(such as percent without food, water, shelter and so on) as well as more abstract properties such as disaffection and ethnic violence, disaffection, and political polarization, for example. What do this hierarchy look like? Can it be used in strategic/operational planning of interventions?

## COLUMBIA INTERNATIONAL AFFAIRS ONLINE

The Columbia International Affairs Online (CIAO) focuses on post-conflict recovery analysis. By stating essential elements in different areas they create in informational structure that provides an overview of relevant facts and data for a country during crises, post-crisis, post settlements, and long term reconstruction. The CIAO informational structure appears to be capable of providing guidance for the construction of and definition of indicators for the range of activities mentioned above.

## INDICATORS CAN BE BASED ON THE TYPES OF DYNAMICAL BEHAVIOUR EXHIBITED BY SYSTEMS OF INTEREST

A very different approach to the construction of indicators draws on an understanding of the nature of dynamical systems, particularly of the types of behaviour exhibited by such systems. Definition of indicators based on system behaviour requires the definition of the state or key variables at work in particular situations. It is evident that even simple dynamical systems can generate very elaborate, and even chaotic, patterns of behaviour. The following list describes the different types of behaviour that could be exhibited by dynamical systems under different conditions.

- Damped oscillations where key variables tend toward final fixed values
  - Changes are getting smaller, and eventually stop.
  - Information mimicking; Information is forgotten. Its not carried away.
- Cyclic solutions, repetitive or spiral, sometimes nested or fractal to its solution
  - Change is still taking place, but is concentrated into small regions.
  - Information mimicking; Information is not communicated.
- Chaotic patterns that emerge from the dynamics
  - They can have periods with pure stochastic pattern and suddenly switch to patterns of local regularities.
  - Change is spreading and is involving all parts of the system.
  - Information spreads over large distances. Local interactions generate global patterns.
- Pure stochastic patterns where finding any order is difficult
  - Change is spreading sporadically.