Dynamic System Property: _atis Goalness_

(Dynamic system properties are those properties that are part of the theory and describe patterns in time as change occurs within a system or between a system and its negasystem.)

Goalness, \( G(\mathcal{S}) \), = _df_ a system end state determined _a priori_.

\[
G(\mathcal{S}) = _df\ S \mid \sigma(L_1) \vdash S_{t1}, S_{t2}, S_{t3}, \ldots, S_{tn} = S
\]

Goalness is an end state such that; a system state-transition function defined on the leadership subsystem at time \( t_1 \) yields a sequence of system states from time \( t_1 \) to \( t_n \), and the state at time \( t_n \) is the end state.

The operation: \( \sigma(L_1) \vdash S_{t1}, S_{t2}, S_{t3}, \ldots, S_{tn} \), is defined by an APT&C value of the state at each time as derived from \( L_1 \mathcal{V}_{t1} \). That is, each state is the result of a system state-transition determined by the leadership subsystem.