PSC/IR 106: Intervention

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Outline

- Admin stuff
- Why care about civil wars?
- Commitment problems
- Civil war settlement
- The critical barrier

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Schedule

- Today: Terrorism/intervention
- Wednesday: intervention
- Recitations: Data analysis answers/review
- Monday: Review session
- Week from Wednesday: a totally noncumulative, definitely not a final, second midterm

Format of the Not-A-Final

- Four IDs, pick 3 (30 points)
- Two quotes, pick 1 (10 points)
- Four short answers, pick 3 (60 points)
- Definitely not cumulative
 - But anything discussed in the second half of class is fair game (e.g., the bargaining model of war)

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In a state of civil war since forever.



In a state of civil war since 2003.

A Festering Problem

- Terrorists can thrive in the absence of a strong centralized government
- Civil wars create (or are evidence of) weak governments
 - Also creates the potential for grievance

The Solution?

- If you want to stop terrorism, you might also have to stop civil wars and insurgencies
- How?

The Solution?

- If you want to stop terrorism, you might also have to stop civil wars and insurgencies
- How?
 - We need to know the cause of ongoing civil conflict to stop it
 - We already know why wars happen
 - But what issues are problematic in civil war?

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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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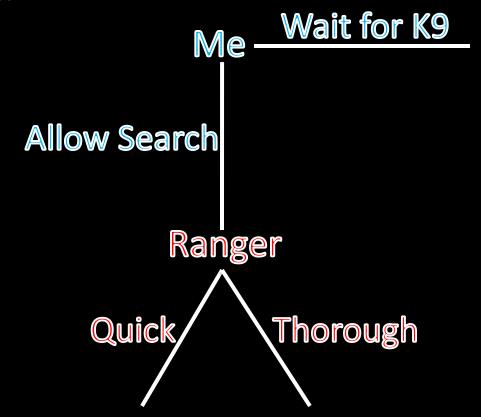
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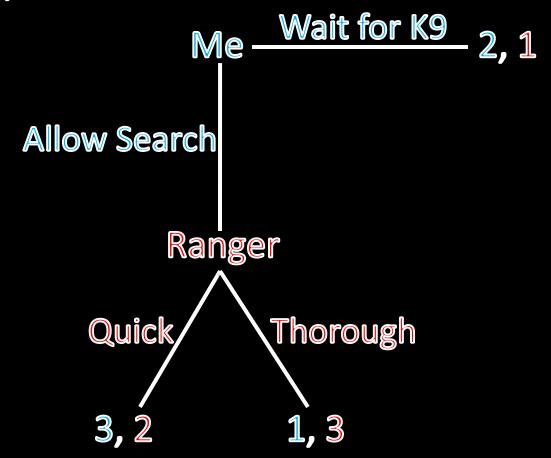
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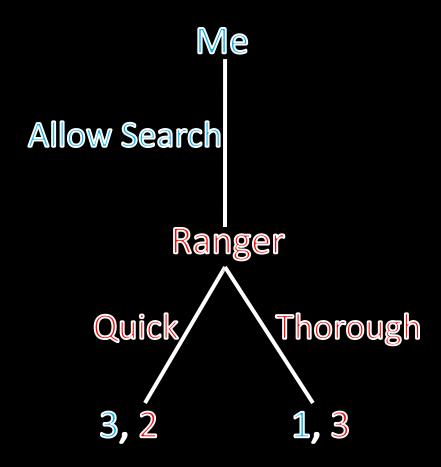
Trust you? Ha! I'll wait.

