

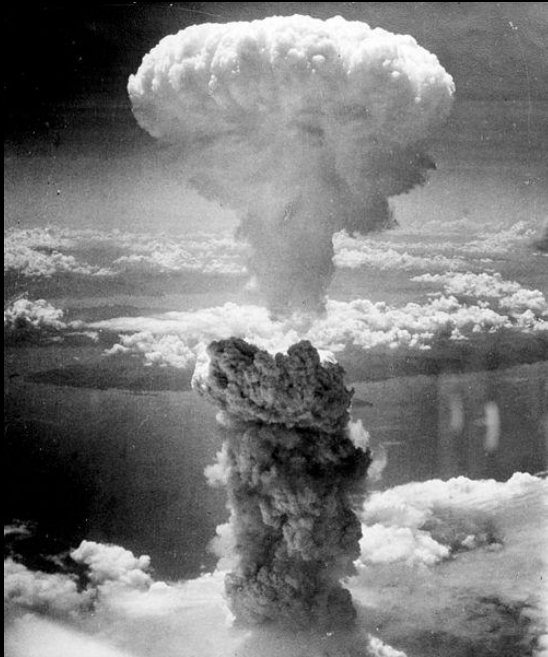
Civil War Termination

William Spaniel

williamspaniel@gmail.com

wjspaniel.wordpress.com/pscir106

Absolute versus Limited War



World War II



2008 South Ossetia War

Question: Are absolute or limited interstate wars more common? Why?

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About 2/3rds of wars are limited.

Why Limited War?

- Wars are costly (dead people, destroyed buildings).
- If we knew what the outcome of war would be, we could just implement that outcome without fighting.

Why Limited War?

- Thus, one reason states might start fighting is due to disagreement over what the outcome would look like.
- But war acts as a learning process.
 - States will eventually converge their expectations of war and be willing to negotiate a settlement.

The opposite is true of civil war.

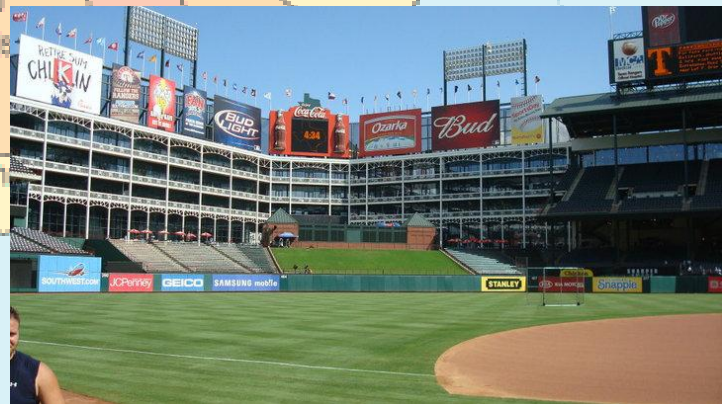
Only 1 in 5 civil wars ends in
negotiated settlement.

Why? Commitment Problems.



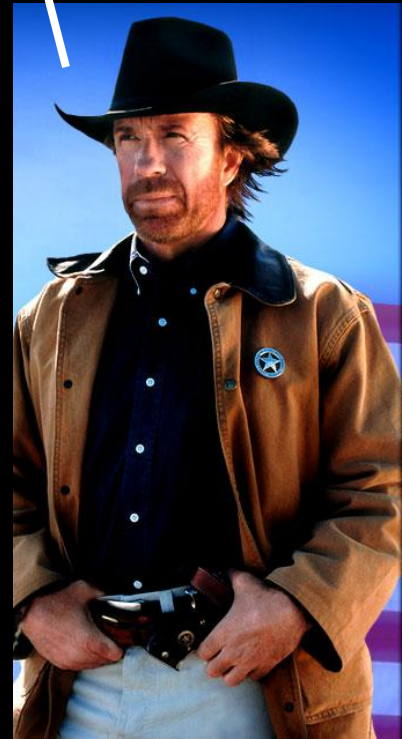






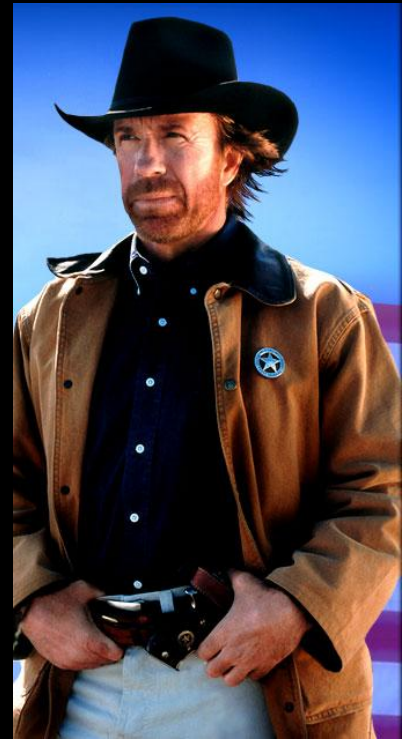
The Bahamas

Your car is full of stuff covered with a blanket. You must be a drug dealer. I'm going to search your vehicle now.



