

- 13 Design symbols for the 10 two-operand binary operators that are not presented in Section 1.0, and find laws about these operators.

After trying the question, scroll down to the solution.

§ Keeping the 6 two-operand binary operators that are presented in Section 1.0 as they are, I add new ones to match them. (If I were to design all 16 symbols, I would choose those of [Unified Algebra](#).)

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T ⊥	T	T	T	T	⊥	⊥	⊥	⊥	T	T	T	T	⊥	⊥	⊥	⊥
⊥ T	T	T	⊥	⊥	T	T	⊥	⊥	T	T	⊥	⊥	T	T	⊥	⊥
⊥ ⊥	T	⊥	T	⊥	T	⊥	T	⊥	T	⊥	T	⊥	T	⊥	T	⊥

For laws, there are so many that I hardly know where to start.

- $x \uparrow y$
- $\neg(x \downarrow y)$
- $T \ll x$
- $x \gg T$
- $\neg(\perp \ll x)$
- $\neg(x \gg \perp)$
- $(x \gg y) = (y \ll x)$
- $(x \ll y) = x$
- $(x \gg y) = y$

and so on.