

# INFORMATION AND WAR

PSC/IR 265: CIVIL WAR AND INTERNATIONAL SYSTEMS

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# AGENDA

1. ULTIMATUM GAME
2. EXPERIMENT #2
3. RISK-RETURN TRADEOFF
4. MEDIATION, PREDICTION, AND BLACK MARKETS
5. INCENTIVES TO MISREPRESENT
6. EXPERIMENT #3
7. THE CONVERGENCE PRINCIPLE
8. FIGHTING WITH NO INTENTION TO WIN

# MOTIVATION

- MODEL FOR WAR'S INEFFICIENCY PUZZLE LACKS STRUCTURE.
  - BARGAINING RANGE HAS A LARGE NUMBER OF SETTLEMENT OFFERS THAT ARE MUTUALLY PREFERABLE TO WAR.
  - HOW DO WE DECIDE ON A PARTICULAR X?

# MOTIVATION

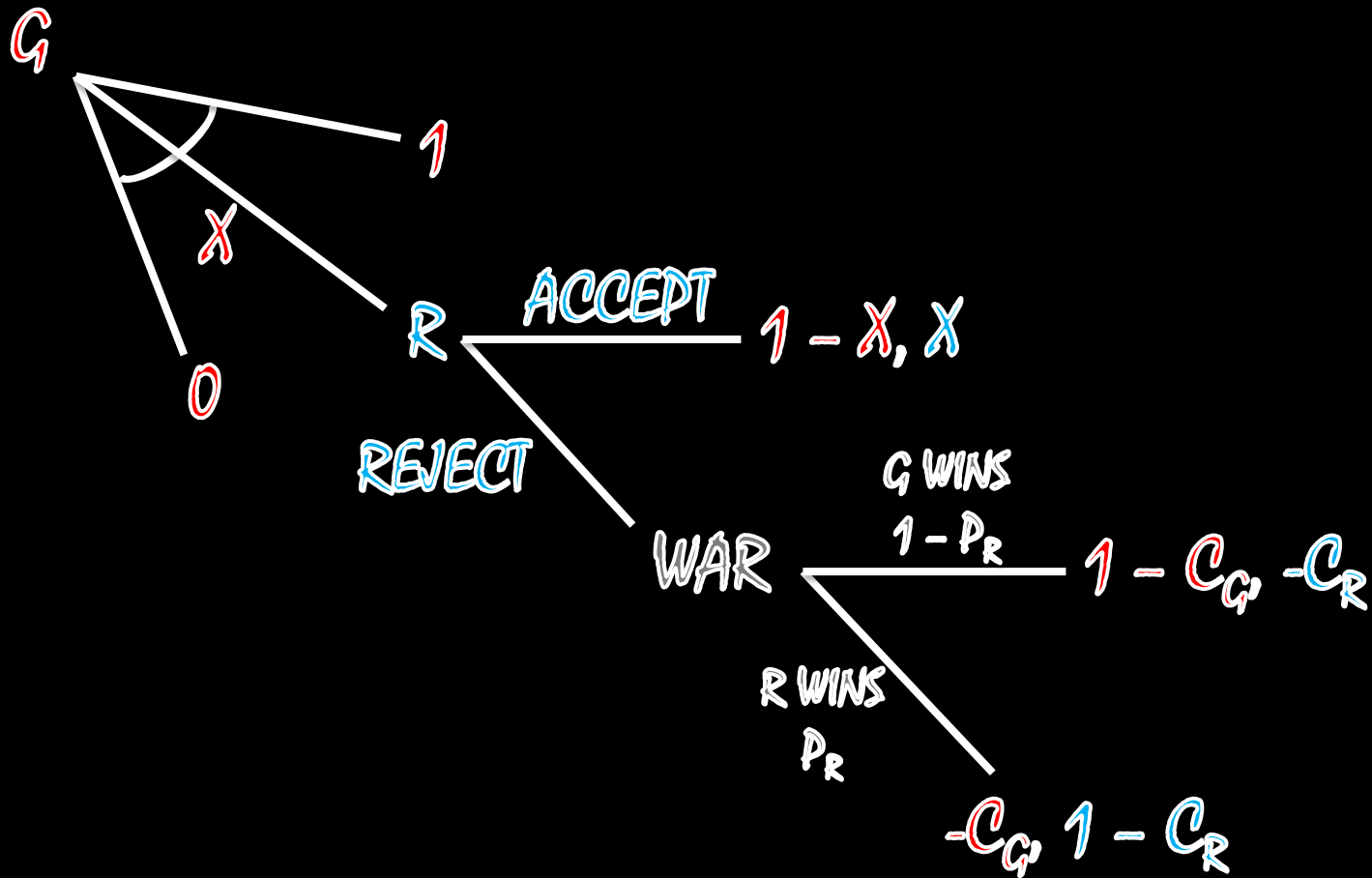
- WE MIGHT NOT CARE IF WE ONLY WANTED TO KNOW WHETHER WAR IS POSSIBLE OR NOT.
  - BUT WE MIGHT WANT TO KNOW MORE.
    - WHAT HAPPENS WHEN THE BARGAINING ENVIRONMENT BECOMES MORE COMPLICATED? DIFFERENT INFORMATION STRUCTURE? BARGAINING OVER TIME?

# SOLUTION

- WE CAN STUDY NEGOTIATIONS.
- WE ARE GOING TO LOOK AT THE SIMPLEST FORM OF NEGOTIATION: THE ULTIMATUM GAME.
  - GOVERNMENT MAKES AN OFFER.
  - REBELS ACCEPT OR REJECT.

# WHY SO SIMPLE?

- GOVERNMENTS TEND TO CONTROL THE STATUS QUO DISTRIBUTION. MAKES SENSE THAT THEY MAKE THE OFFERS.
- WE COULD DERIVE THE SIMILAR RESULTS WITH MORE COMPLICATED MODELS.



# HOW TO SOLVE?

- TEMPTATION: START AT TOP AND WORK WAY DOWN.
  - FIRST MOVE SHOULD COME FIRST...RIGHT?

