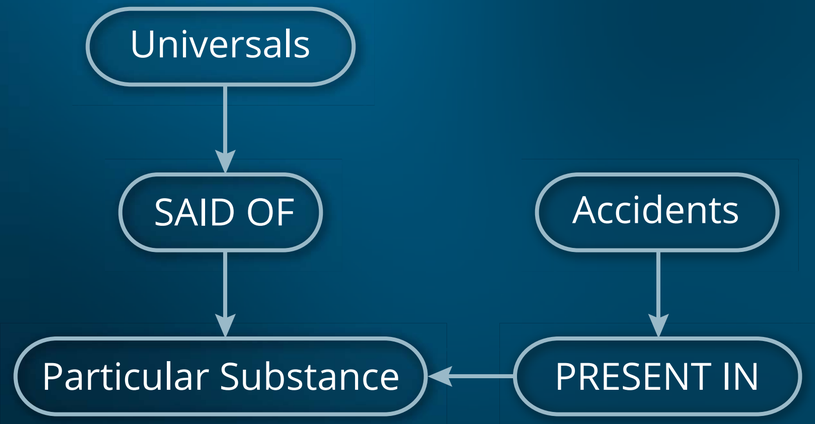
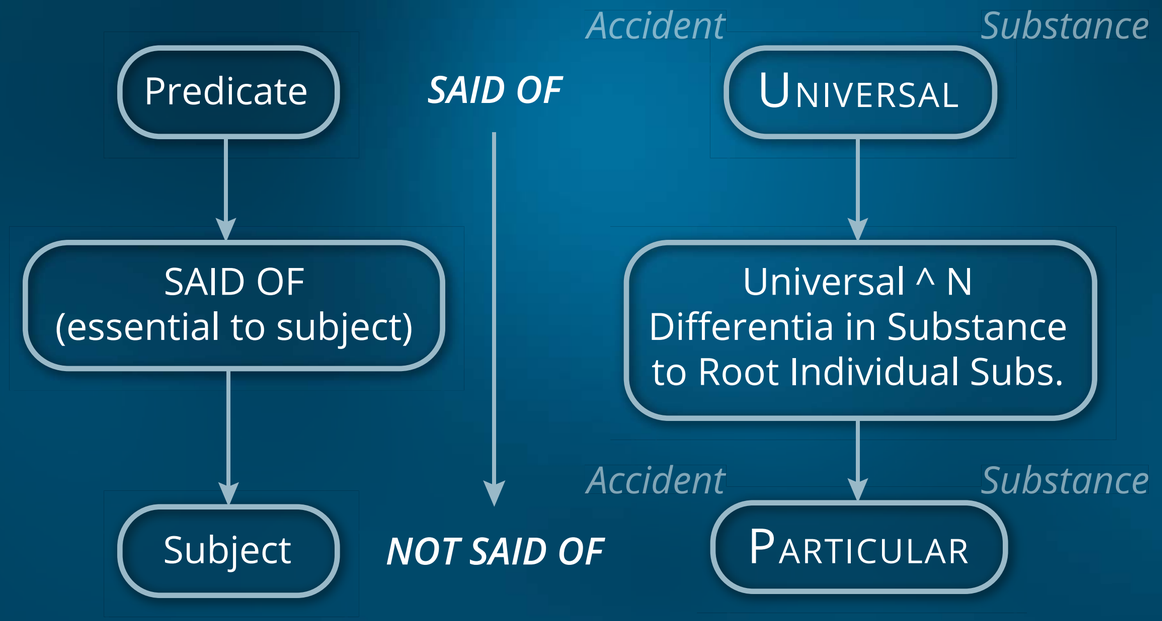


Essential Predication
(within Category)

