Dynamic System Property: *arisStableness*

(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.)

Stableness, $SB_s$, $=_{df}$ change in initial system state or negasystem state yields a subsequent change of system state that remains within certain limits.

$$SB_s =_{df} \Delta S_{t(1)} \lor \Delta S_{t(1)} \parallel S_{t(2)} < \alpha$$

Stableness is defined as a change in system or negasystem state at time $t_1$ yields a system change of state that is less than $\alpha$ at time $t_2$. 