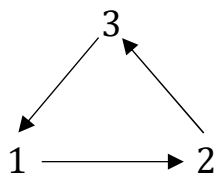


Auflösung von Dualsystemen in Dyaden

1. Nach Walther (1979, S. 79) setzen sich triadische Zeichenrelationen aus zwei Dyaden zusammen:

M $\Rightarrow$	0	0 $\Rightarrow$	I
1.1	2.1	2.1	3.1
1.2	2.1	2.2	3.1
1.2	2.2	2.2	3.2
1.3	2.1	2.3	3.1
1.3	2.2	2.3	3.2
1.3	2.3	2.3	3.3

Deswegen spielen in Walthers Lehrbuch unter den Zeichenfunktionen nur die den beiden Dyaden korrespondierende Bezeichnungs- und Bedeutungs-funktion eine Rolle (Walther 1979, S. 113 f.), und die Gebrauchsfunktion, die Bense (1975, S. 109) eingeführt hatte, wird lediglich am Rande (Walther 1979, S. 73) erwähnt. Tatsächlich sind aber bei jeder triadischen Relation, also auch bei Realitätsthematiken, stets drei Dyaden (vgl. Toth 2026) zu unterscheiden, vgl. die folgende Darstellung des semiotischen Dreiecks.

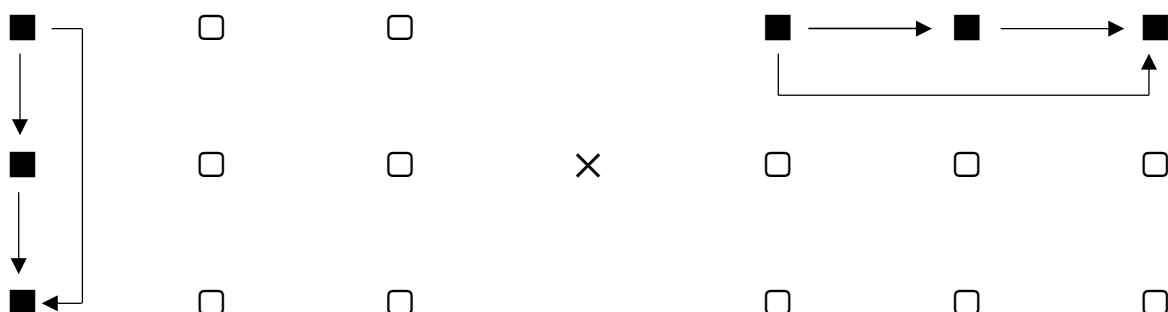


2. Im folgenden zerlegen wir alle $3^3 = 27$ Dualsysteme der vollständigen Zeichenrelation in Dyaden und zeigen die jeweils drei Teilabbildungen gesondert für Zeichenklassen und Realitätsthematiken in Strukturdiagrammen.

3.1 2.1 1.1 $\times$ 1.1 1.2 1.3 $\Rightarrow$

(1.1, 2.1), (2.1, 3.1), (1.1, 3.1)

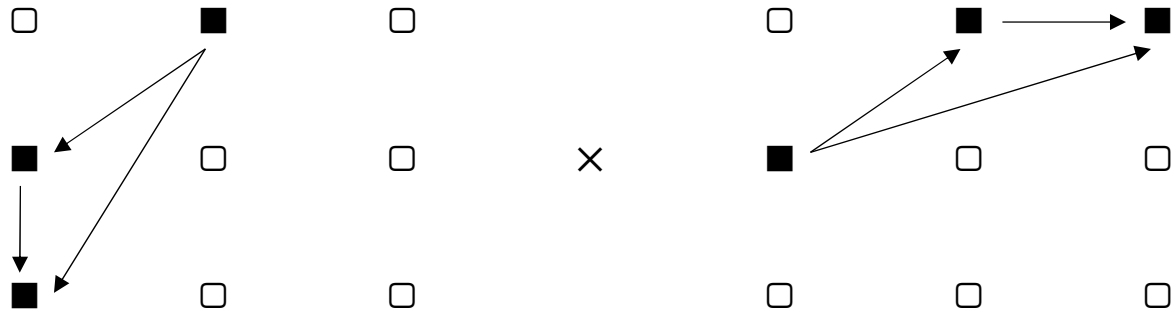
(1.1, 1.2), (1.2, 1.3), (1.1, 1.3)



3.1 2.1 1.2 $\times$ 2.1 1.2 1.3 $\Rightarrow$

(1.2, 2.1), (2.1, 3.1), (1.2, 3.1)