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Heck no! Have you ever heard of illegal search and seizure?



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You can either let me do a quick search, or we can wait a half hour for the K-9 unit to arrive. It's hot. Waiting would be worse for both of us.



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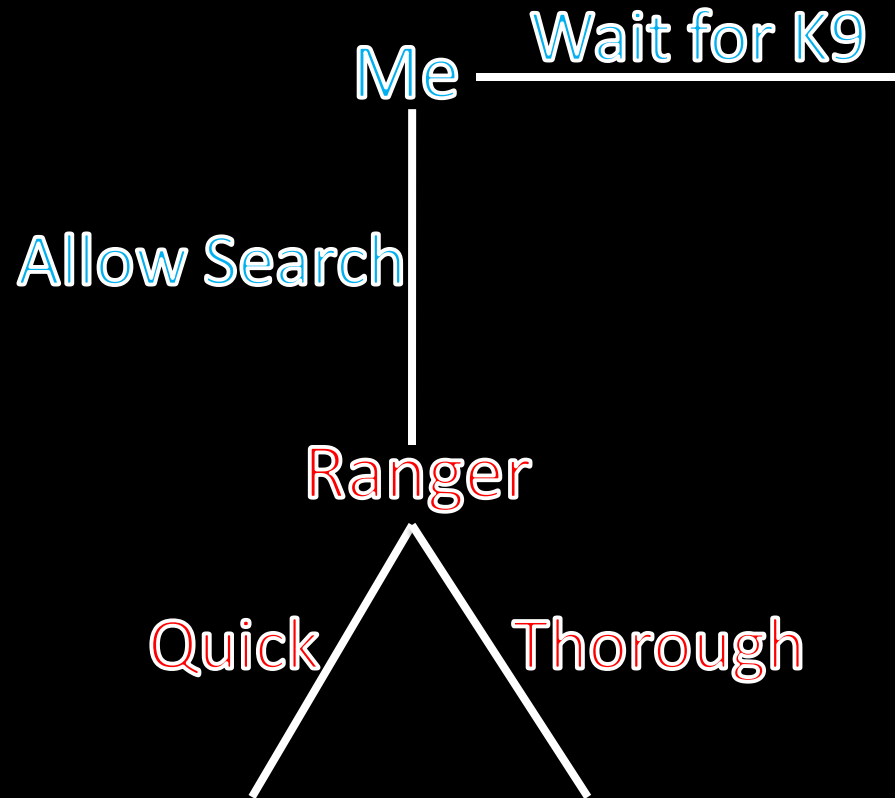
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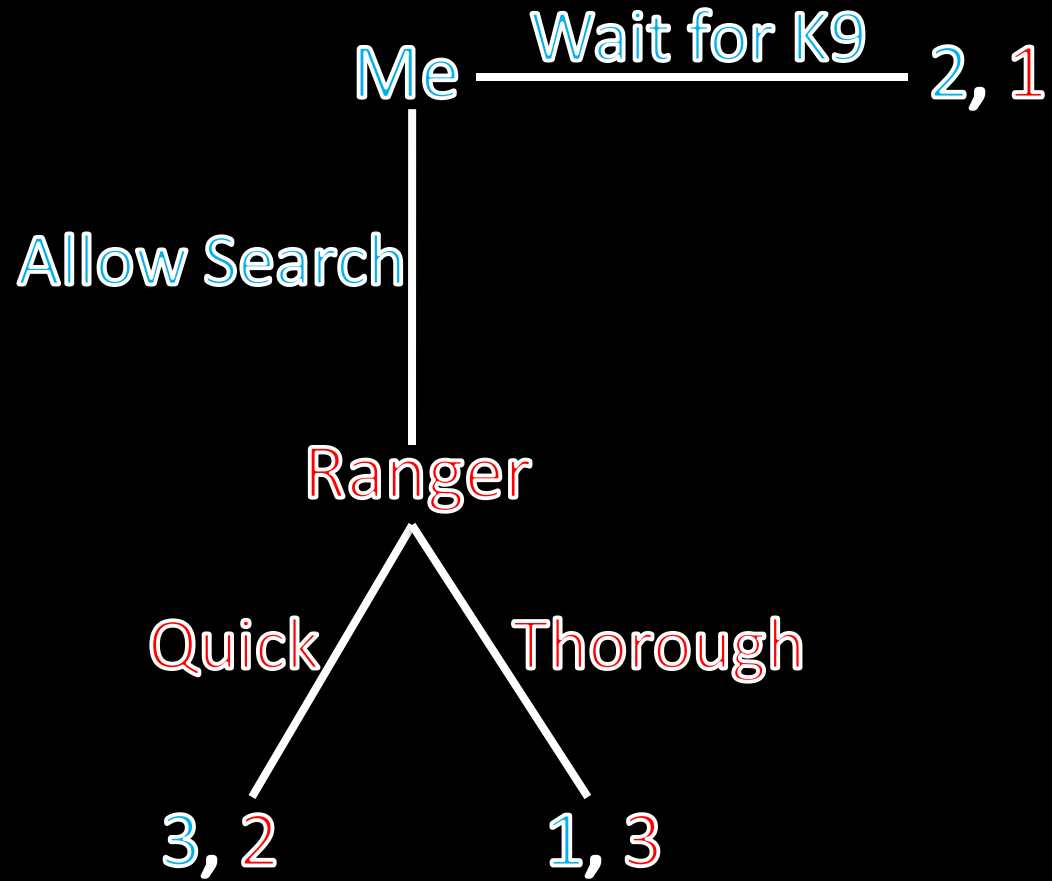
Trust you? Ha! I'll wait.



