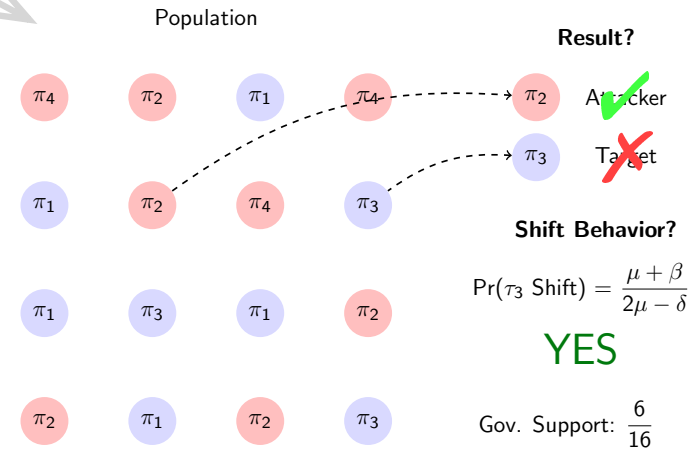


## Motivation

- ▶ Huge literature on causes of wars/ends of wars:
- ▶ Formal theories abound:
  - ▶ Costly lottery models (e.g., Fearon, Powell)
  - ▶ Repeated bargaining with uncertainty (Powell)
  - ▶ Commitment issues due to power shifts or resources
  - ▶ Role of ethnic or economic divisions (Padro i Miquel)
  - ▶ Global games (Yanagizawa)

## How it works...



## Basic Model

- ▶ Evolutionary model
- ▶ Population of mass 1
- ▶ Citizens can be from four possible strategy combinations
- ▶ Each period  $t$  is marked by a single attack on a target
  - ▶ Only two individuals interact each period
- ▶ Attacks are either "won" (by the attacker) or "defended" (by the target)
- ▶ After each period, one with lower payoff has chance to change strategy.

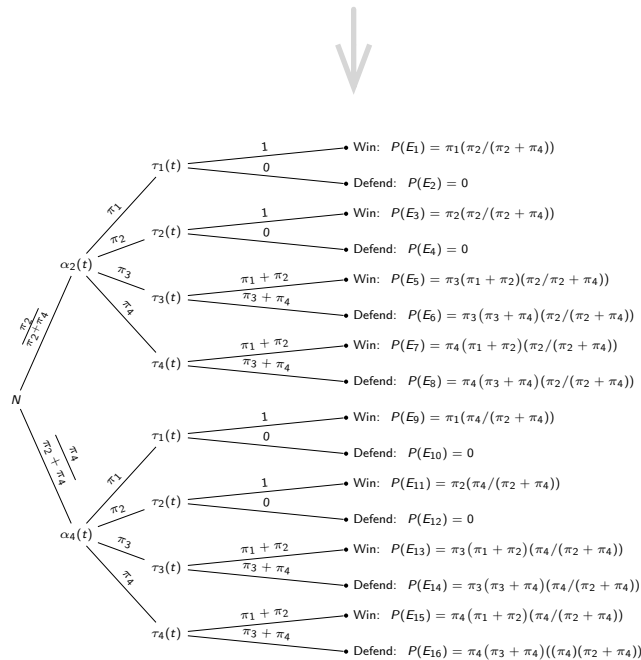
Table: Possible Citizen Strategy Combinations

	$G = 0$	$G = 1$
$C = 0$	$\pi_{1,t}(C = 0, G = 0)$	$\pi_{3,t}(C = 0, G = 1)$
$C = 1$	$\pi_{2,t}(C = 1, G = 0)$	$\pi_{4,t}(C = 1, G = 1)$

Outlaws (hatched) Loyalists (grey)

Table: Effects of Attacks on Various Targets

	Non-Loyalists		Loyalists			
	$\tau_1$	$\tau_2$	$\tau_3$	Defended	$\tau_4$	Defended
$\Pr(\text{Attacker Wins})$ :	1	1	$\pi_3 + \pi_4$		$\pi_3 + \pi_4$	
$\Pr(\text{Attack Defended})$ :	0	0	$\pi_1 + \pi_2$		$\pi_1 + \pi_2$	
$u_{\alpha_i}(t \tau_j, \omega)$ :	$\mu + \beta$	$\mu + \beta$	$\mu + \beta$	$\mu - \kappa$	$\mu + \beta$	$\mu - \kappa$
$u_{\tau_j}(t \alpha_i, \omega)$ :	$\mu - \beta$	$\mu - \beta$	$\mu - \beta - \delta$	$\mu$	$\mu - \beta - \delta$	$\mu$
$\frac{u_{\alpha_i}(t \tau_j, \omega)}{u_{\alpha_i}(t \tau_j, \omega) + u_{\tau_j}(t \alpha_i, \omega)}$ :	$\frac{\mu + \beta}{2\mu}$	$\frac{\mu + \beta}{2\mu}$	$\frac{\mu + \beta}{2\mu - \delta}$	$\frac{\mu - \kappa}{2\mu - \kappa}$	$\frac{\mu + \beta}{2\mu - \delta}$	$\frac{\mu - \kappa}{2\mu - \kappa}$
$\frac{u_{\tau_j}(t \alpha_i, \omega)}{u_{\alpha_i}(t \tau_j, \omega) + u_{\tau_j}(t \alpha_i, \omega)}$ :	$\frac{\mu - \beta}{2\mu}$	$\frac{\mu - \beta}{2\mu}$	$\frac{\mu - \beta - \delta}{2\mu - \delta}$	$\frac{\mu}{2\mu - \kappa}$	$\frac{\mu - \beta - \delta}{2\mu - \delta}$	$\frac{\mu}{2\mu - \kappa}$