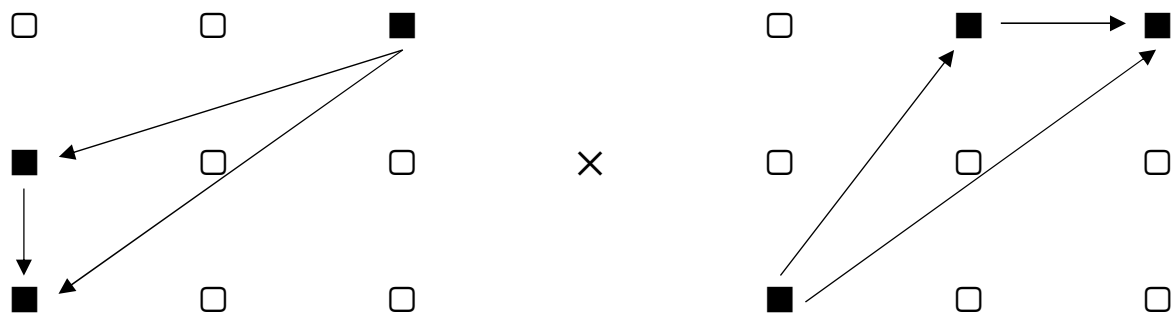
(2.1, 1.2), (1.2, 1.3), (2.1, 1.3)



3.1 2.1 1.3 $\times$ 3.1 1.2 1.3 $\Rightarrow$

(1.3, 2.1), (2.1, 3.1), (1.3, 3.1)

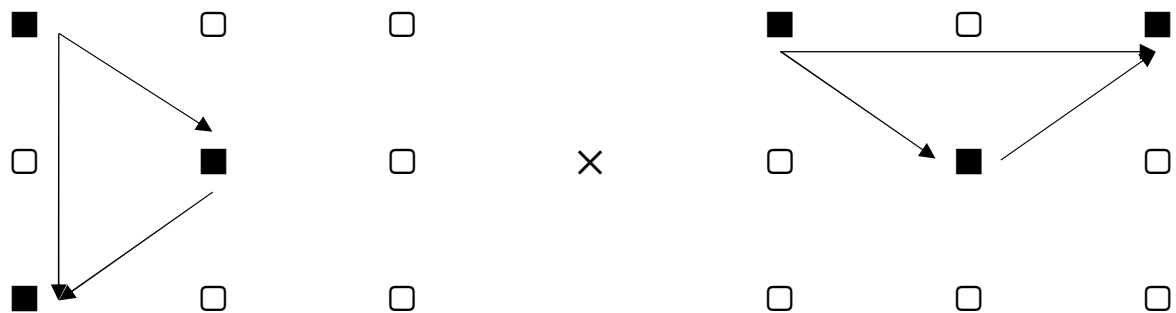
(3.1, 1.2), (1.2, 1.3), (3.1, 1.3)



3.1 2.2 1.1 $\times$ 1.1 2.2 1.3 $\Rightarrow$

(1.1, 2.2), (2.2, 3.1), (1.1, 3.1)

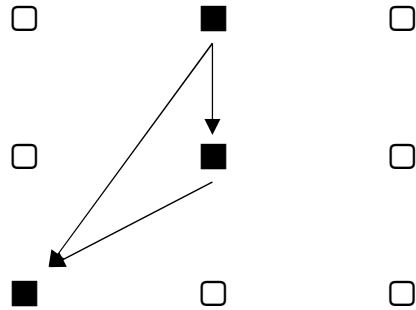
(1.1, 2.2), (2.2, 1.3), (1.1, 1.3)



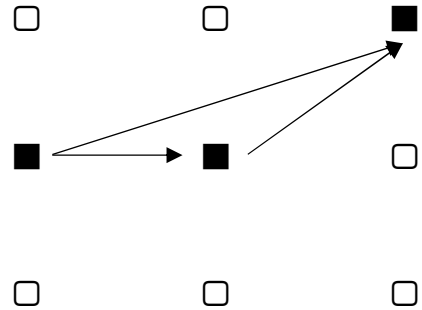
3.1 2.2 1.2 $\times$ 2.1 2.2 1.3 $\Rightarrow$

(1.2, 2.2), (2.2, 3.1), (1.2, 3.1)

(2.1, 2.2), (2.2, 1.3), (2.1, 1.3)



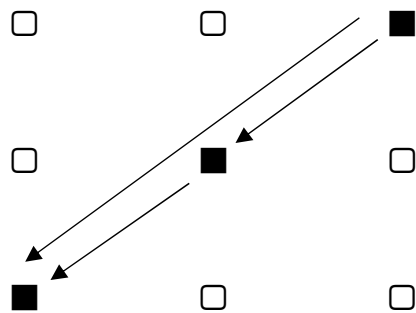
$\times$



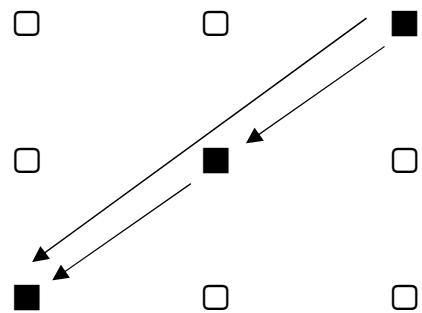
3.1 2.2 1.3 $\times$ 3.1 2.2 1.3 $\Rightarrow$

(1.3, 2.2), (2.2, 3.1), (1.3, 3.1)