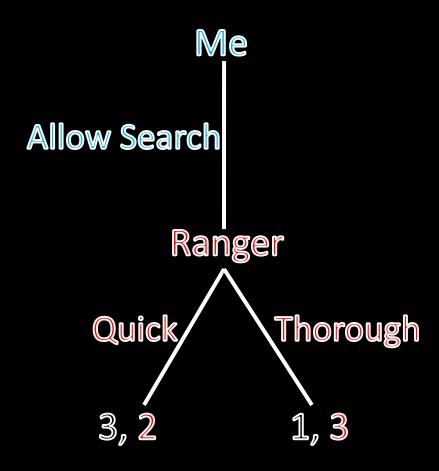


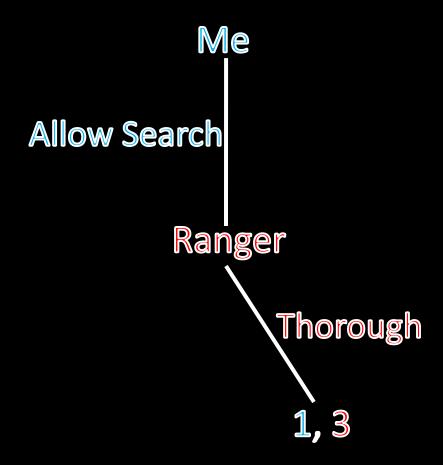


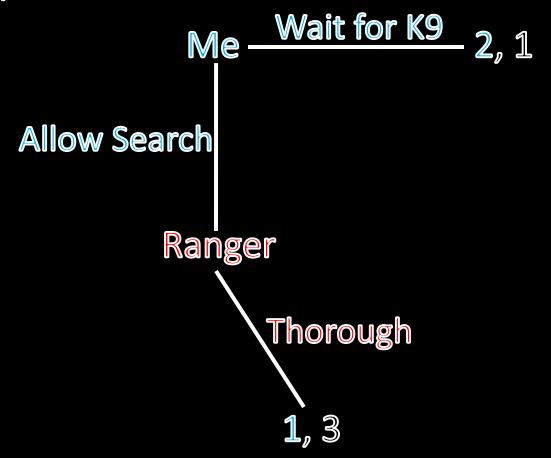


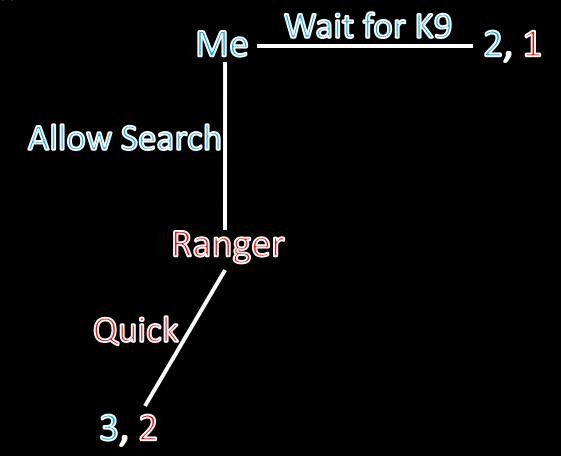


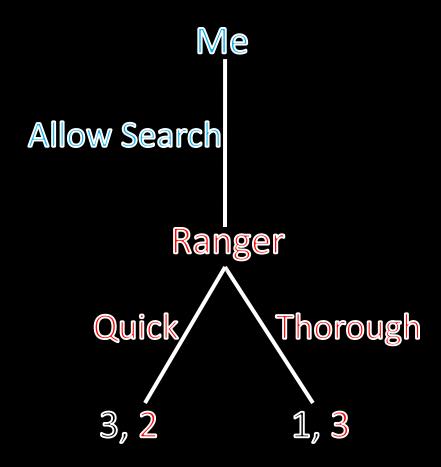


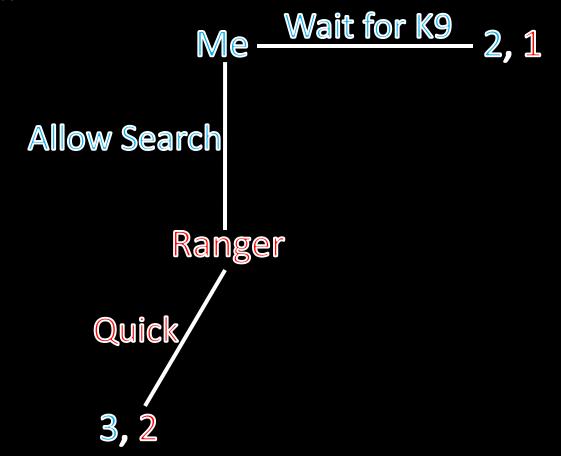












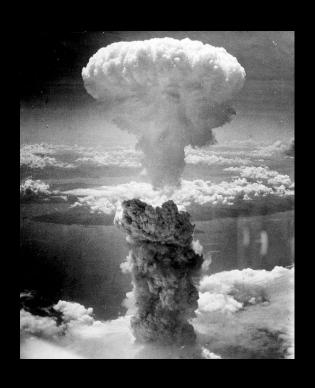
What is a time-inconsistency commitment problem?

- 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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Absolute versus Limited War





World War II

Spanish-American 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.

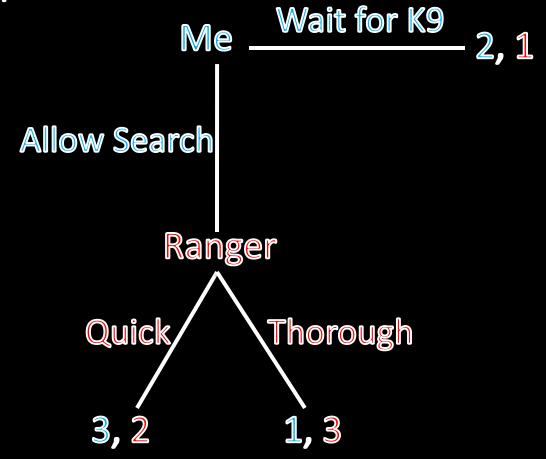
Enforcing the Peace

- After a limited interstate war ends, both sides maintain their weapons.
 - Treaty is enforceable because breaking it reverts to costly conflict.