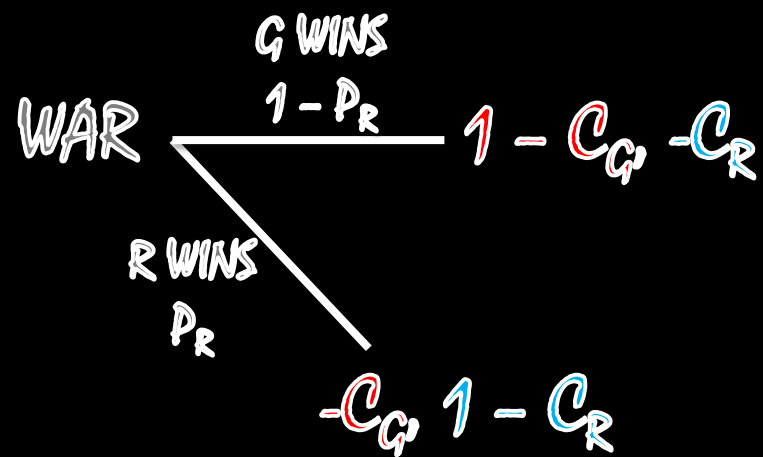


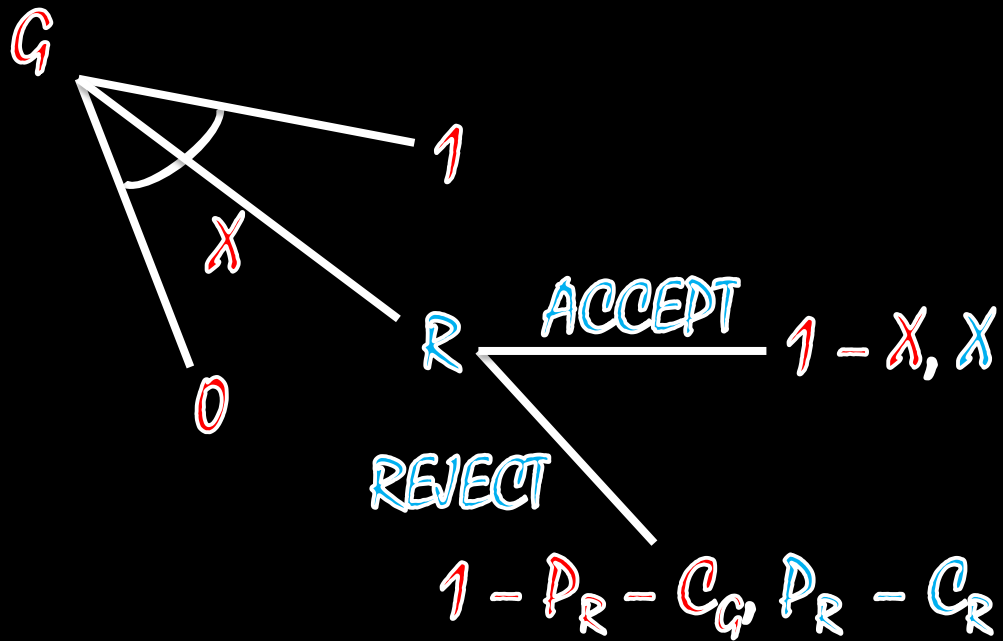
# HOW TO SOLVE?

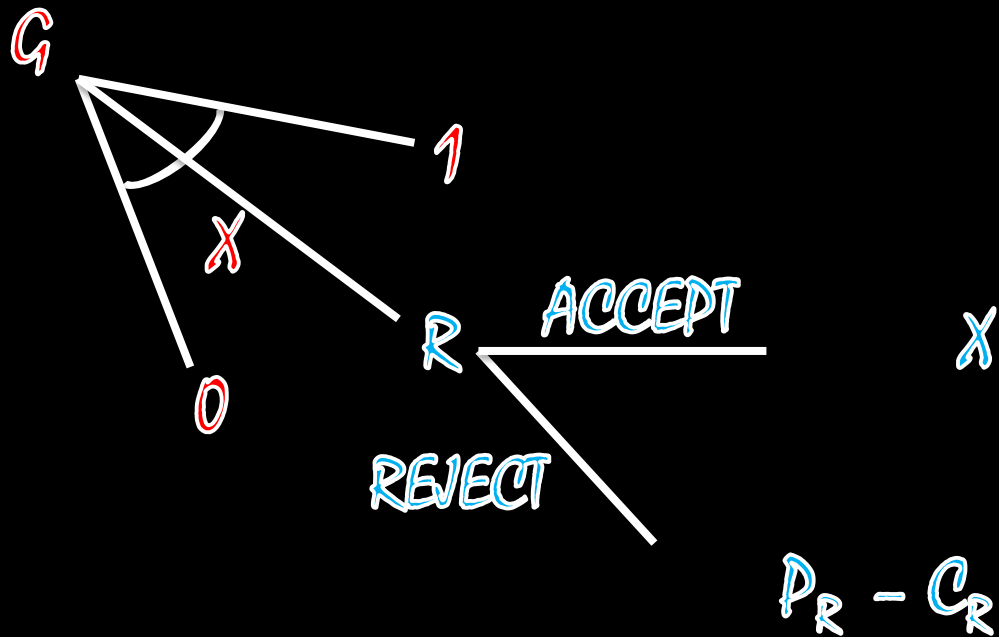
- TEMPTATION: START AT TOP AND WORK WAY DOWN.
  - FIRST MOVE SHOULD COME FIRST...RIGHT?
  - NO. WE NEED TO KNOW WHAT HAPPENS AT THE END BEFORE WE CAN FIGURE OUT WHAT HAPPENS AT THE BEGINNING.