(3.1, 2.2), (2.2, 1.3), (3.1, 1.3)



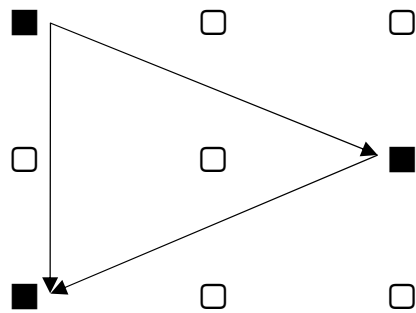
$\times$



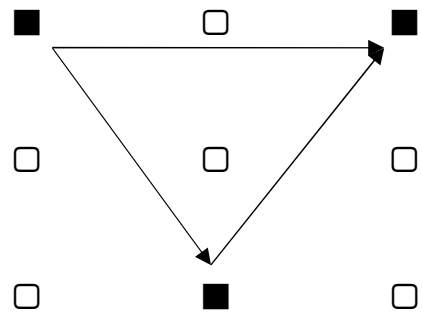
3.1 2.3 1.1 $\times$ 1.1 3.2 1.3 $\Rightarrow$

(1.1, 2.3), (2.3, 3.1), (1.1, 3.1)

(1.1, 3.2), (3.2, 1.3), (1.1, 1.3)



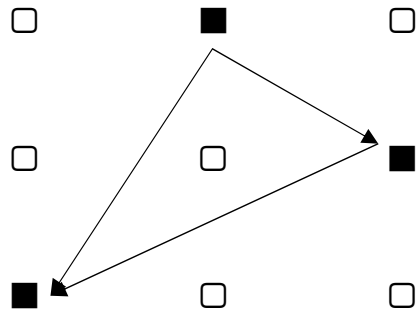
$\times$



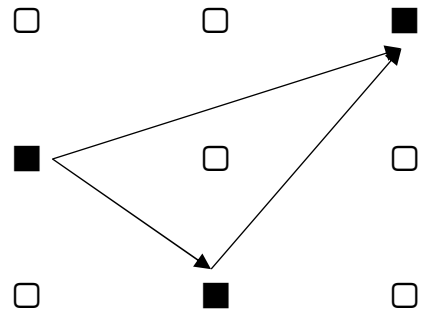
3.1 2.3 1.2 $\times$ 2.1 3.2 1.3 $\Rightarrow$

(1.2, 2.3), (2.3, 3.1), (1.2, 3.1)

(2.1, 3.2), (3.2, 1.3), (2.1, 1.3)



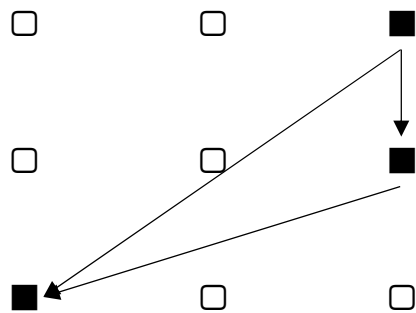
$\times$



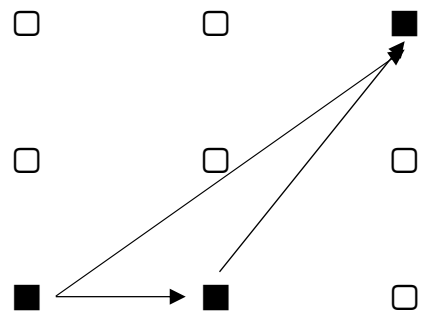
3.1 2.3 1.3 $\times$ 3.1 3.2 1.3 $\Rightarrow$

(1.3, 2.3), (2.3, 3.1), (1.3, 3.1)

(3.1, 3.2), (3.2, 1.3), (3.1, 1.3)



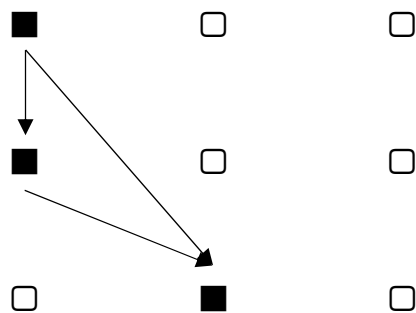
$\times$



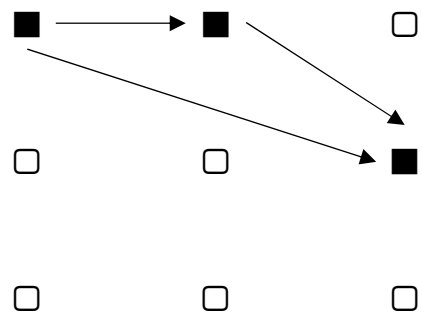
3.2 2.1 1.1 $\times$ 1.1 1.2 2.3 $\Rightarrow$

(1.1, 2.1), (2.1, 3.2), (1.1, 3.2)

(1.1, 1.2), (1.2, 2.3), (1.1, 2.3)



