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5 The LANGUAGE of Logic. Five simple symbols.

**P** = any proposition, **~** = NOT, **•** = and, **v** = or, **⊃** = is, or implies <sup>1</sup>

**Three Laws of Thought, formulated by Aristotle, Metaphysics txt,**  
or read the annotated [specific bookmarks in parts IV 4, 4, & 7 pdf](#)

**These laws presuppose: "At the same time." In the same respect / regard <sup>2</sup>.**  
They are self-evident axioms, due to temporal restrictions considering with absolute & fixed specificity.  
Add *spacial* co-ordinates the Heraclitus' *Flux* and apprehend many more relational laws.

$P \supset P \quad \sim (P \bullet \sim P) \quad P \vee \sim P$

$P \supset P$   
For all a: a = a. p = p

$\sim (P \bullet \sim P)$   
Not: both P and NOT P

$P \vee \sim P$   
Everything is either P or NOT P

DO YOU RECOGNISE THIS PROPOSITION & its FORM?

**TO BE OR NOT TO BE-**

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$P \vee \sim P$   
**(To be) or (not to be)**  
that is the question:  
Whether 'tis nobler in the mind to suffer  
The slings and arrows of outrageous  
fortune  
Or to take arms against a sea of troubles,  
And by opposing end them.

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The abstract forms of the 3 laws are represented in symbols, from spoken form, continue reading to see additional laws of thought. Work in Progress.

1 As a. necessary logical consequence; Oed

2 In *early* use: † detailed consideration of a problem Oed (where *time* & †detailed consideration combine a specific term with another highly generic & varying with circumstances. In order to widen the frame of thought, other terms may be added, where ONE other term is highly relevant, namely *location* (When *spacial co-ordinates*, are considered, the 3 laws of thought increase in depth & when *flux* is added there is much greater complexity.) See LN1.