

Collusion Among Adversaries

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Slides: `mattmalis.github.io/slides`

The Puzzle of Provocation

Intuitive logic of provocation:

- ▶ A wants conflict, but wants B to make the first move
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- ▶ How can it be both in A 's interest to *provoke* B ...
 - ▶ ...and in B 's interest to *be provoked*?
- ▶ How can costless communication between adversaries influence conflict behavior?

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This model:

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⇒ the adversary leaders collude to manipulate the third party's behavior

Overview

Outline:

- ▶ Model setup
- ▶ Benchmark: no communication
- ▶ Private communication
- ▶ Public communication
- ▶ Cases

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Players L (she), D (they), F (he):

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- ▶ L and F (simultaneously): take aggressive action ($a_i = 1$) or not ($a_i = 0$)

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- ▶ Each side wants the other side to not attack

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- ▶ private types θ_L, θ_F , with $\theta_i \sim G_i(\cdot)$ on $[\underline{\theta}_i, \bar{\theta}_i]$:
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- ▶ Assume $\delta_i > \alpha > 0$:
 - ▶ better to prepare in advance than catch your opponent off-guard

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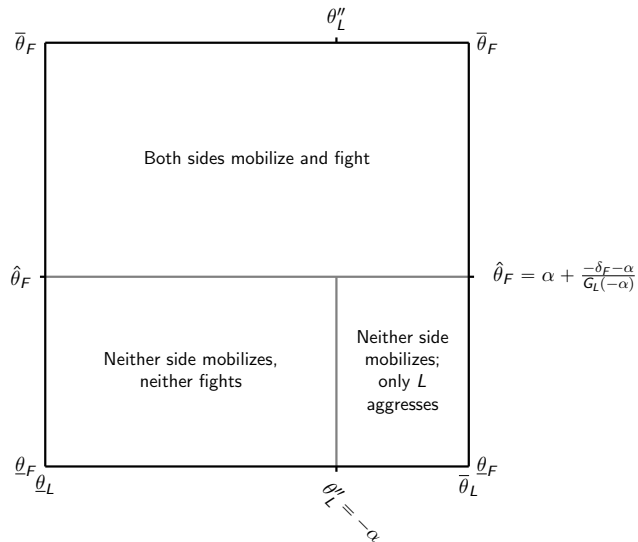
Plan for analysis

At the conflict stage, the (fight, fight) eqm, $a = (1, 1)$, is always supported

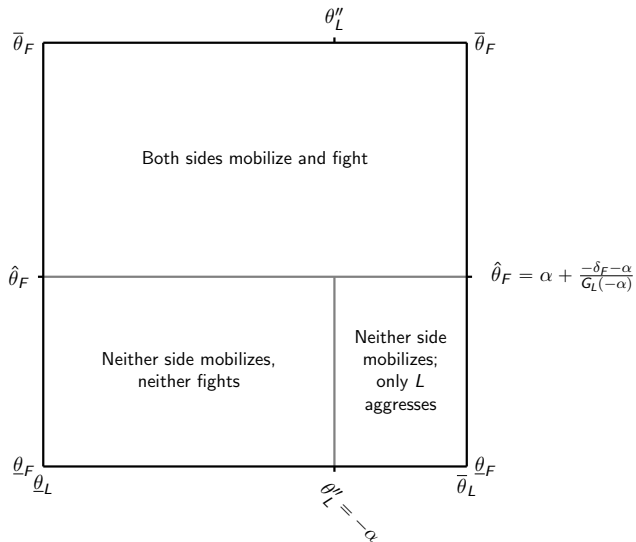
- ▶ if players anticipate $a = (1, 1)$, then both want to prepare, $r = (1, 1)$

