State Type: \textit{atisConvergingBehavior}

(State type is part of the metatheory and describes configurations and properties that characterize a particular state.)

Converging behavior, $\epsilon B(S)$, = \textit{df} a time-interval sequence of system behaviors with an increasing similarity of system states.

$$\epsilon B(S) = \text{df} B(S)_{t(1)}$, $B(S)_{t(2)}$, … $B(S)_{t(n)} | A(B(S)_{t(j)}) > A(B(S)_{t(j+1)})$$

Converging behavior is defined as a sequence of system behaviors; such that, the APT&C score at time $t_j$ is \textit{approaching similarity to} the APT&C score at time $t_{j+1}$. 