

System Type: *atis* Conflict

(*System type* is part of the metatheory and describes configurations and properties that characterize a particular system.)

Conflict, \mathfrak{S}_{CF} , =_{df} two or more systems with the same toput components.

$$\mathfrak{S}_{CF} =_{df} \mathfrak{F}(\mathfrak{S}) \mid \mathfrak{S}_{i=1\dots n} \in \mathfrak{F}(\mathfrak{S}) \wedge i > 1 \wedge \exists^1 T_p \forall \mathfrak{S}_i (T_p \subset \mathfrak{S}_i)$$

Conflict, or **system conflict**, is a family of systems; such that, there is unique toput that is the same for all systems.

Examples: It would seem as though most if not all social systems are involved in conflict with other systems. All systems are striving for their share of limited resources. Individual schools, in particular, are “allotted” resources that are divided among the other schools within a system. Each school attempts to present its “needs” in a manner that it will receive more of the available resources.