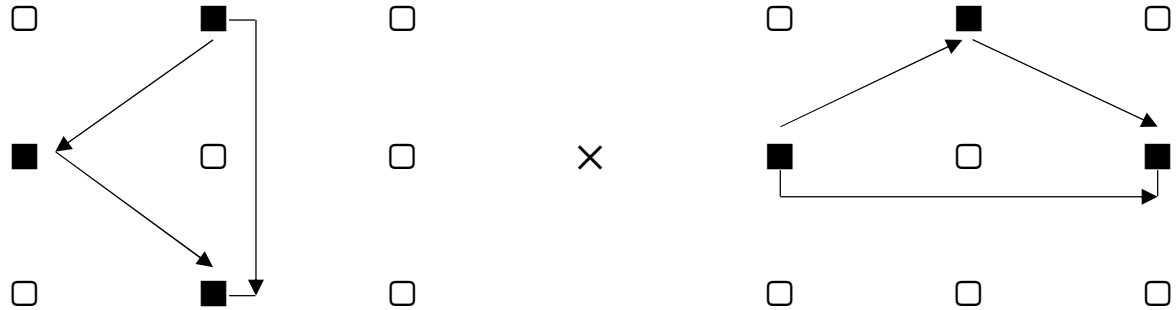
$\times$



3.2 2.1 1.2 × 2.1 1.2 2.3 ⇒

(1.2, 2.1), (2.1, 3.2), (1.2, 3.2)

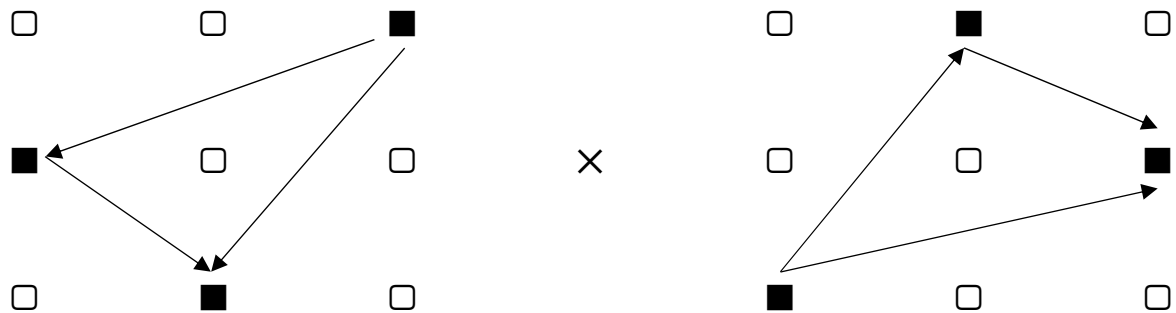
(2.1, 1.2), (1.2, 2.3), (2.1, 2.3)



3.2 2.1 1.3 × 3.1 1.2 2.3 ⇒

(1.3, 2.1), (2.1, 3.2), (1.3, 3.2)

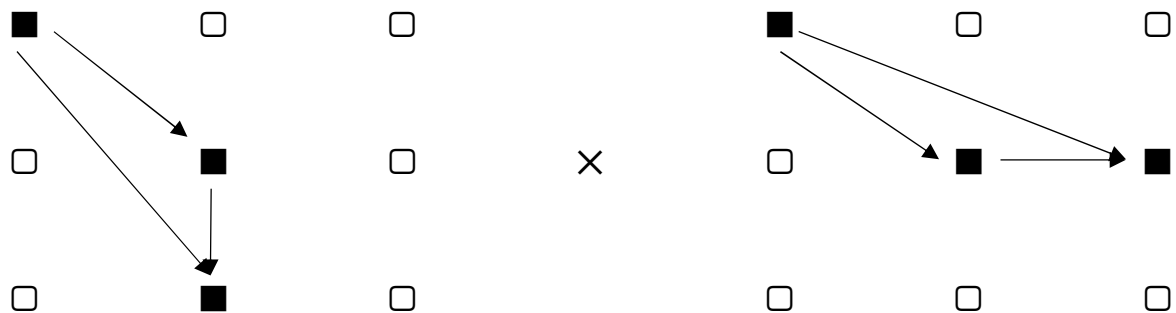
(3.1, 1.2), (1.2, 2.3), (3.1, 2.3)



3.2 2.2 1.1 × 1.1 2.2 2.3 ⇒

(1.1, 2.2), (2.2, 3.2), (1.1, 3.2)