# HOW TO SOLVE?

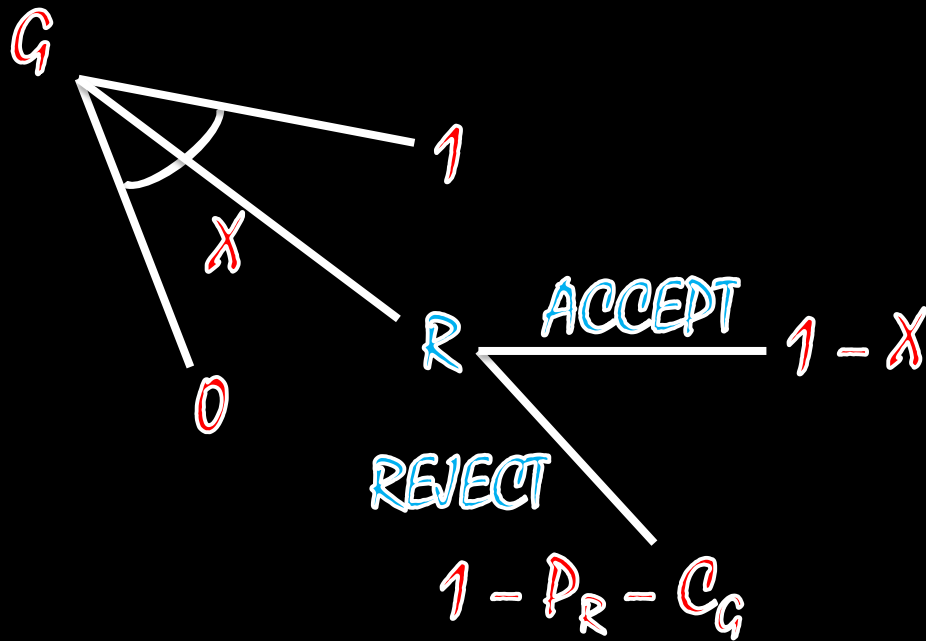
- IT'S EASIER TO START AT THE END ANYWAY.
  - ACTOR MOVING LAST DOESN'T HAVE TO THEORIZE ABOUT OTHER STRATEGIC DECISIONS.
    - THEY HAVE ALREADY BEEN DONE. YOU ONLY NEED TO FOCUS ON THE PRESENT.