Goal: characterize the most cooperative eqm that can be supported

Non-Communication Equilibrium

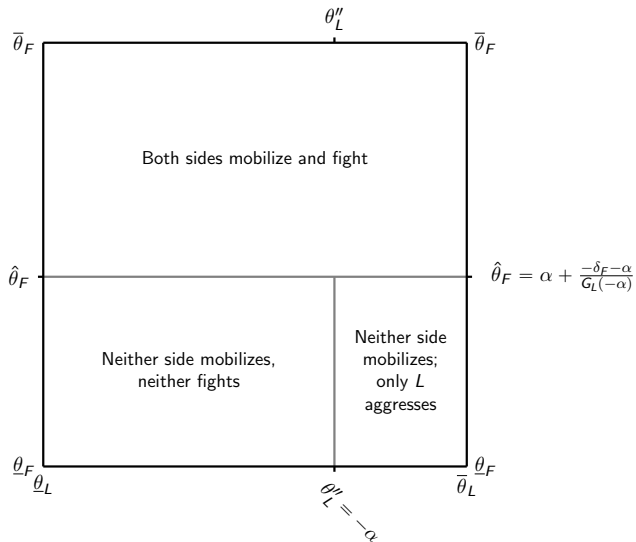


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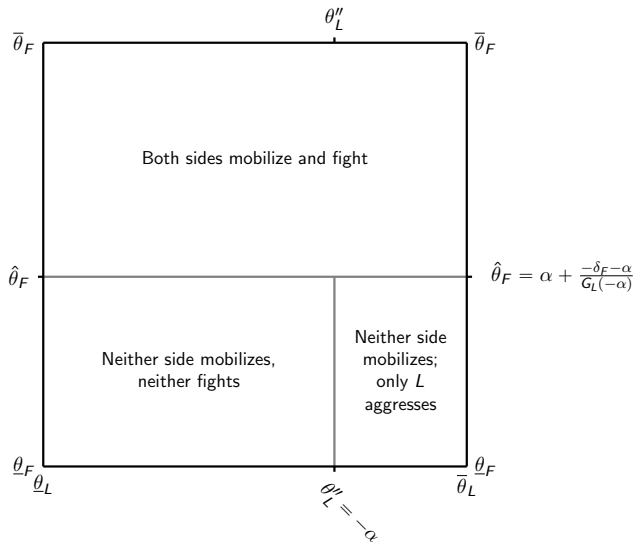
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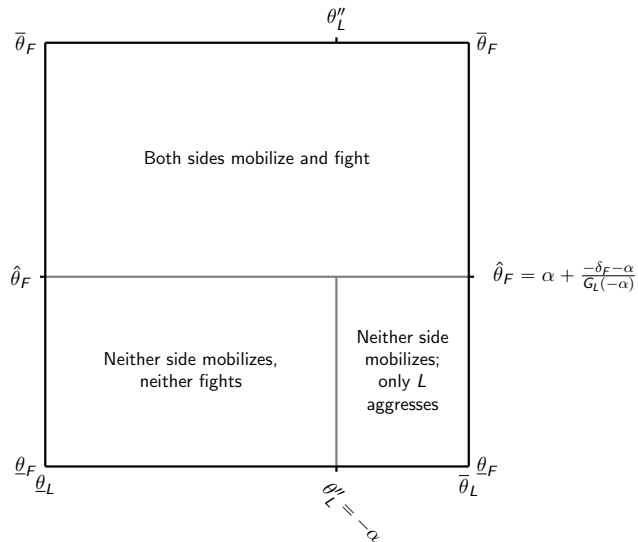
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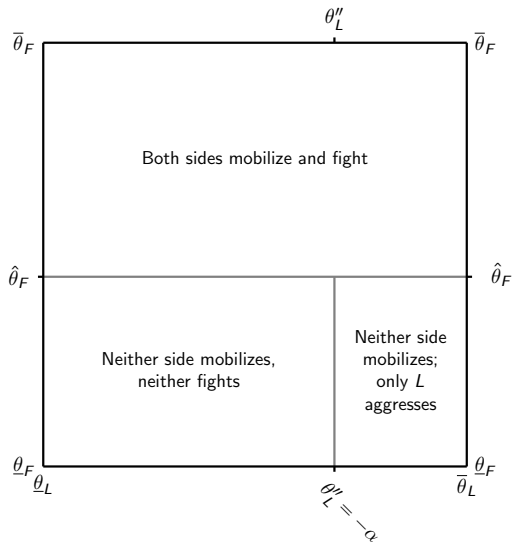
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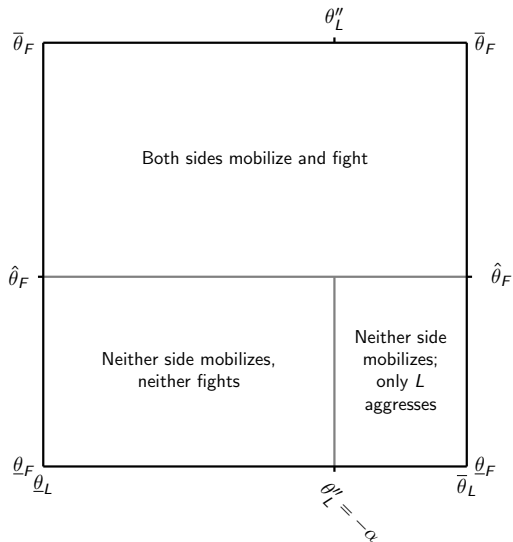


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- ▶ L : $a_H = 0$ only if:
 - ▶ $r_F = 0$ and $\theta_L < \theta_L''$

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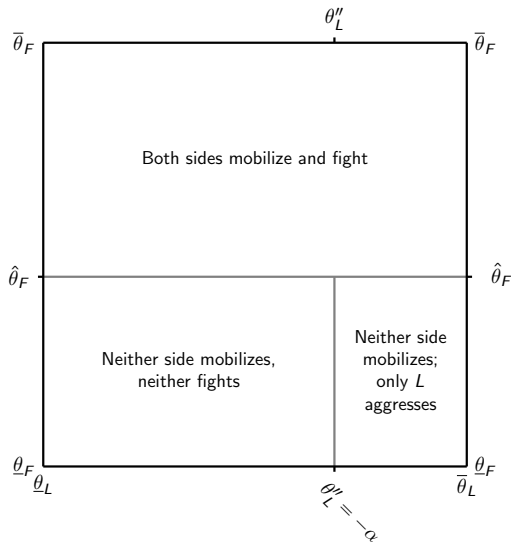