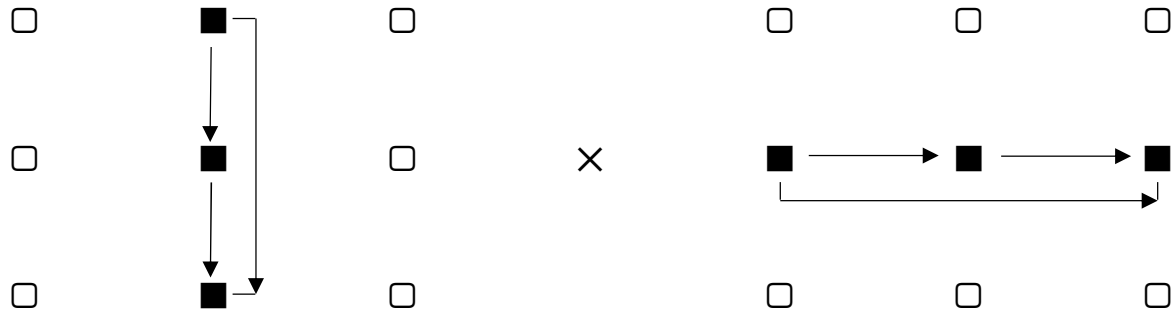
(1.1, 2.2), (2.2, 2.3), (1.1, 2.3)



3.2 2.2 1.2 × 2.1 2.2 2.3 ⇒

(1.2, 2.2), (2.2, 3.2), (1.2, 3.2)

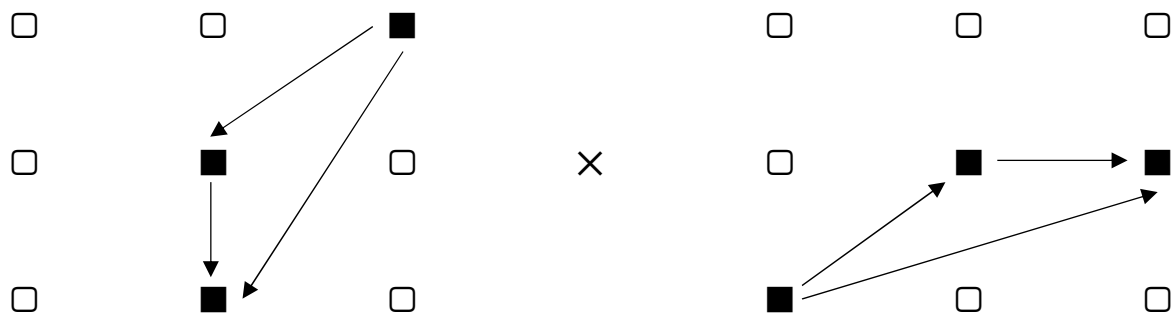
(2.1, 2.2), (2.2, 2.3), (2.1, 2.3)



3.2 2.2 1.3 × 3.1 2.2 2.3 ⇒

(1.3, 2.2), (2.2, 3.2), (1.3, 3.2)

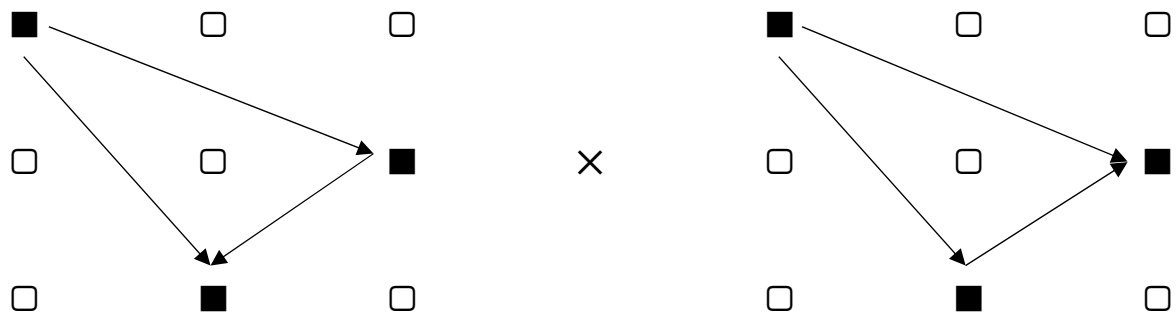
(3.1, 2.2), (2.2, 2.3), (3.1, 2.3)



3.2 2.3 1.1 × 1.1 3.2 2.3 ⇒

(1.1, 2.3), (2.3, 3.2), (1.1, 3.2)

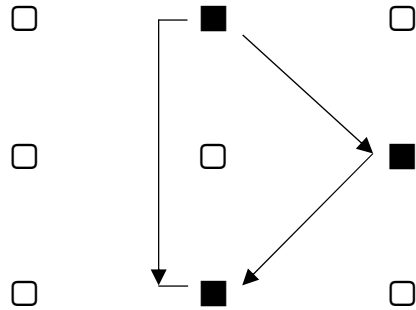
(1.1, 3.2), (3.2, 2.3), (1.1, 2.3)



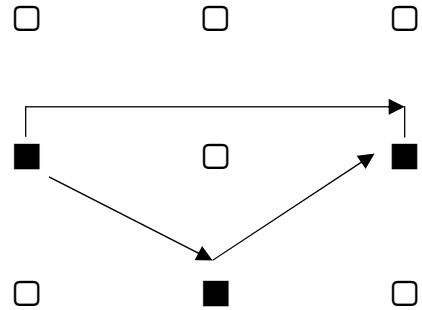
3.2 2.3 1.2 × 2.1 3.2 2.3 ⇒

(1.2, 2.3), (2.3, 3.2), (1.2, 3.2)