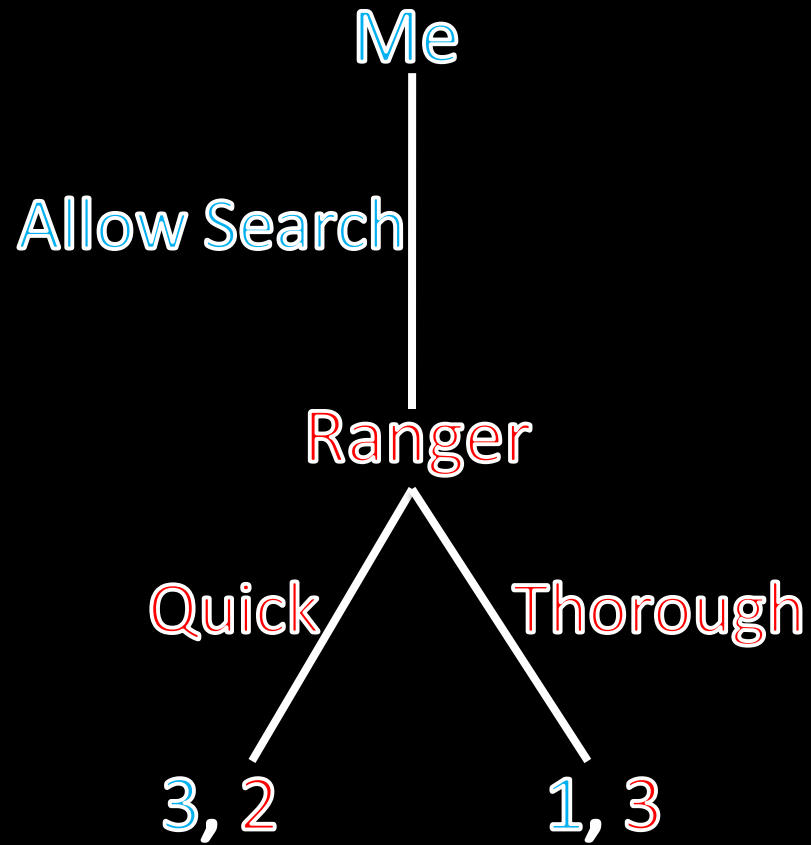
A Commitment Problem



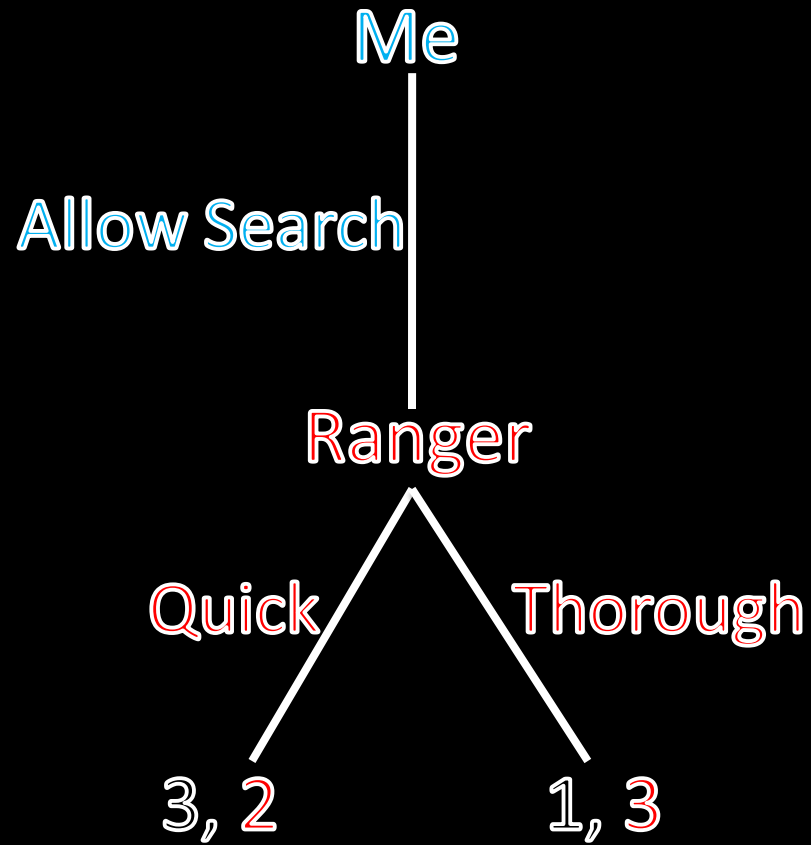
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