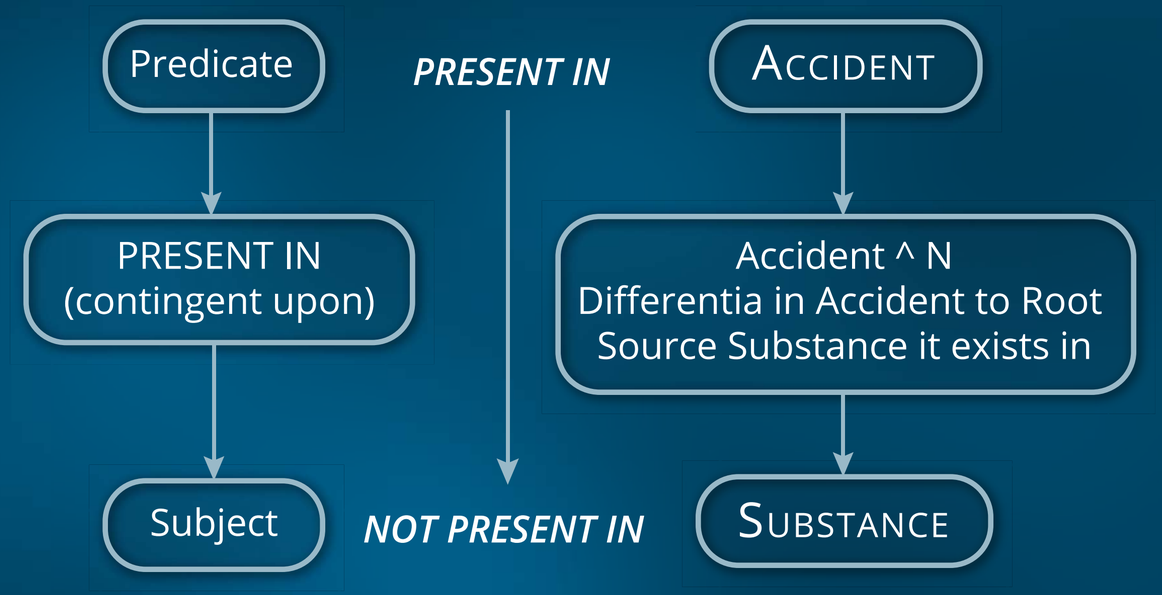


Essential Properties - Necessary

What is SAID OF any subject is essential to it.
From universal secondary substance to particular primary substance, or from a universal accident to a particular accident.

From Genera to Species, General to Specific.
Genus SAID OF Species.

Accidental Predication
(Cross-Categorization)



Accidental Properties - Contingent, Dependent

What is PRESENT IN any subject is accidental to it = non-substance

Property
Something is a property of something else. Everything has aspects (other substances and accidents) that make it what it is, different and similar to other things.

Essential Predication
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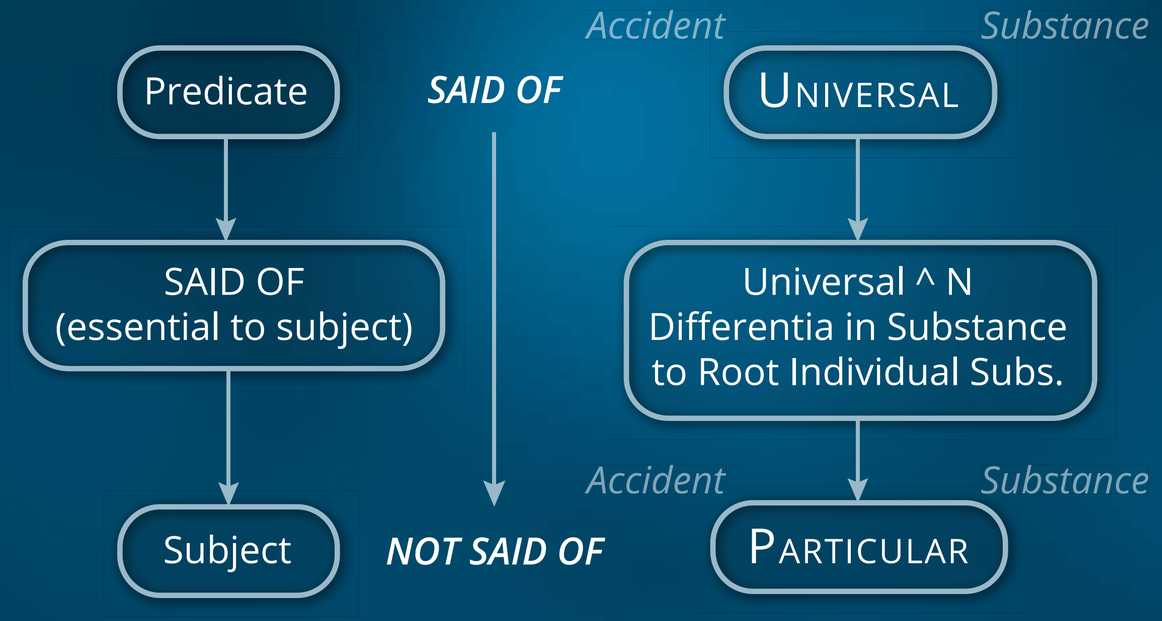

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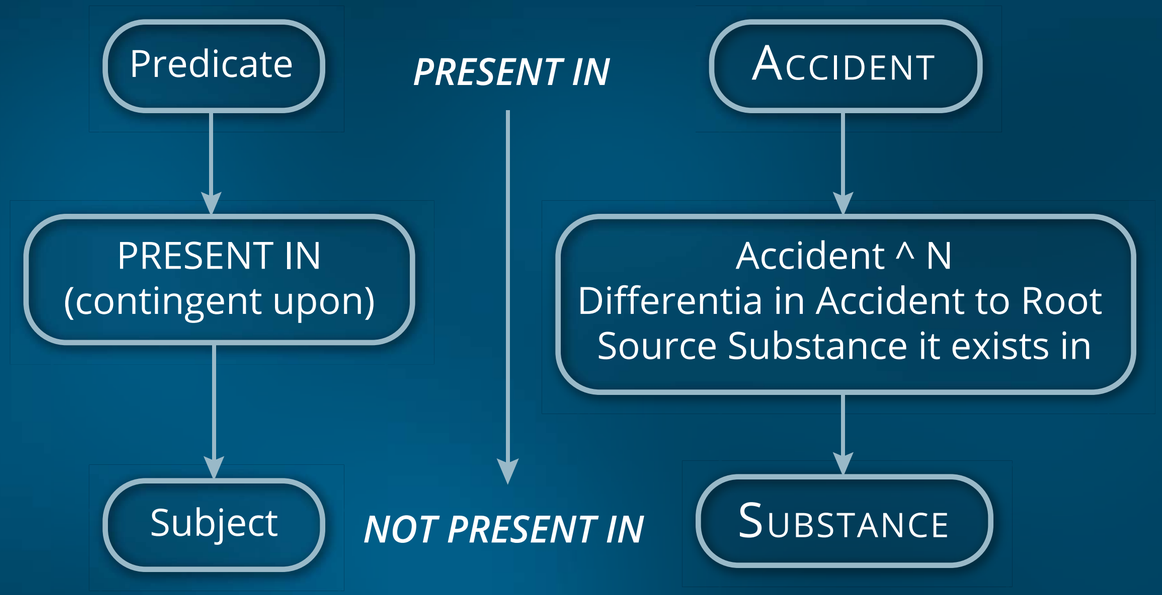