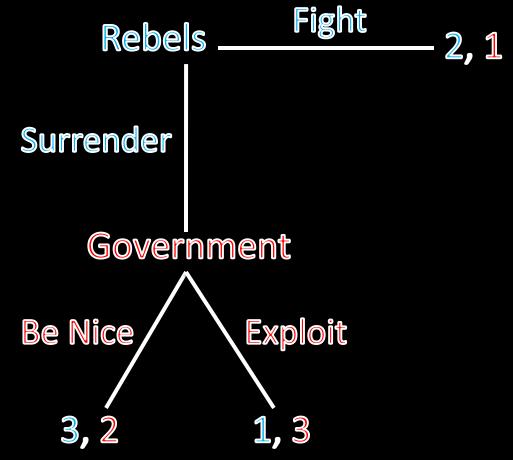
Enforcing the Peace

- After a limited interstate war ends, both sides maintain their weapons.
 - Treaty is enforceable because breaking it reverts to costly conflict.
- After a limited civil war ends, one side gives up its arms to reintegrate.

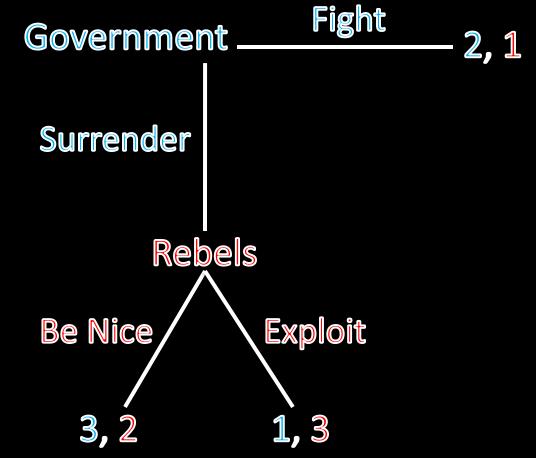
A Commitment Problem

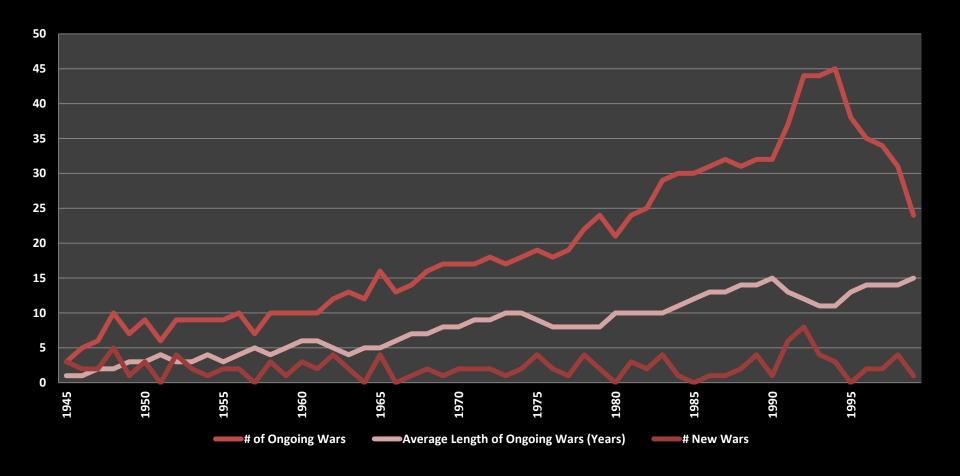


A Commitment Problem



A Commitment Problem





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What resolves the civil war settlement commitment problem?



Walter



Walter

Walters





It's all about third party enforcement.

Walter

Third Party Enforcement

- A third party can monitor and enforce a treaty.
 - If the government steps out of line, the third party can protect the former rebel group.
 - This deters the government from exploiting the vulnerable surrendering group.

Necessary Qualities of an Enforcer

- 1. Interest in the peace
- 2. Militarily competent
- 3. Costly signal

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Do You Care?

- Enforcers only work if they will actually intervene when push comes to shove.
 - The U.S. in Somalia
- Economic self-interest or old colonial ties are a good start.

Necessary Qualities of an Enforcer

- 1. Interest in the peace
- 2. Militarily competent
- 3. Costly signal

Are You a Wimp?

- If the government can kick your butt, the rebels won't surrender.
- The third party needs to actually be an enforcer, otherwise there is nothing stopping the government from exploiting the defenseless.

Necessary Qualities of an Enforcer

- 1. Interest in the peace
- 2. Militarily competent
- 3. Costly signal

Who Do You Want to Defend You?

- 1. We are willing to enforce this peace treaty. To prove it, we have dispatched 100 observers to your country.
- 2. We are willing to enforce this peace treaty. To prove it, we have dispatched 10,000 dudes with semi-automatic assault rifles.

Third Party Enforcement

- A third party can monitor and enforce a treaty.
- But finding a third party that meets the three critical requirements is not easy.