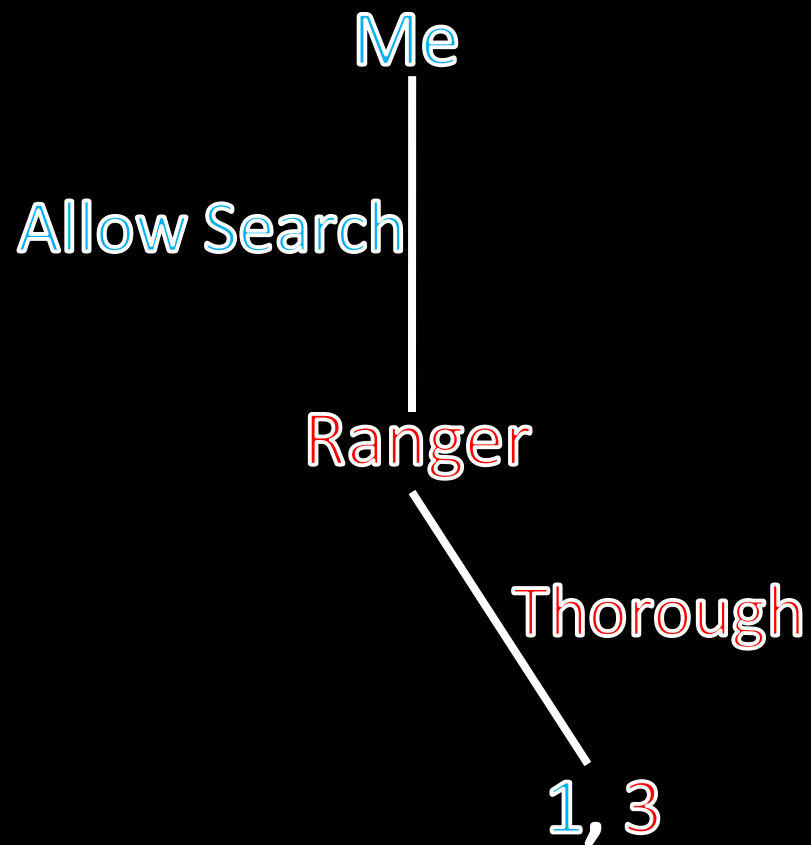
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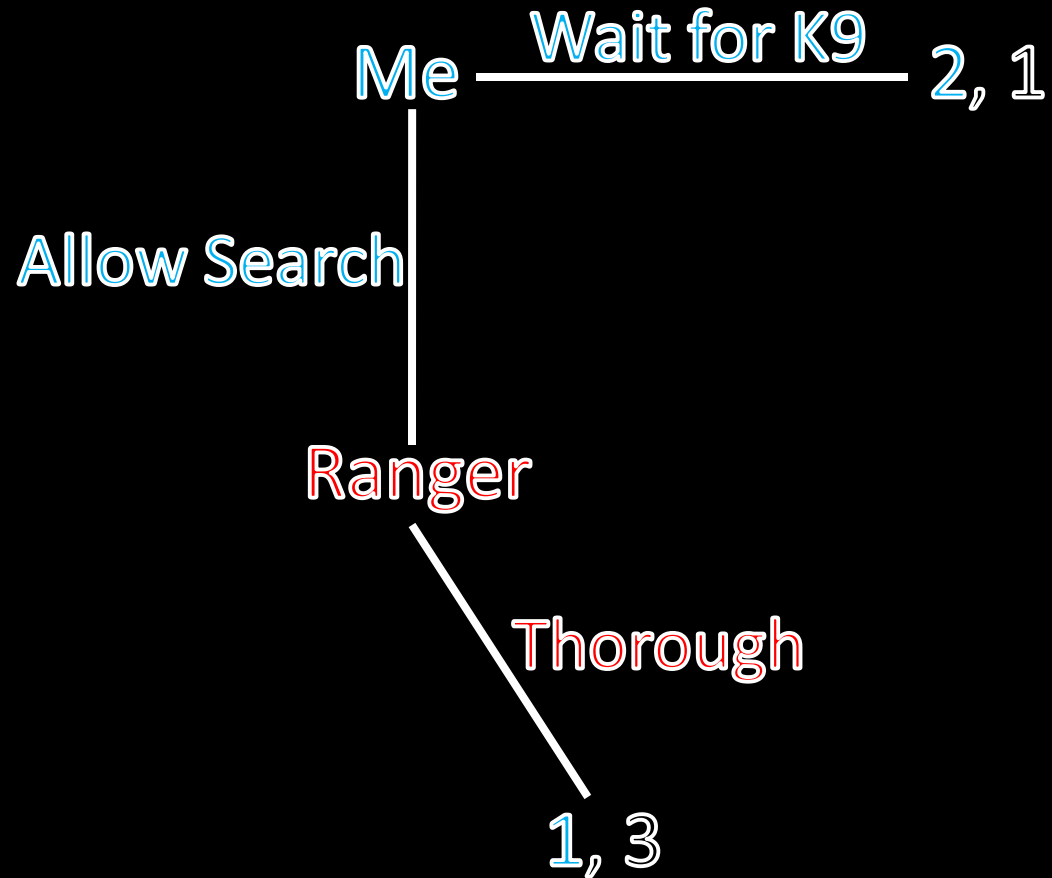
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