System Type: *atis*DeterministicSystem

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

Deterministic system, $_{DT}\mathfrak{S}$**,** $=_{df}$ a system behavior that is predictable from a preceding system behavior.

$$_{DT}\mathfrak{S}, =_{df} \mathcal{B}(\mathfrak{S}) \mid \mathcal{B}(\mathfrak{S})_{t(1)} \Vdash \mathcal{B}(\mathfrak{S})_{t(2)}$$

Deterministic system is a system such that the system behavior at time t_1 yields the system behavior at time t_2. The behavior of a deterministic system is predictable given known relevant conditions.

Examples: Strategic paralysis produces a deterministic system; that is, it is determined that by inflicting certain conditions on a system the system will behave in a non-threatening way. Product production lines are designed to be deterministic systems; that is, a company wants to make sure that every product that is produced meets the same predictable standards. A school system may strive to develop certain aspects of its subsystems as deterministic; for example, if a specific teaching method results in consistent desired outcomes, then other classes will be designed to meet the same production standards.