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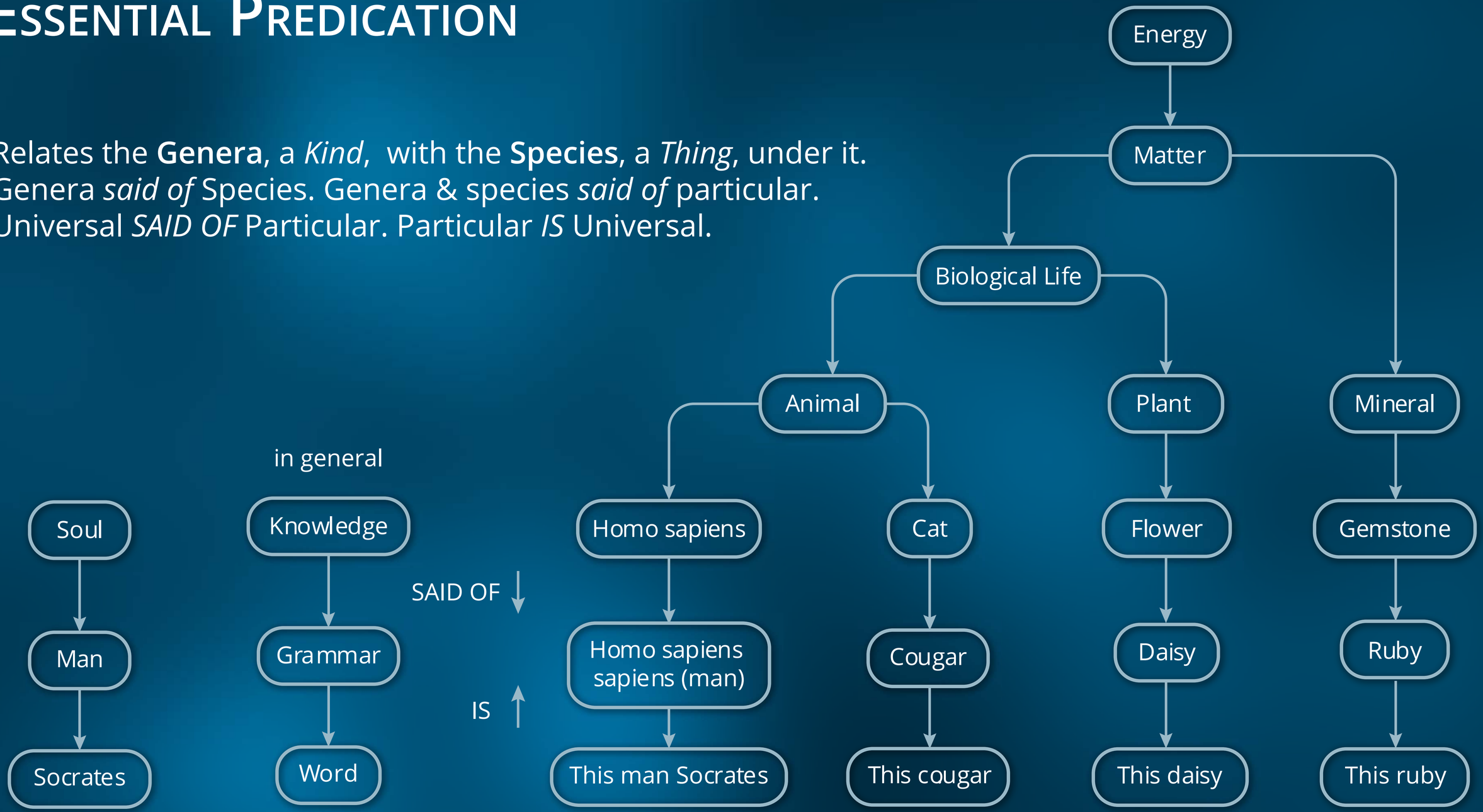
Essential Predication

Relates the **Genera**, a *Kind*, with the **Species**, a *Thing*, under it.
Genera *said of* Species. Genera & species *said of* particular.
Universal *SAID OF* Particular. Particular *IS* Universal.