ACCEPT IF  $X \geq P_R - C_R$   
REJECT IF  $X < P_R - C_R$

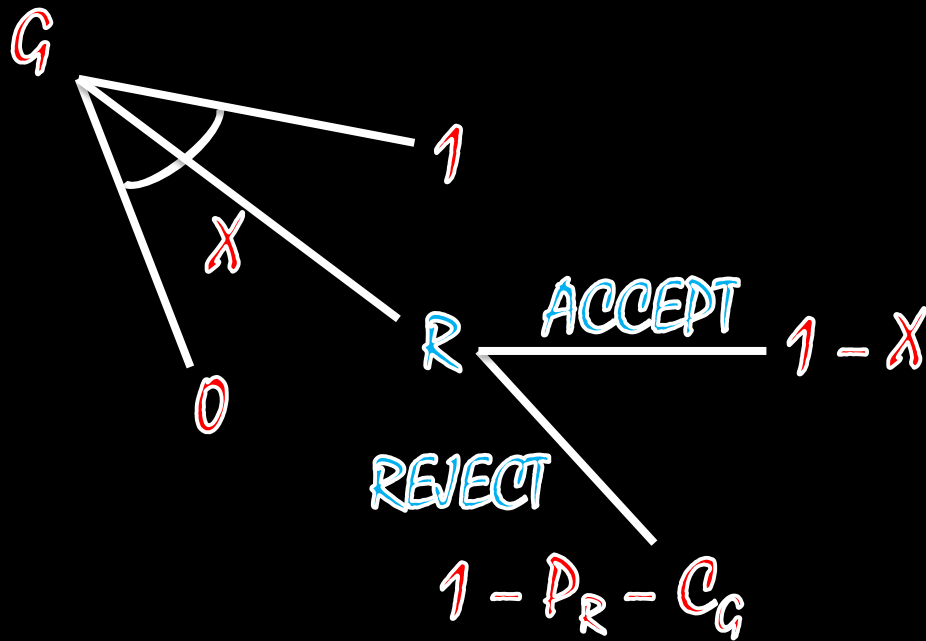


DAYOFF FOR OFFERING

$$X \geq p_R - c_R? \quad 1 - X$$

ACCEPT IF  $X \geq p_R - c_R$

REJECT IF  $X < p_R - c_R$



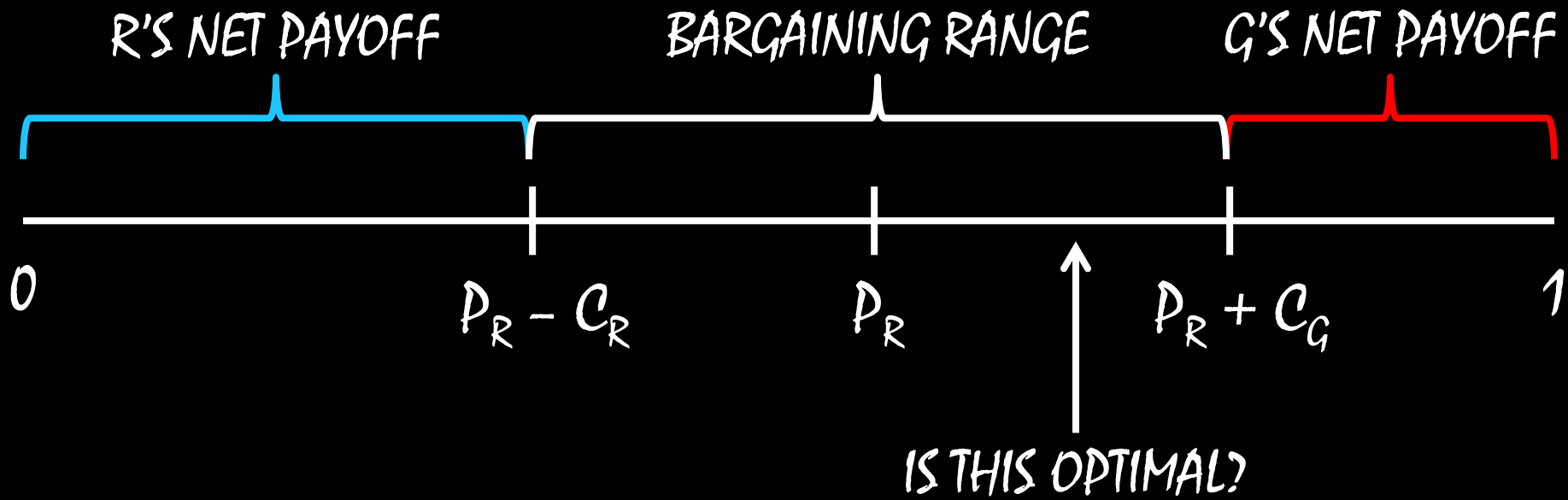
DAYOFF FOR OFFERING

$$X \geq p_R - c_R? \quad 1 - X$$

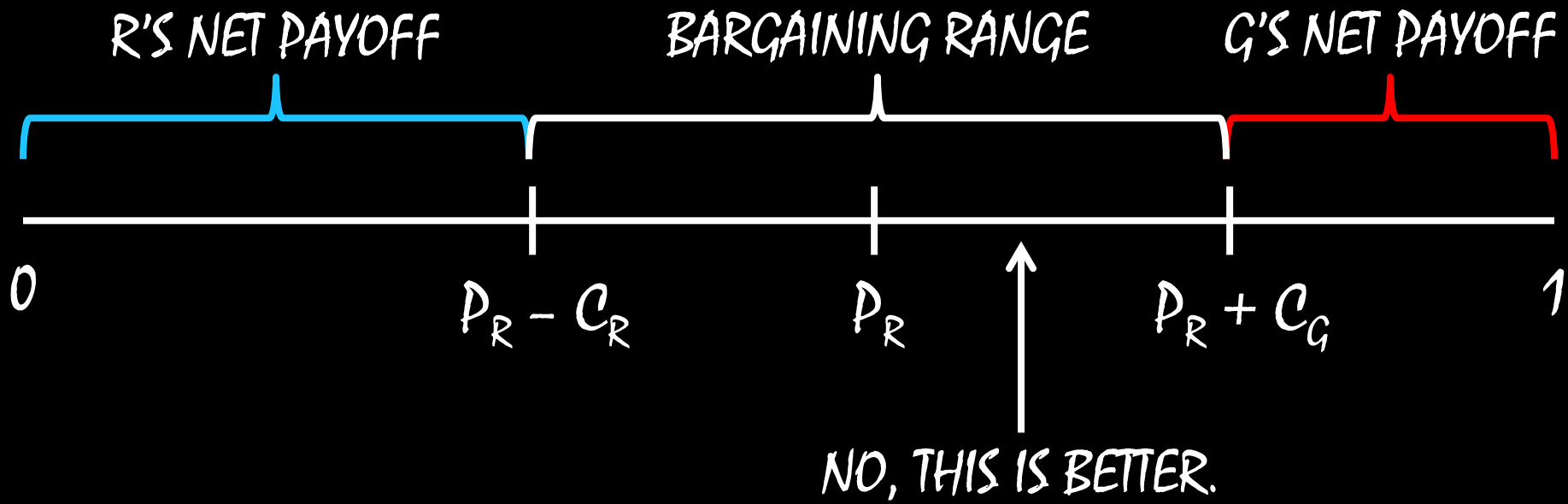
$G$ 'S BEST ACCEPTABLE OFFER:  $X = p_R - c_R$

