

Śrīgupta's Two Truths and the Codex of Emptiness

May 19, 2026

Ideamorphic Reading – Daily reading notes filtered through the ideamorphic framework

Daily Synthesis

Śrīgupta's two-truths framework reveals how formal philosophical systems function as diffractive codices: not vehicles for transmitting doctrine, but structural games that force the receiver to generate meaning in the gap between incompatible frames. The ultimate truth cannot be expressed; it can only be activated through the receiver's engagement with the codex's productive resistance.

1 selected

Stanford Encyclopedia of Philosophy

0.82

Śrīgupta (New Entry)

Śrīgupta's theory of two truths – conventional truth (*samvṛti-satya*) and ultimate truth (*paramārtha-satya*) – operates as a CODEX: a formal system of constraints that determines how meaning can be emitted and received. The two-truths framework is not a doctrine to be recognized; it is a structural protocol that forces the receiver (the student, the practitioner) to hold two incompatible frames simultaneously. This is not contradiction resolved – it is productive tension maintained. The ultimate truth cannot be expressed in conventional language; the gap between the two truths is where understanding must be generated by the receiver's own overture. Śrīgupta's epistemology is an engineering of diffraction: the intentional invariant (the structure of emptiness) cannot be transmitted directly; it can only be activated through the

receiver's encounter with the codex's resistance. The two truths are not information to be absorbed but a game structure that demands the player (the practitioner) become the site of creation.

<https://plato.stanford.edu/entries/srigupta/>

codex diffraction ouverture

cross-modal

Licensed under Creative Commons Attribution 4.0 International (CC BY 4.0)

Generated by Foundation V3 / T50 RSS Aggregator