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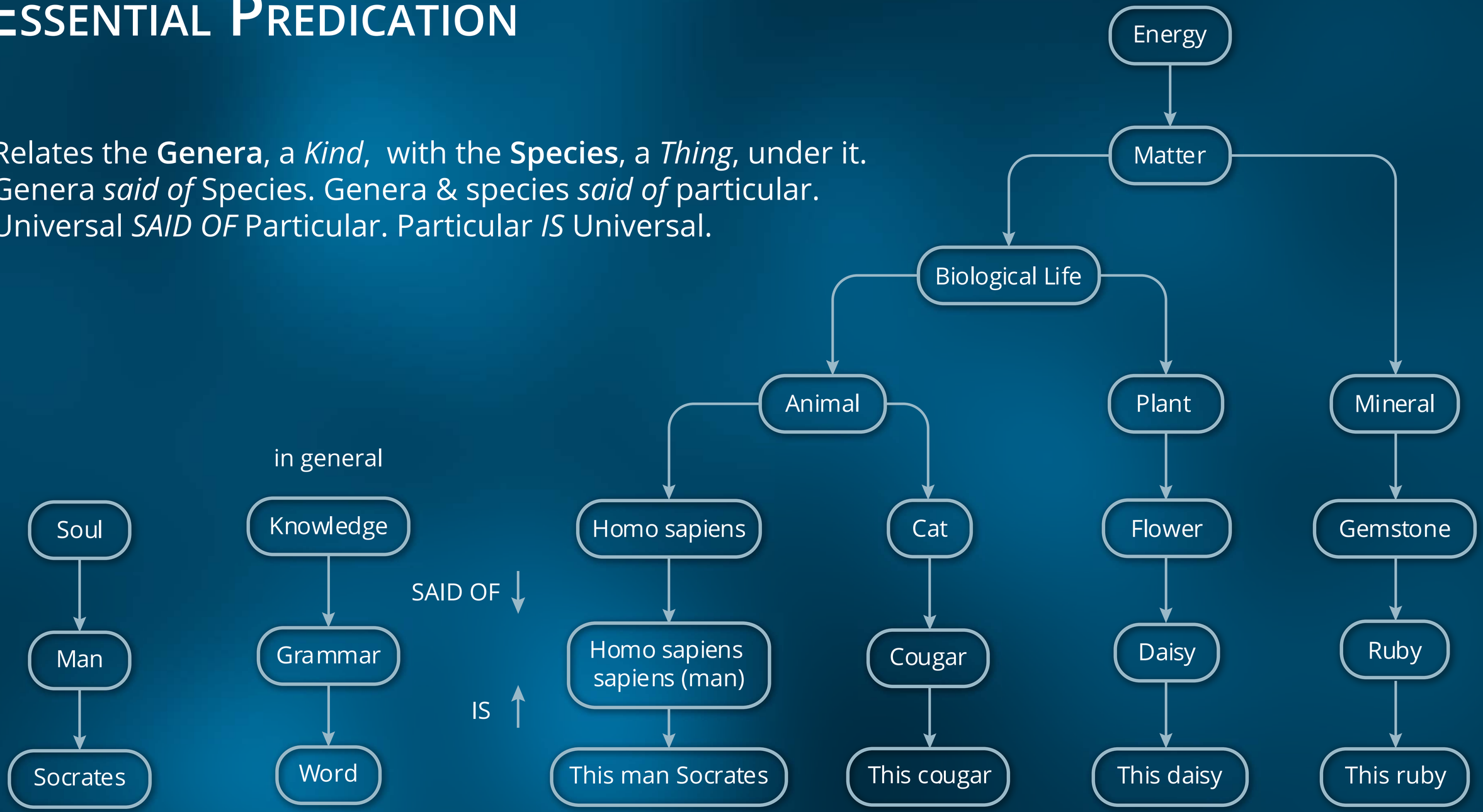
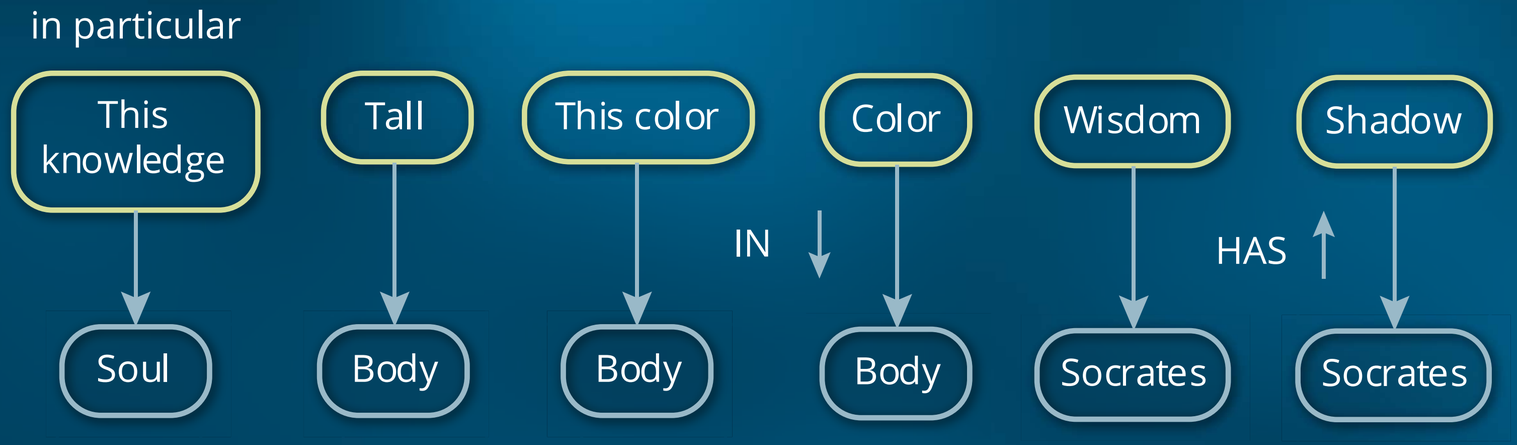