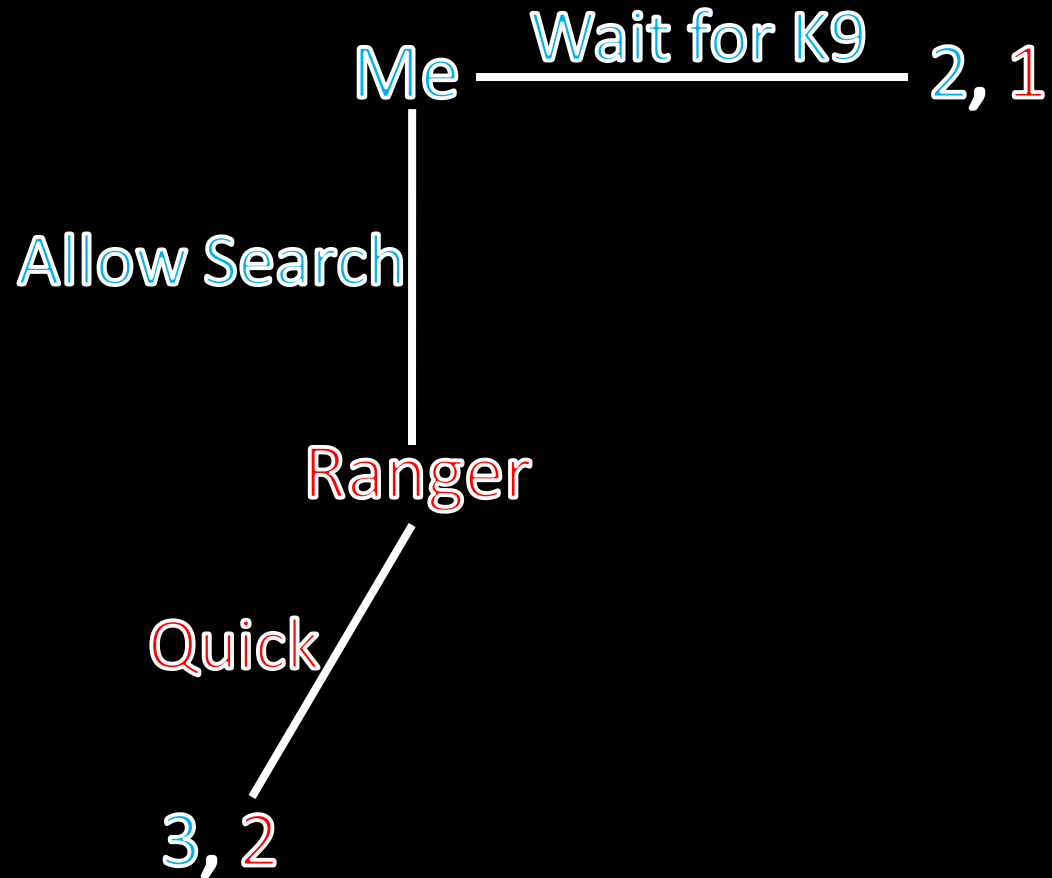
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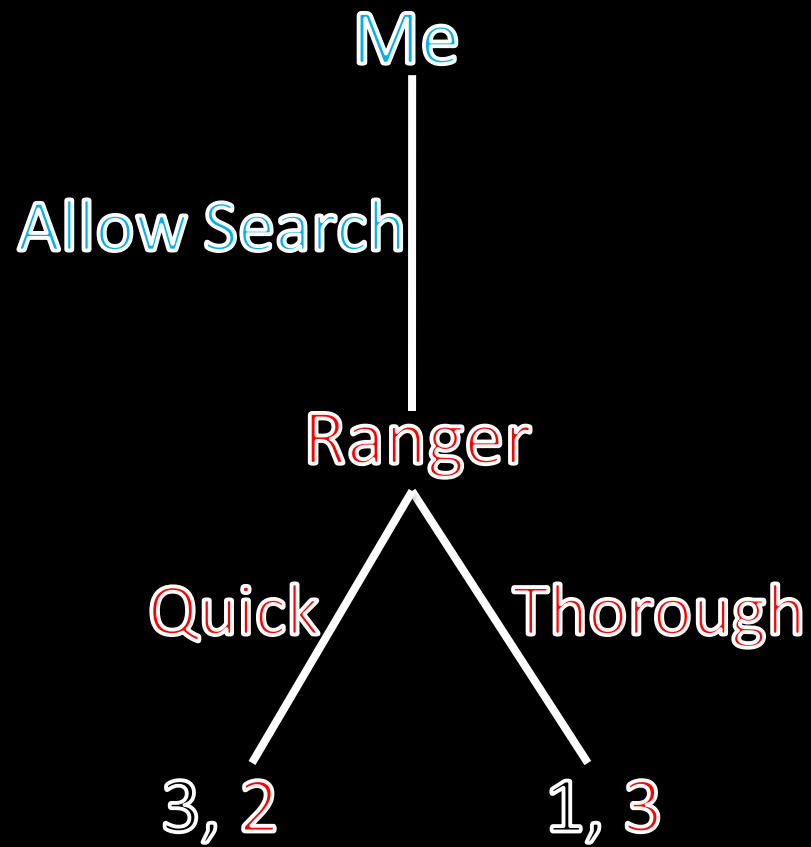
A Commitment Problem