(2.1, 3.2), (3.2, 2.3), (2.1, 2.3)



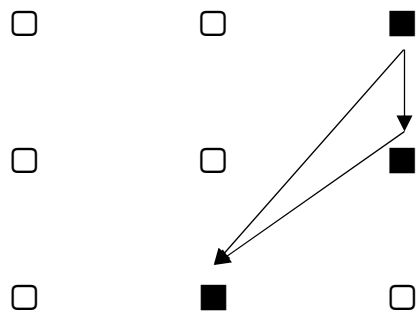
×



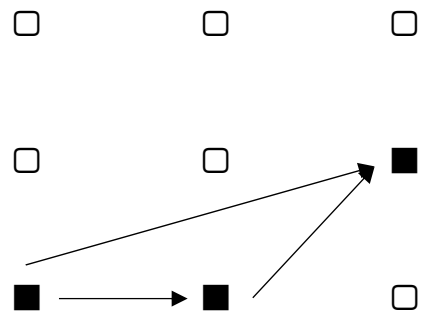
3.2 2.3 1.3 × 3.1 3.2 2.3 ⇒

(1.3, 2.3), (2.3, 3.2), (1.3, 3.2)

(3.1, 3.2), (3.2, 2.3), (3.1, 2.3)



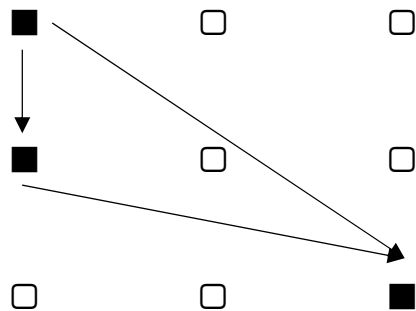
×



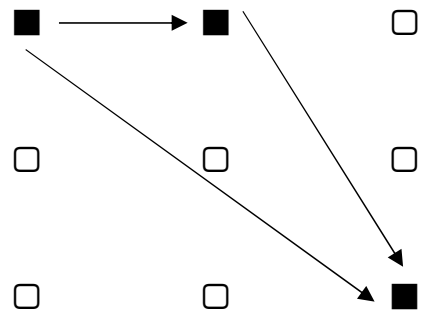
3.3 2.1 1.1 × 1.1 1.2 3.3 ⇒

(1.1, 2.1), (2.1, 3.3), (1.1, 3.3)

(1.1, 1.2), (1.2, 3.3), (1.1, 3.3)



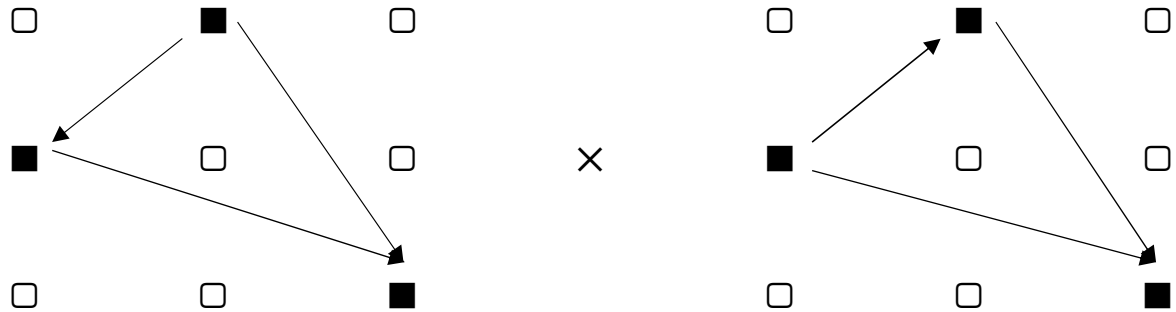
×



3.3 2.1 1.2 $\times$ 2.1 1.2 3.3 $\Rightarrow$

(1.2, 2.1), (2.1, 3.3), (1.2, 3.3)

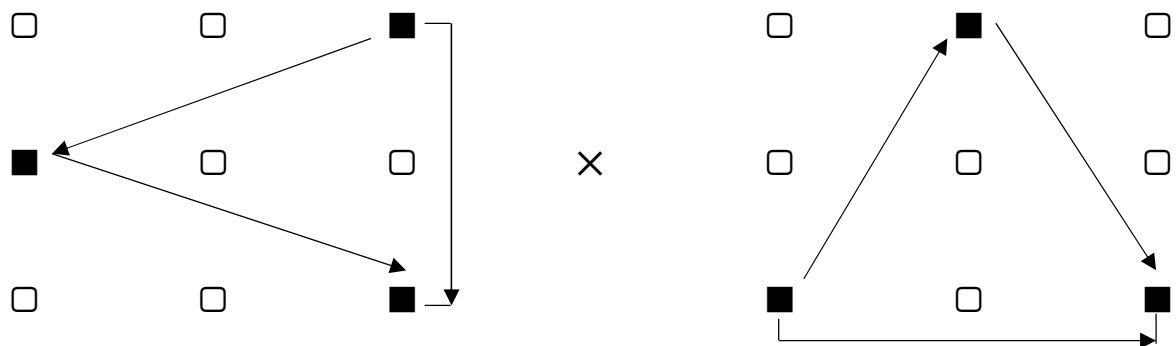
(2.1, 1.2), (1.2, 3.3), (2.1, 3.3)