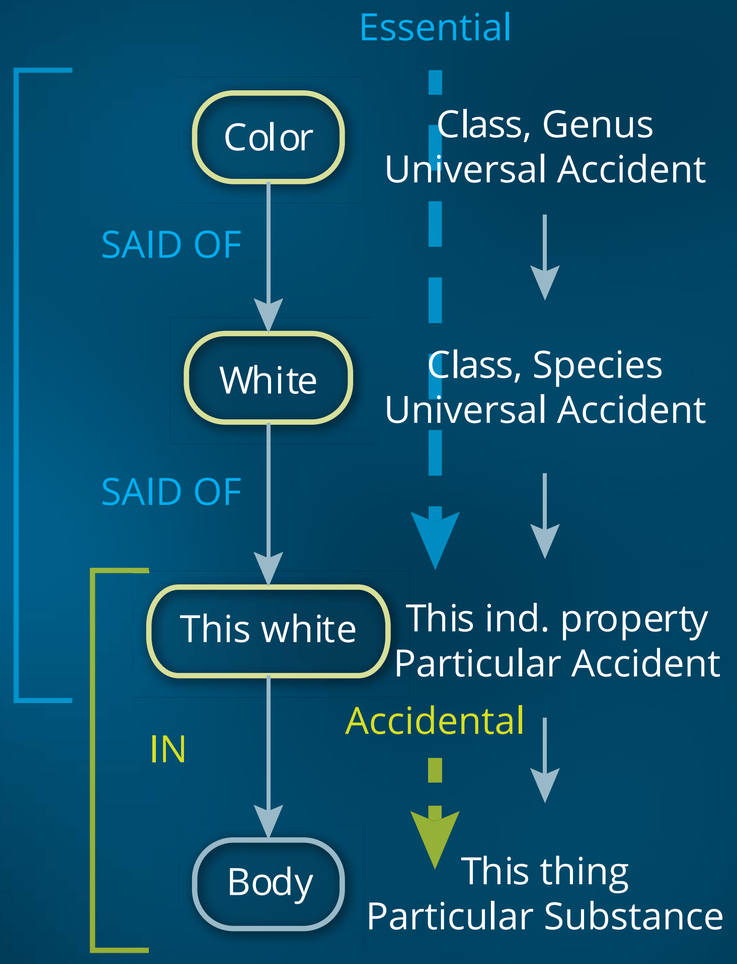
Accidental Predication

NonSubstance (Accident) that is *IN* Substance.



Dependent/contingent upon Individual Particular Primary Substances they exist in. The substance *HAS* something non-essential (accidental) in it that depends on that particular individual substance. The *accidental* something is *IN* the *substance*, but could also not be there and the substance would still remain as it *essentially* is. What is accidental is not essential. The Universal NonSubstance (Accident) is ultimately traced back to a Particular Substance, even if we start with Essential Predication when a Universal Accident is SAID OF a Particular Accident, it will always be dependent and contingent upon a primary substance for it to exist.

SAID OF and PRESENT IN
Essential and Accidental Predication



Single- and Cross-Category

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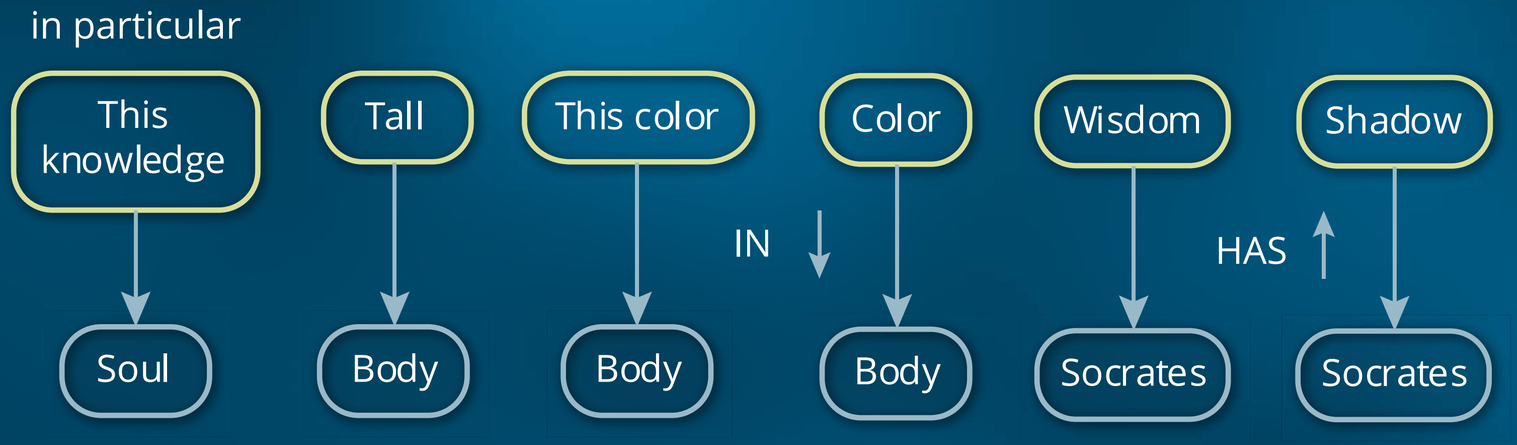