Me Wait for K9 2, 1

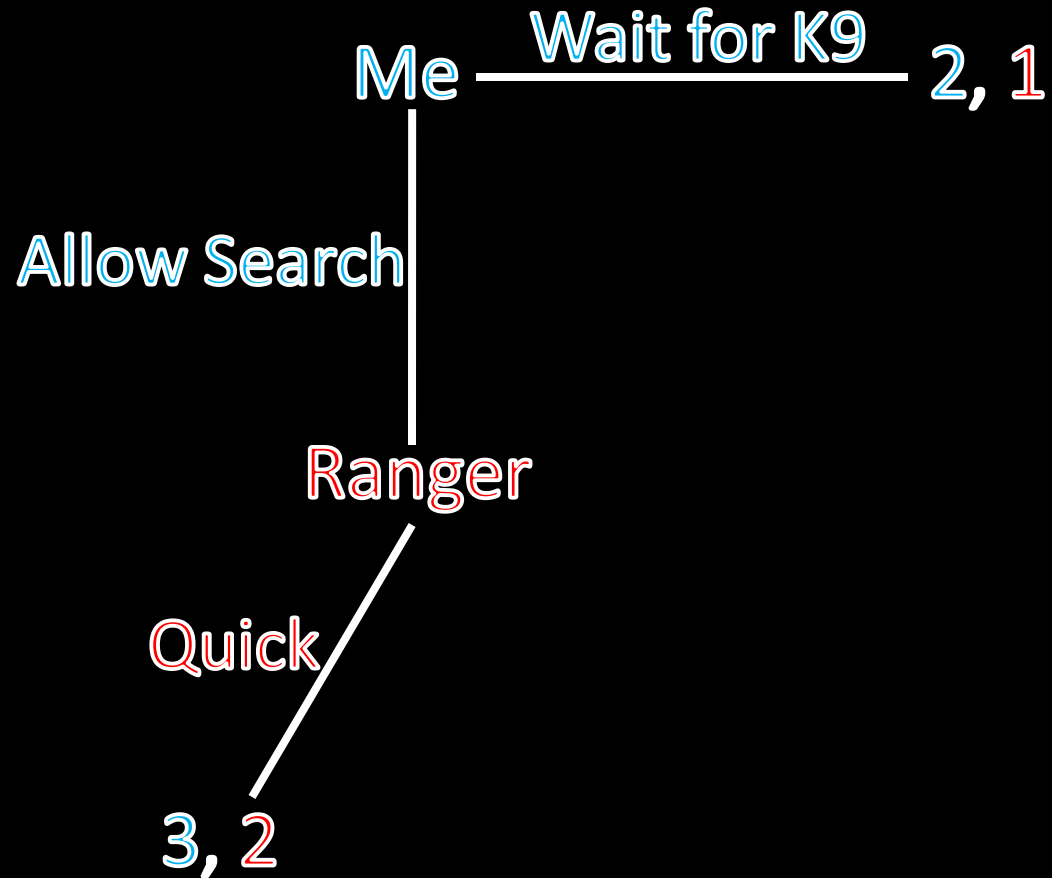
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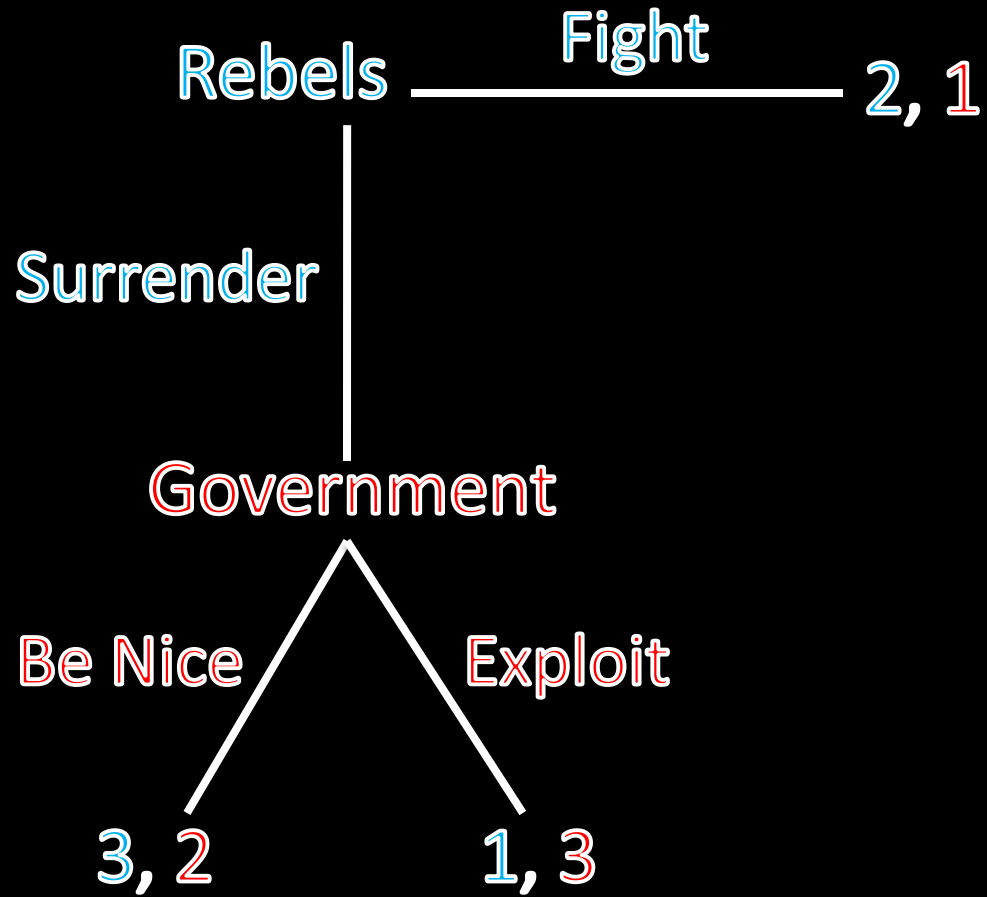