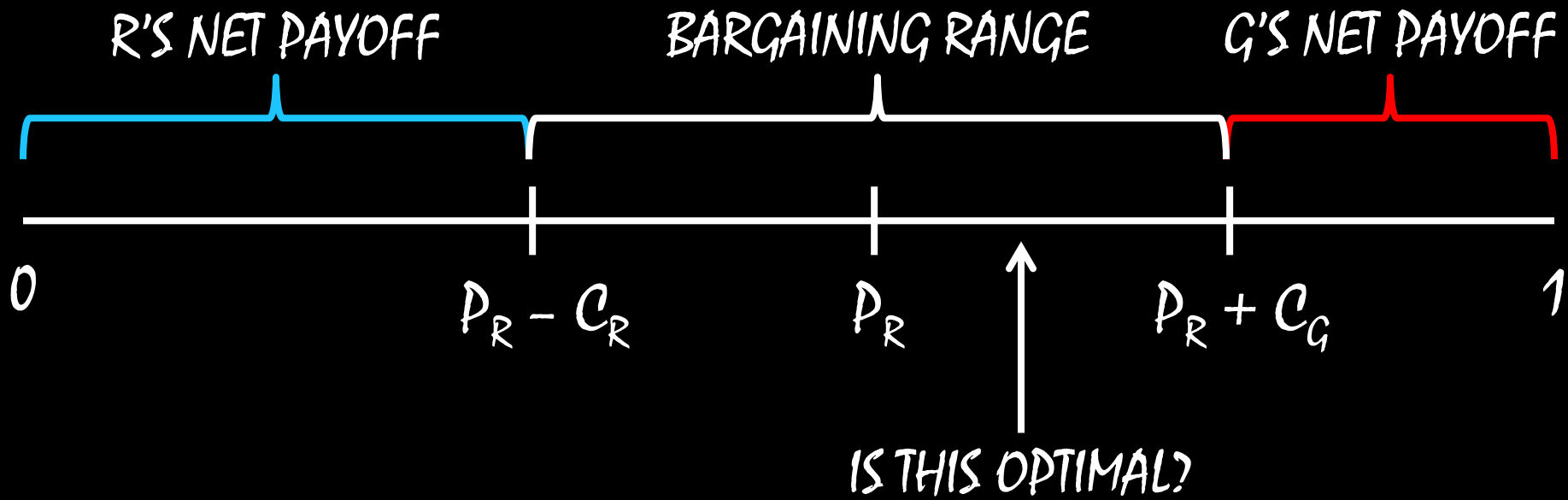
ACCEPT IF  $X \geq p_R - c_R$

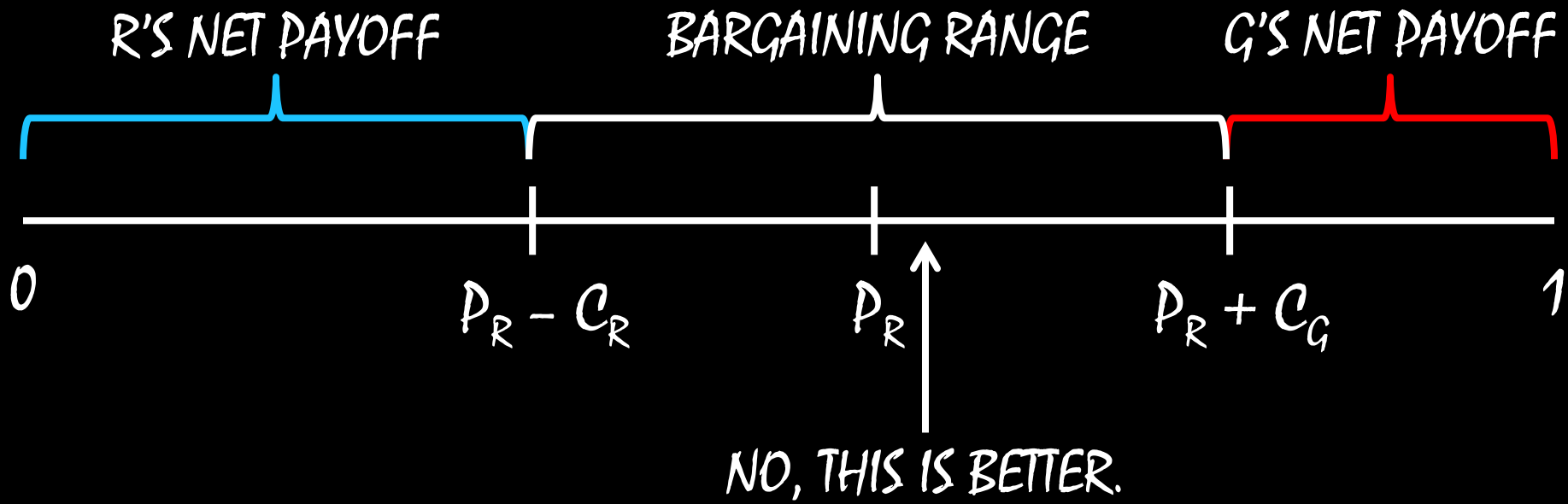
REJECT IF  $X < p_R - c_R$

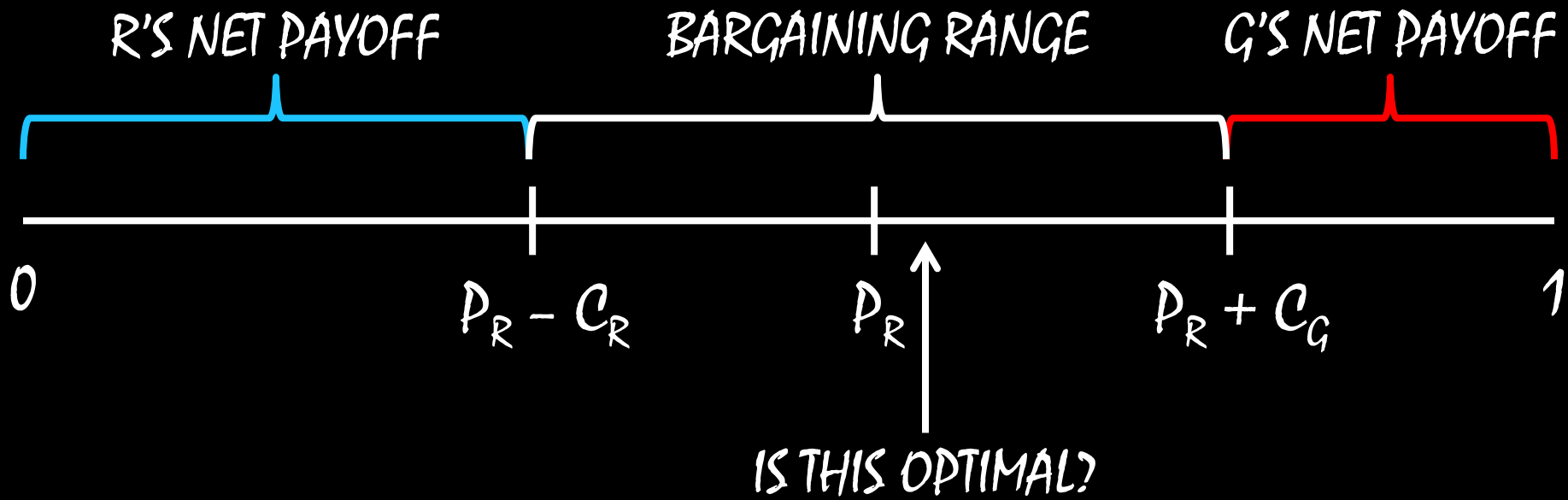


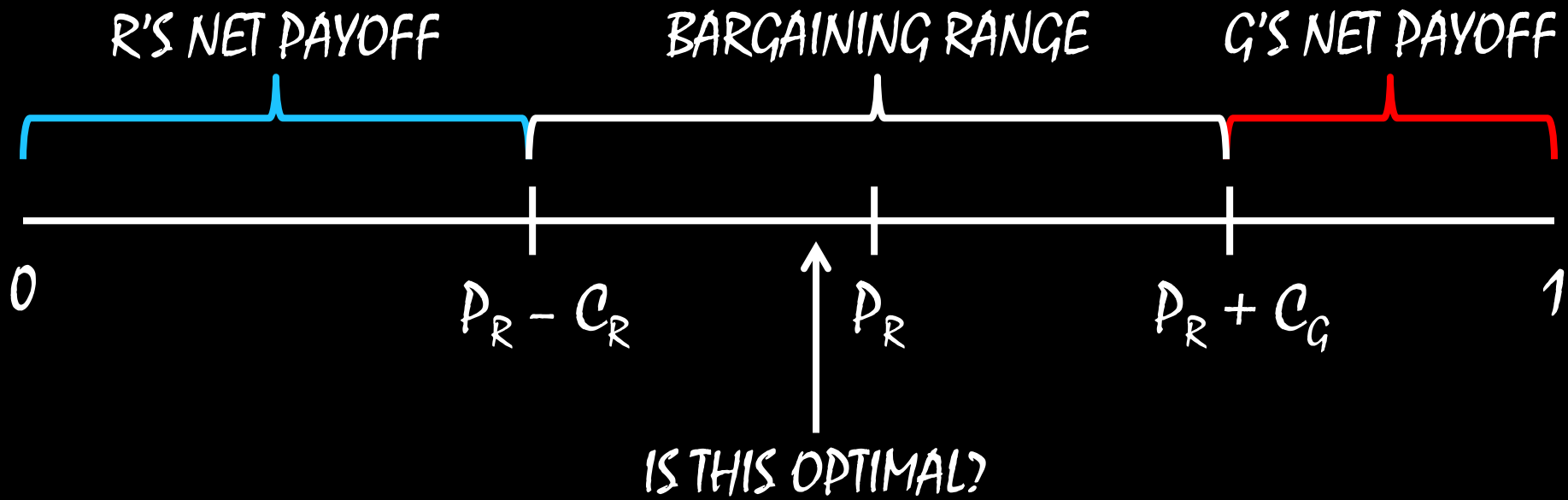


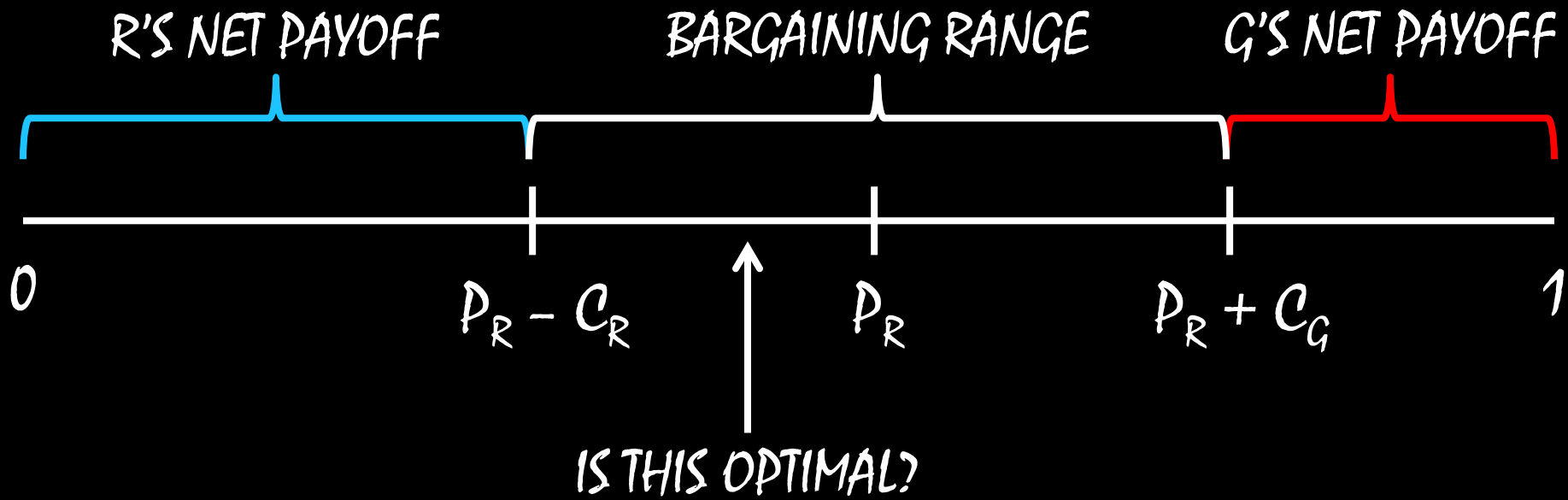