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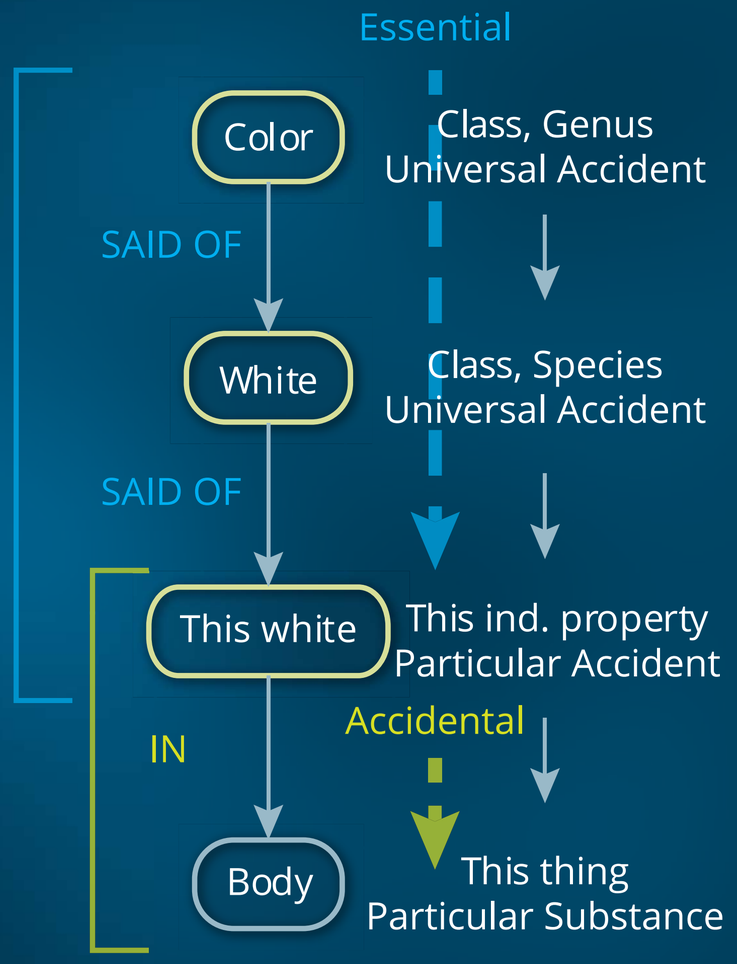