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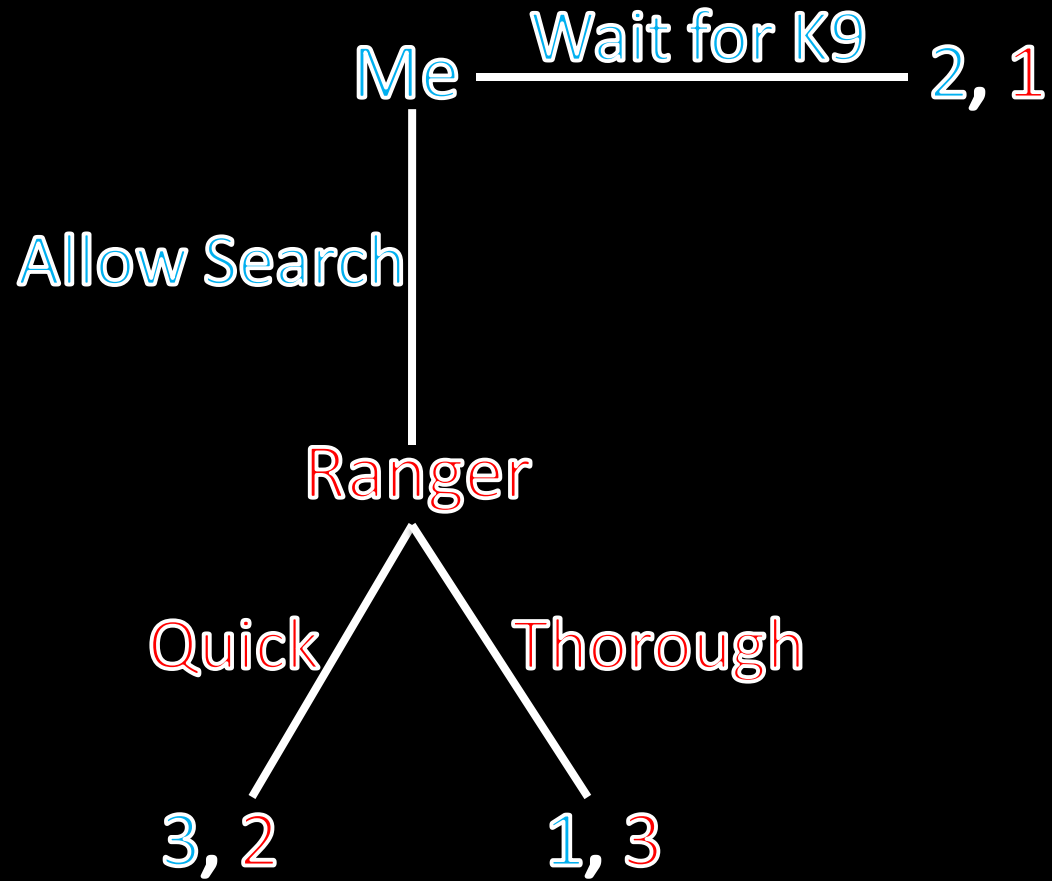
What is a time-inconsistency commitment problem?