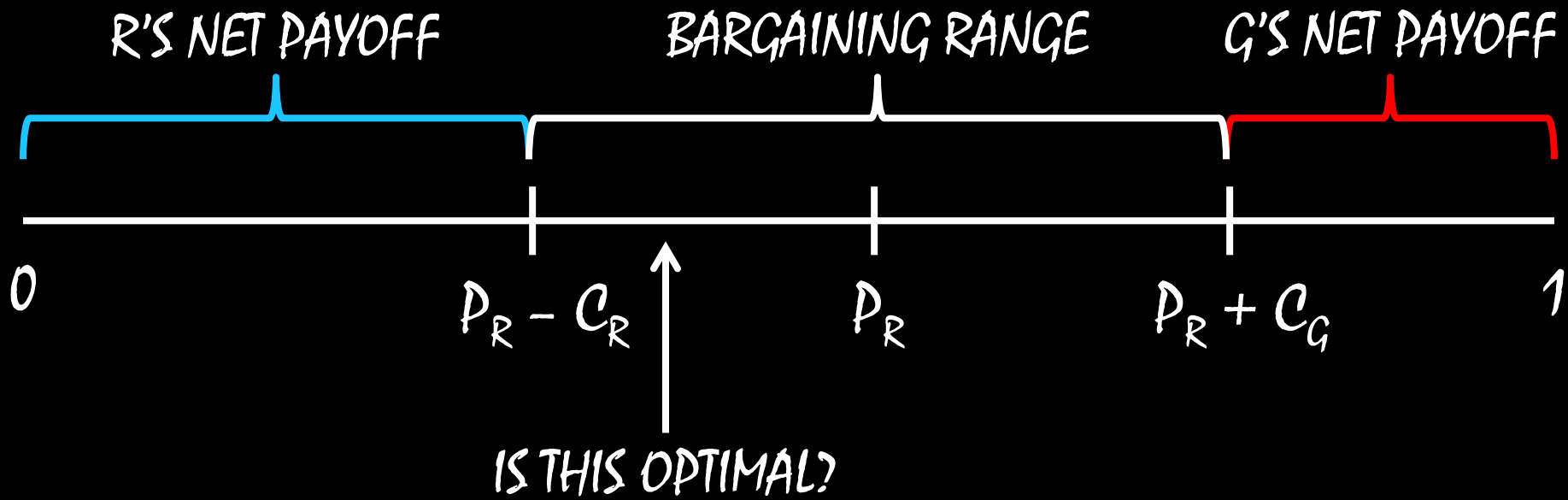


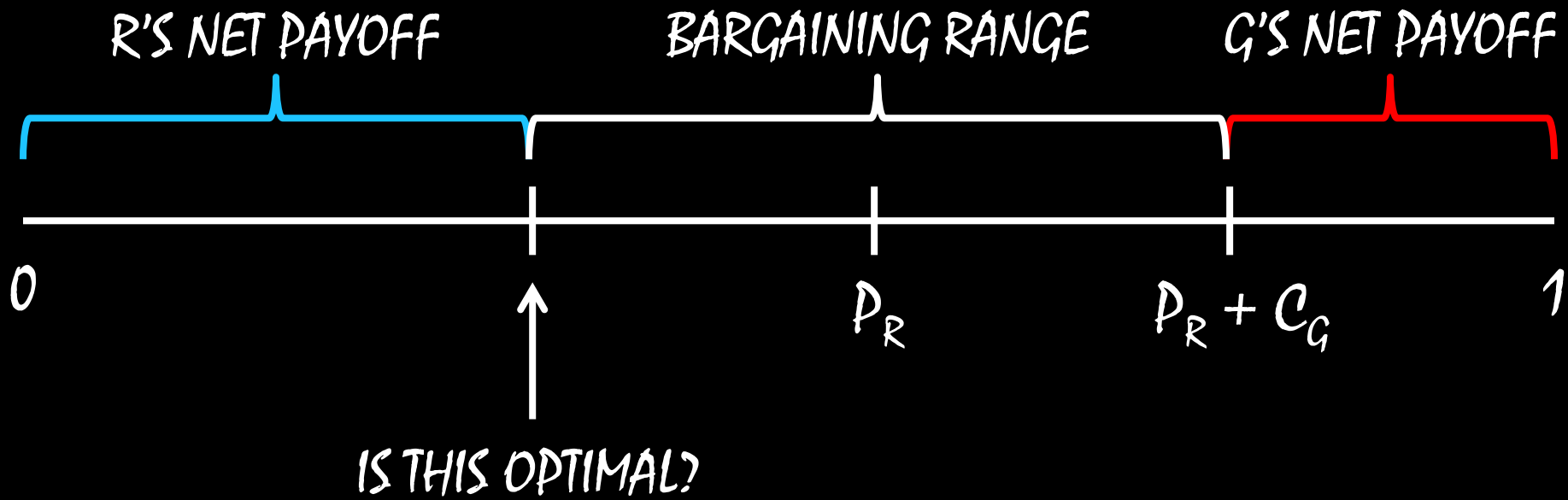




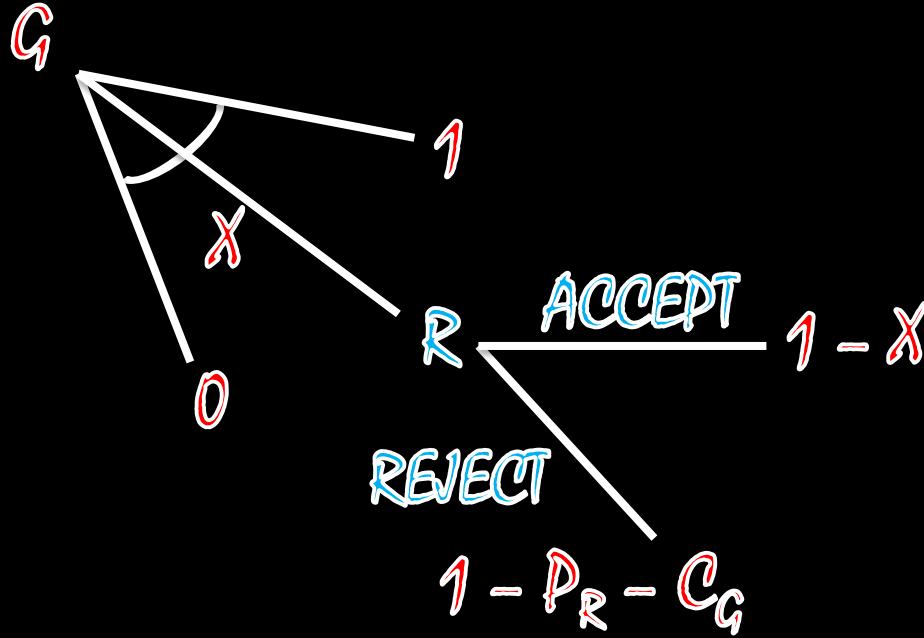










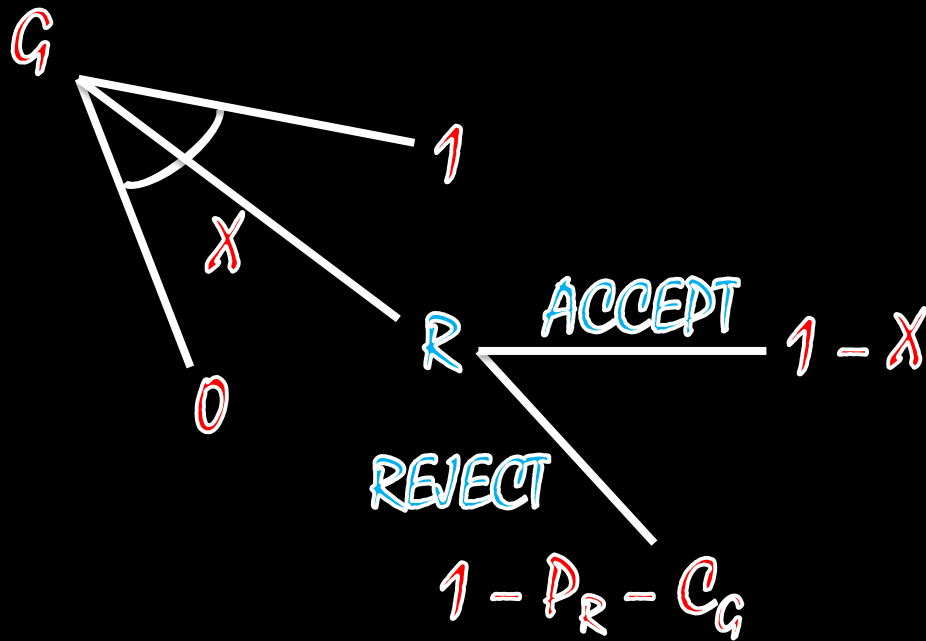


DAYOFF FOR OFFERING

$$X = p_R - c_R \Rightarrow 1 - p_R + c_R$$