3.3 2.1 1.3 $\times$ 3.1 1.2 3.3 $\Rightarrow$

(1.3, 2.1), (2.1, 3.3), (1.3, 3.3)

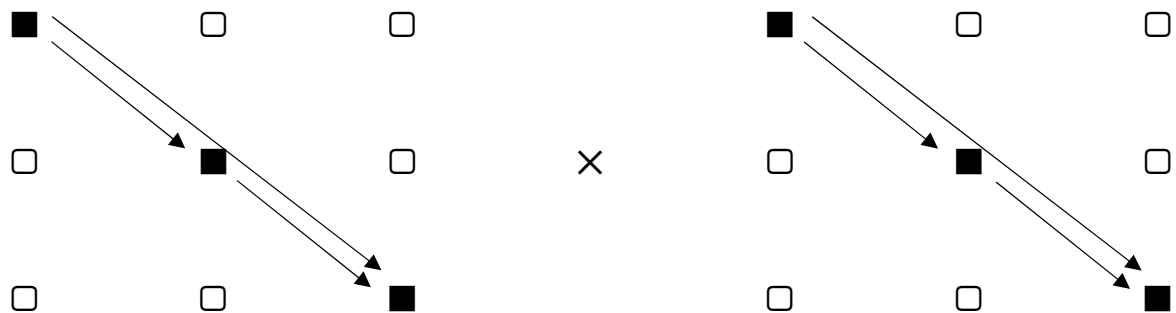
(3.1, 1.2), (1.2, 3.3), (3.1, 3.3)



3.3 2.2 1.1 $\times$ 1.1 2.2 3.3 $\Rightarrow$

(1.1, 2.2), (2.2, 3.3), (1.1, 3.3)

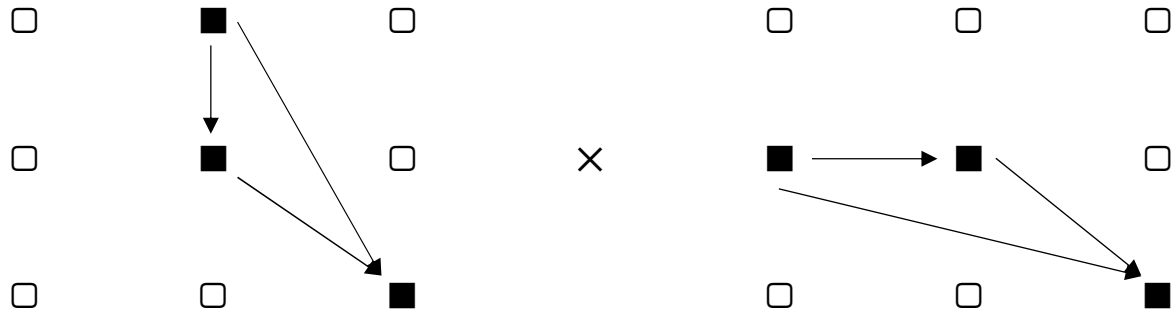
(1.1, 2.2), (2.2, 3.3), (1.1, 3.3)



3.3 2.2 1.2 × 2.1 2.2 3.3 ⇒

(1.2, 2.2), (2.2, 3.3), (1.2, 3.3)

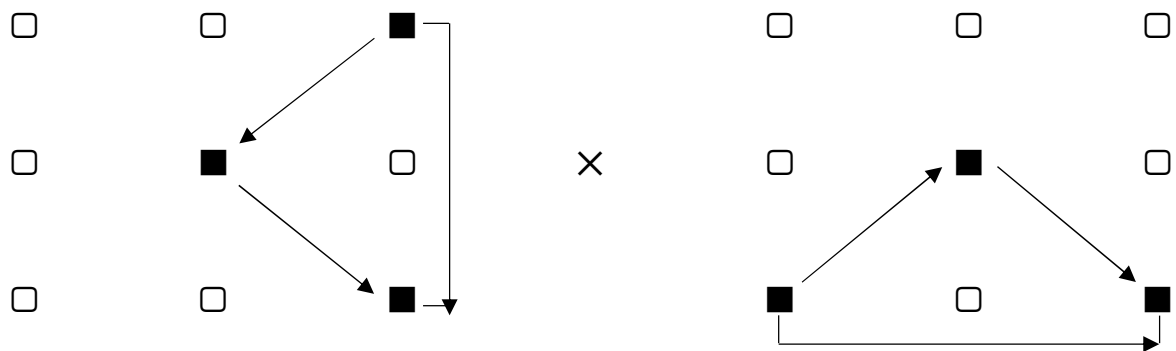
(2.1, 2.2), (2.2, 3.3), (2.1, 3.3)