Single- and Cross-Category

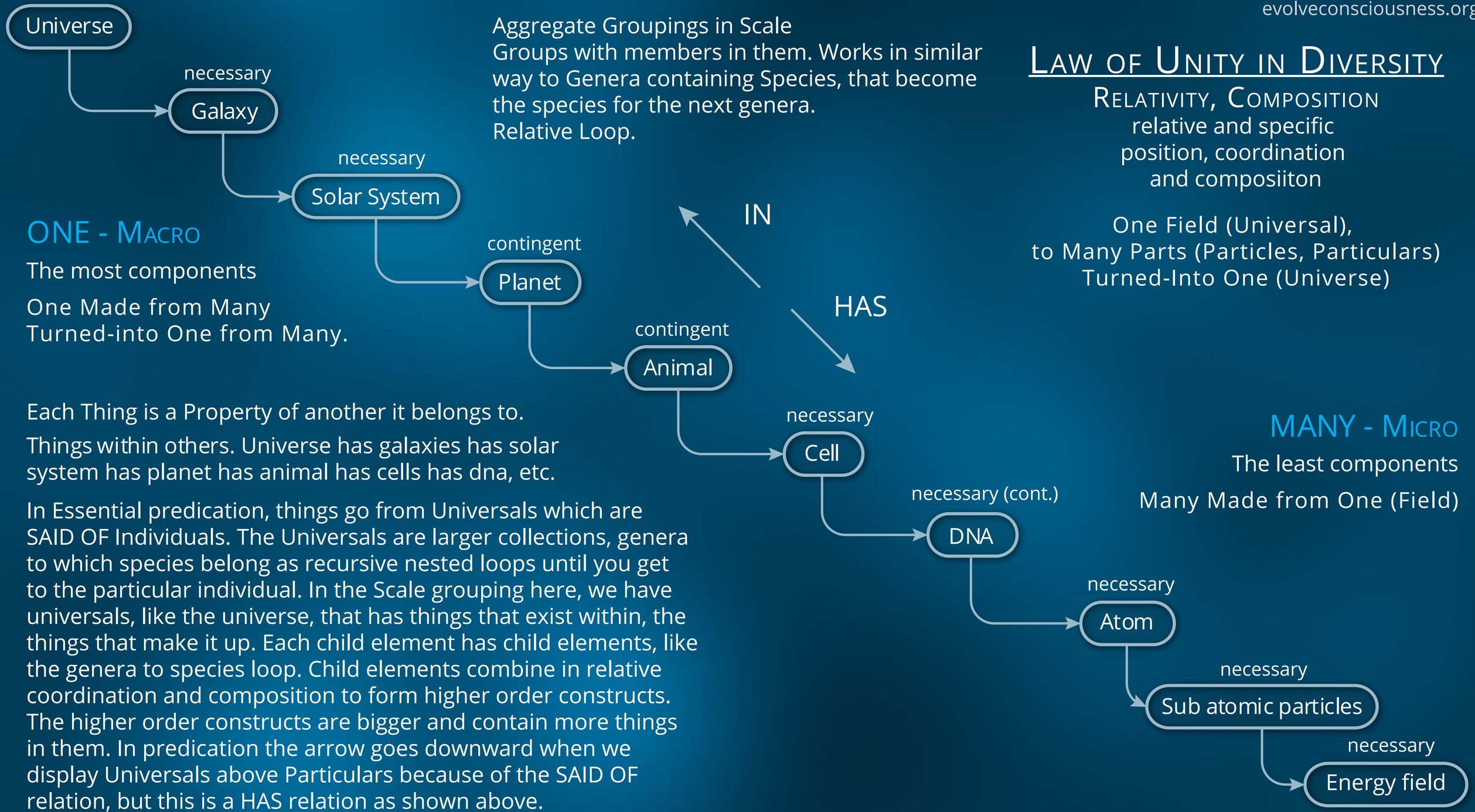
Law of Unity in Diversity

Relativity, Composition

relative and specific
position, coordination
and composiiton

One Field (Universal),
to Many Parts (Particles, Particulars)
Turned-Into One (Universe)

Aggregate Groupings in Scale
Groups with members in them. Works in similar way to Genera containing Species, that become the species for the next genera.
Relative Loop.



ONE - Macro

The most components

One Made from Many
Turned-into One from Many.

MANY - Micro

The least components

Many Made from One (Field)

Each Thing is a Property of another it belongs to.

Things within others. Universe has galaxies has solar system has planet has animal has cells has dna, etc.

In Essential predication, things go from Universals which are SAID OF Individuals. The Universals are larger collections, genera to which species belong as recursive nested loops until you get to the particular individual. In the Scale grouping here, we have universals, like the universe, that has things that exist within, the things that make it up. Each child element has child elements, like the genera to species loop. Child elements combine in relative coordination and composition to form higher order constructs. The higher order constructs are bigger and contain more things in them. In predication the arrow goes downward when we display Universals above Particulars because of the SAID OF relation, but this is a HAS relation as shown above.

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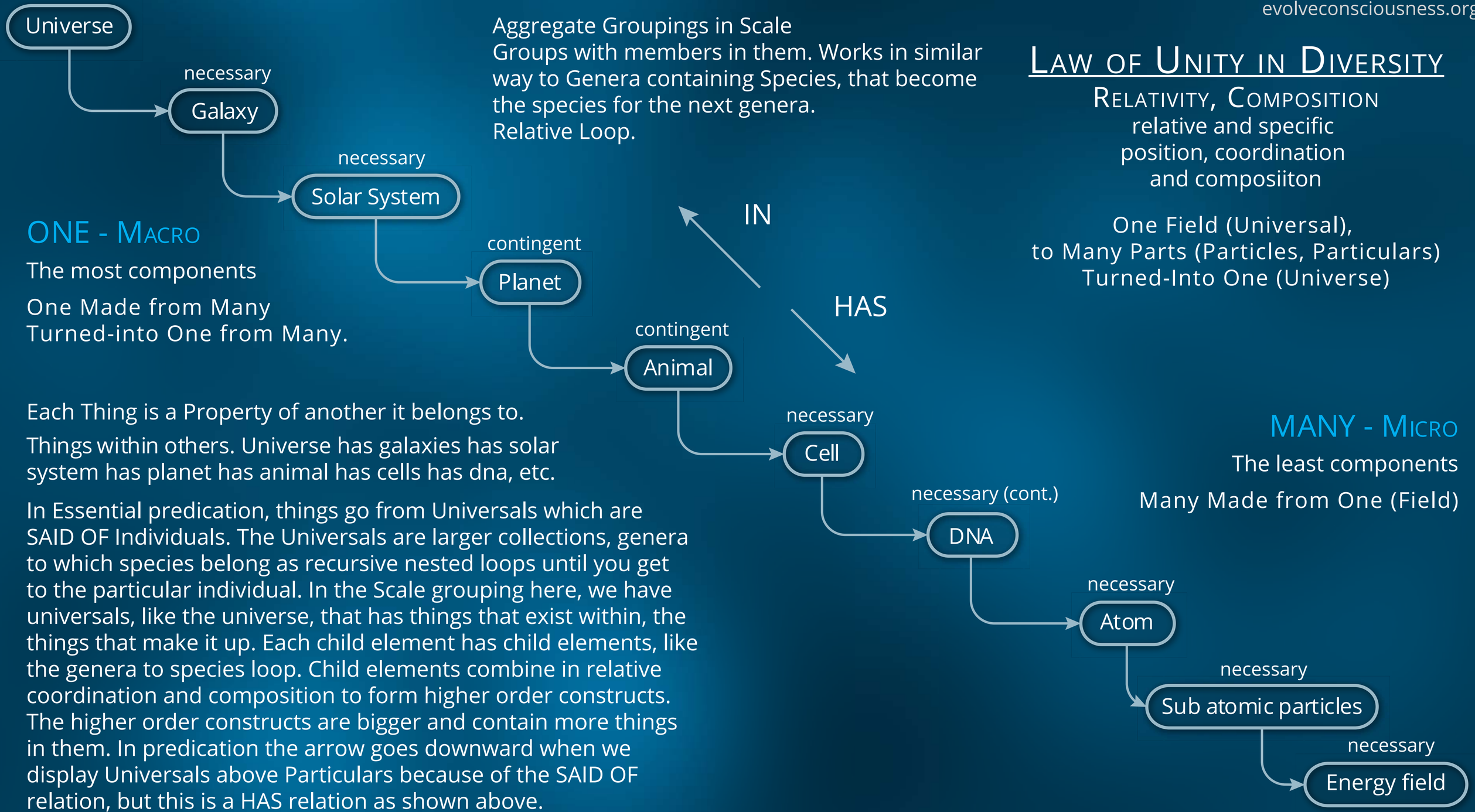