## Some results...

$$f_1 \equiv \frac{d\pi_1}{dt} = (\pi_3 + \pi_4) \left( \pi_2 \frac{\mu - \beta}{2\mu} - \pi_1 \frac{\mu + \beta}{2\mu} \right) \quad (1a)$$

$$f_2 \equiv \frac{d\pi_2}{dt} = \pi_2 \left( (\pi_3 + \pi_4) \frac{\mu + \beta}{2\mu - \delta} + (\pi_1 - \pi_4) \frac{\mu + \beta}{2\mu} - (\pi_3 + \pi_4)^2 \frac{\mu}{2\mu - \kappa} - (\pi_2 + \pi_4) \frac{\mu - \beta}{2\mu} \right) \quad (1b)$$

$$f_3 \equiv \frac{d\pi_3}{dt} = (\pi_3 + \pi_4) \left( (\pi_3 + \pi_4)^2 \frac{\mu}{2\mu - \kappa} + \pi_4(\pi_1 + \pi_2) \frac{\mu - \beta - \delta}{2\mu - \delta} - \pi_3(\pi_1 + \pi_2) \frac{\mu + \beta}{2\mu - \delta} \right) \quad (1c)$$

$$f_4 \equiv \frac{d\pi_4}{dt} = \pi_4 \left( (\pi_1 + \pi_2) \frac{\mu + \beta}{2\mu} + \pi_3(\pi_1 + \pi_2) \frac{\mu + \beta}{2\mu - \delta} - (\pi_3 + \pi_4)^2 \frac{\mu}{2\mu - \kappa} - \pi_4(\pi_1 + \pi_2) \frac{\mu - \beta - \delta}{2\mu - \delta} - \pi_2(\pi_1 + \pi_2) \right) \quad (1d)$$

$$\pi_3^{fail} = \frac{(\beta + 1)(\kappa - 2)}{\delta + \kappa - \beta(2 - \kappa) - 4} \quad (2)$$

This equation provides our first primary result—namely, if the initial conditions of  $\pi_{3,t=0} < \pi_3^{fail}$ , then society will decay over time to a point where no citizens support the government. We know this because if  $\pi_{3,t=0} < \pi_3^{fail}$  it implies  $f_3 < 0$ .

## Extensions

- ▶ Include government as (rational?) actor
- ▶ Make population discrete
  - ▶ Permits stochastic interpretation of model
- ▶ Explore  $\mu_t$ , etc. (Example:  $\mu_t = \int_{\underline{u}}^{\bar{u}} u dH$ ).
- ▶ Explore simulations/relative rates of convergence
- ▶ Different replicator dynamics
- ▶ Non-loyalists have chance for defense
- ▶ Change targeting structure

Table: Key Symbols Used in Paper

ITEM	DESCRIPTION
$t$	the period (or round) indicator
$\pi_i$	citizen strategy type for group $i$ ; also, proportion of $\pi_i$ relative to total population
$\alpha_i$	attacker type in period $t$
$\tau_j$	target type in period $t$
$\omega = \Omega$	attack outcome in period $t$ . 1, if attack succeeds; 0, if attack defended
$\frac{u^{\alpha_i, t}(\omega, \tau_j) + u^{\tau_j, t}(\omega)}{u^{\alpha_i, t}(\omega, \tau_j) + u^{\tau_j, t}(\omega)}$	ratio of target's payoff over the attacker and target's summed payoffs
$\frac{u^{\alpha_i, t}(\omega, \tau_j)}{u^{\alpha_i, t}(\omega, \tau_j) + u^{\tau_j, t}(\omega)}$	ratio of attacker's payoff over the attacker and target's summed payoffs
$\mu$	per period base utility for each citizen
$\beta$	amount removed from target (and given to attacker) if attack is successful
$\delta$	additional penalty to a loyalist following a successful attack
$\kappa$	punishment to attacker if attack is unsuccessful, and if target was a loyalist