1. There exists an outcome that is better for both parties than the outcome that actually occurs.
2. If one player could credibly commit to a certain action in the future, the players would reach the mutually preferable outcome.

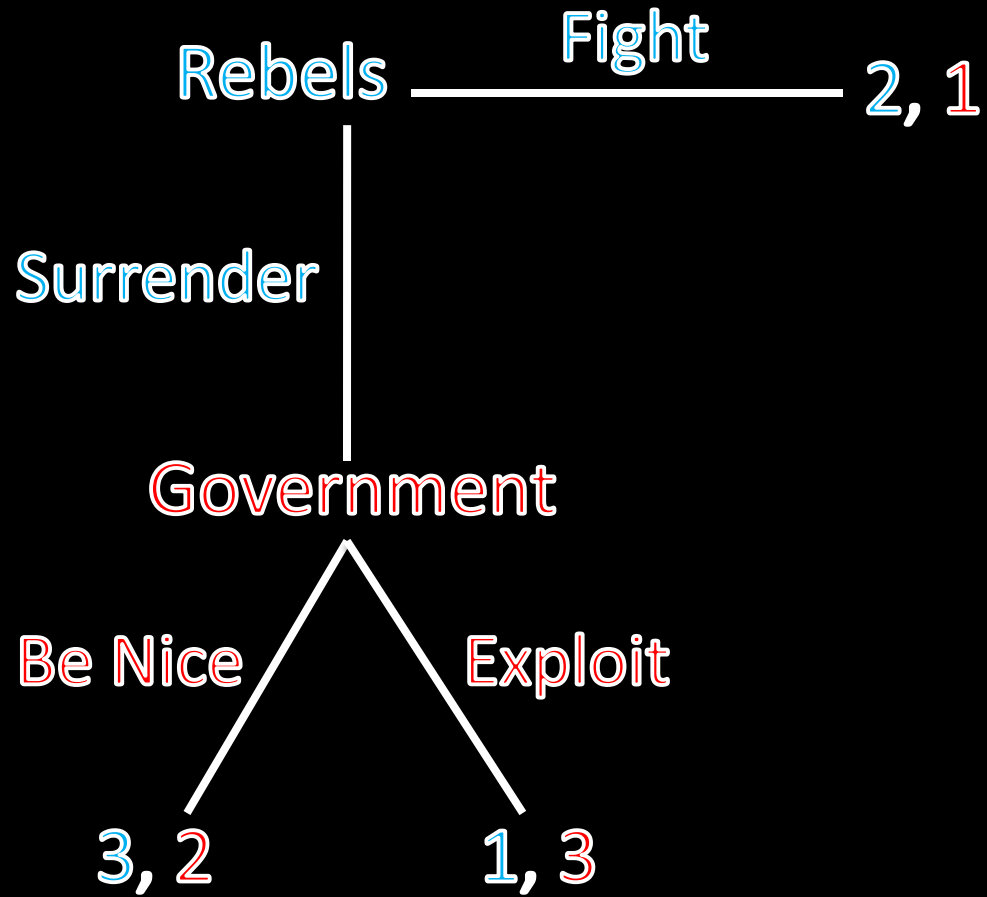
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