3.3 2.2 1.3 × 3.1 2.2 3.3 ⇒

(1.3, 2.2), (2.2, 3.3), (1.3, 3.3)

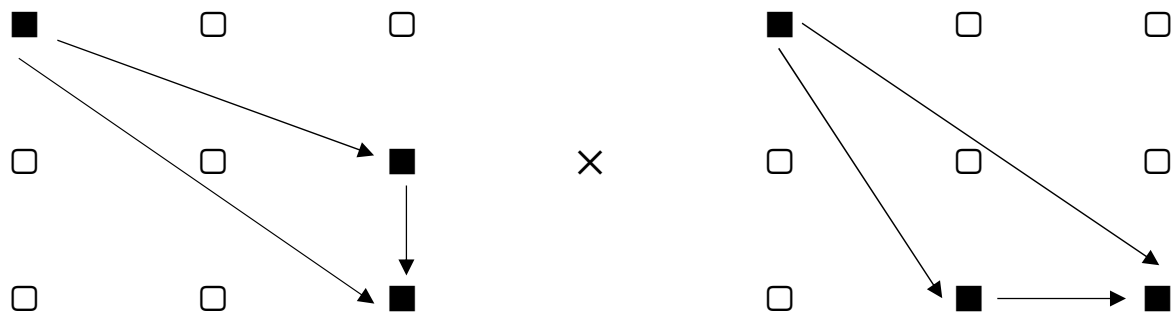
(3.1, 2.2), (2.2, 3.3), (3.1, 3.3)



3.3 2.3 1.1 × 1.1 3.2 3.3 ⇒

(1.1, 2.3), (2.3, 3.3), (1.1, 3.3)

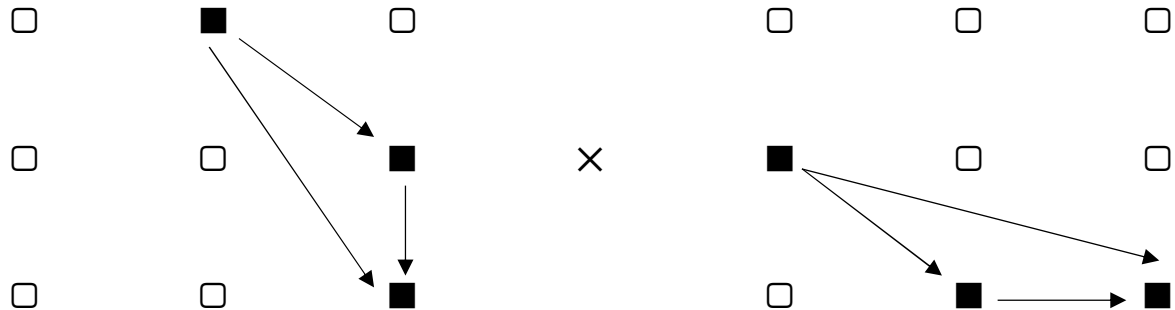
(1.1, 3.2), (3.2, 3.3), (1.1, 3.3)



3.3 2.3 1.2 × 2.1 3.2 3.3 ⇒

(1.2, 2.3), (2.3, 3.3), (1.2, 3.3)

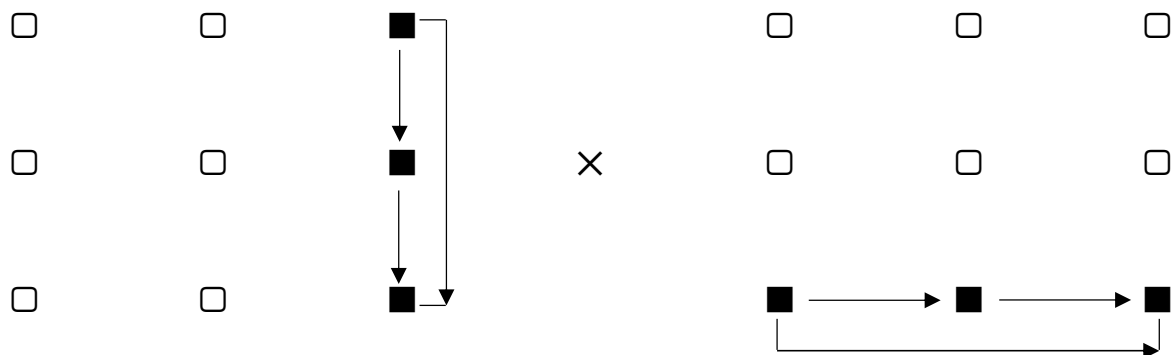
(2.1, 3.2), (3.2, 3.3), (2.1, 3.3)



3.3 2.3 1.3 × 3.1 3.2 3.3 ⇒

(1.3, 2.3), (2.3, 3.3), (1.3, 3.3)

(3.1, 3.2), (3.2, 3.3), (3.1, 3.3)



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