ACCEPT IF  $X \geq p_R - c_R$

REJECT IF  $X < p_R - c_R$

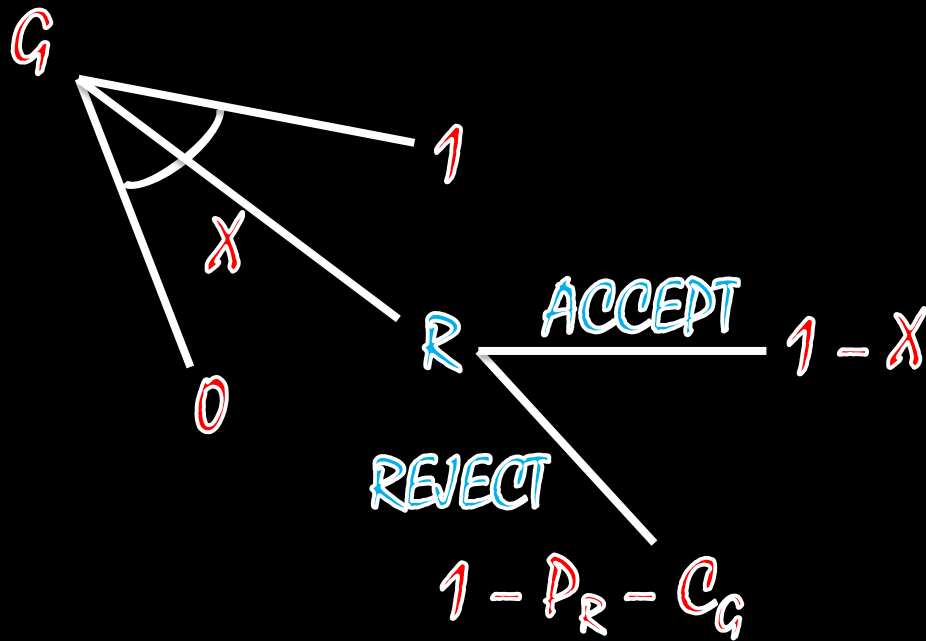


DAYOFF FOR OFFERING

$X < p_R - c_R$ ?

ACCEPT IF  $X \geq p_R - c_R$

REJECT IF  $X < p_R - c_R$

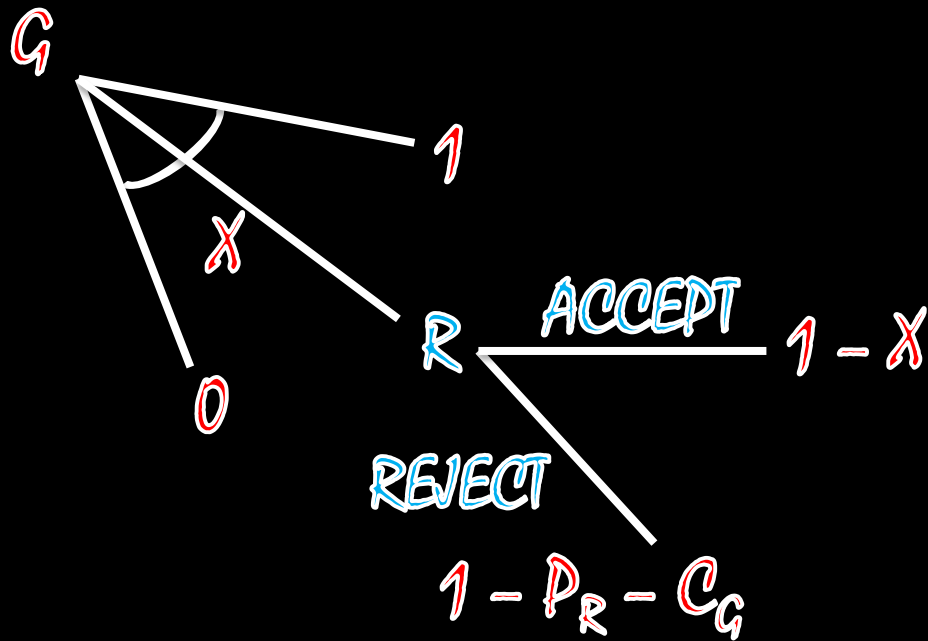


DAYOFF FOR OFFERING

$$X < p_R - c_R \Rightarrow 1 - p_R - c_G$$

ACCEPT IF  $X \geq p_R - c_R$

REJECT IF  $X < p_R - c_R$



DAYOFF FOR OFFERING

$$X < P_R - C_R \Rightarrow 1 - P_R - C_G$$

$$X = P_R - C_R \Rightarrow 1 - P_R + C_R$$

ACCEPT IF  $X \geq P_R - C_R$

REJECT IF  $X < P_R - C_R$