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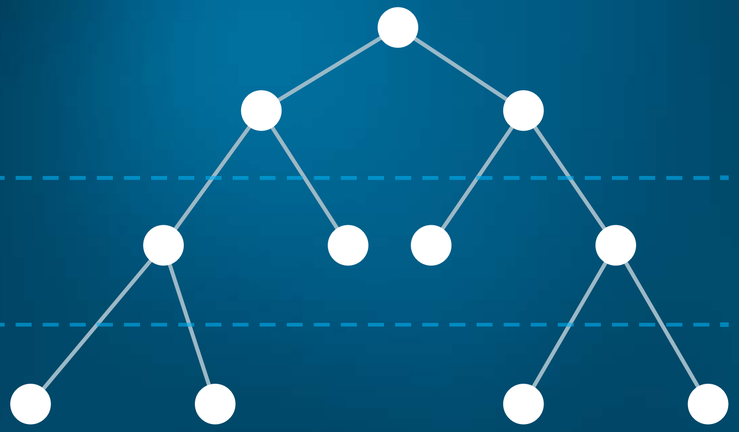
Particulars, Universals and Essence



Genera

Species → - Essence (Definition, Form, Identity)
- Individual Universal
- Universal Substantial Form
determinate universal not further divisible into lower-level universals

Individual Member

Essence = Individual Universal Substantial Form
(not Particular Universal, which cannot be)

Form (essence) [predicated] Matter

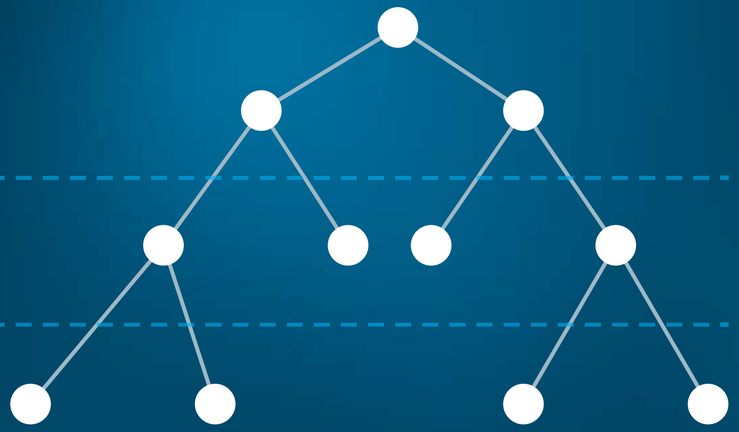
house brick, wood

Particular-Universal Reciprocal Dependence

Species (definition, form, identity)
- needs particular to exist

Particular
- needs form to be

Particulars, Universals and Essence



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Particular-Universal Reciprocal Dependence

Species (definition, form, identity)
- needs particular to exist

Particular
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Universal

Repeatable

Predicable

Genera

General

Species

Specific

Differentia

Substantial **Form**
Essence
2nd Substance of 1st Substance

Secondary Substance
Universal Substance
Universal Individual

fully determinate universal
not further divisible into
lower-level universals

a primary definable, is its
own substance, essentially
predicated of itself alone

Individual

Fully determinate
Not further differentiable

Compound Substance
(Matter + Form)

Manifestation of Species
(proximate *matter* +
substantial *form*)

Primary Substance
Particular Individual

Particular

Unrepeatable
Not predicated of anything