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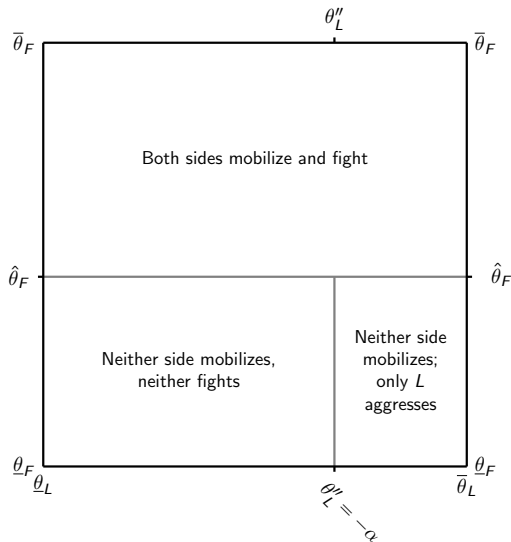
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- ▶ with high θ_L , low θ_F :
 - ▶ conflict is inevitable
 - ▶ but F doesn't prepare
 - ▶ and L doesn't get D 's support

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L and F will play cutpoint strategies in θ_i

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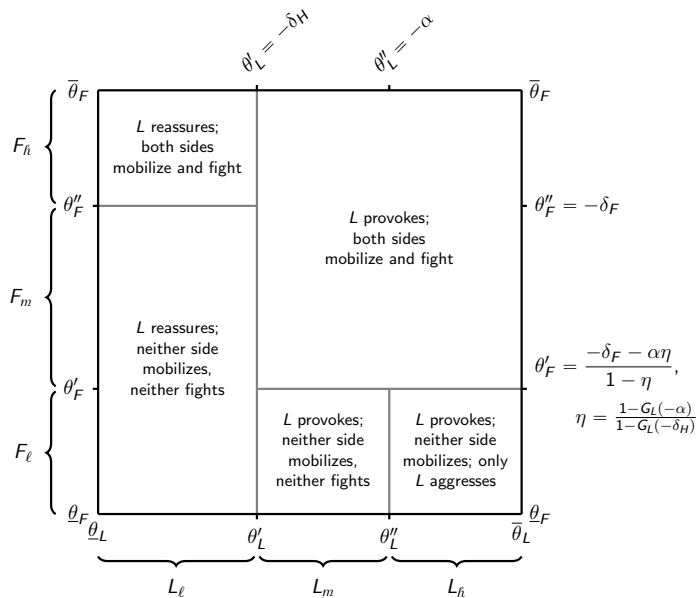
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- ▶ D matches F 's action



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- ▶ D supports conflict iff F mobilizes
 - ▶ even though they know F may just be reacting to L 's provocation

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Summary:

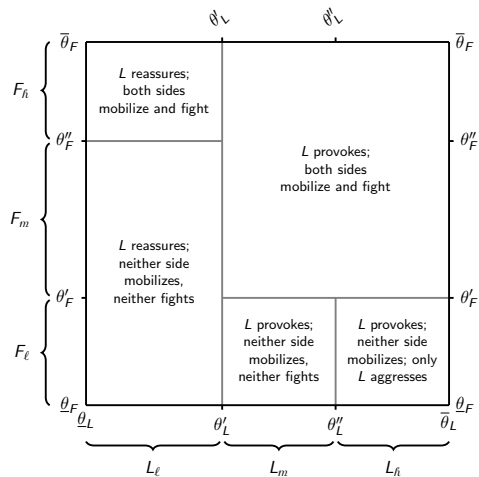
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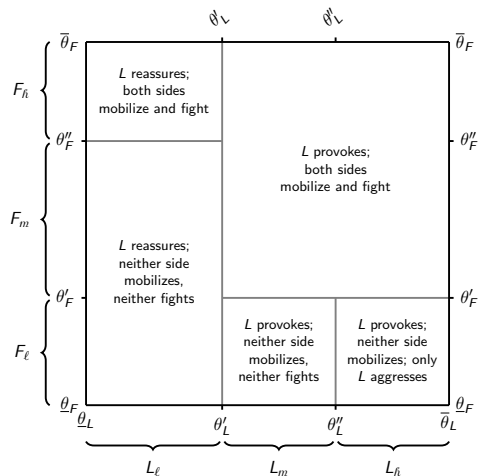
Summary:

- ▶ L can enlist F 's help in getting D 's support for conflict
 - ▶ L and F “collude” to manipulate D 's behavior
- ▶ Corollary: if L can *provoke* F , then L can also *reassure*
 - ▶ cheap-talk message can prevent F from attacking

Comparative Statics

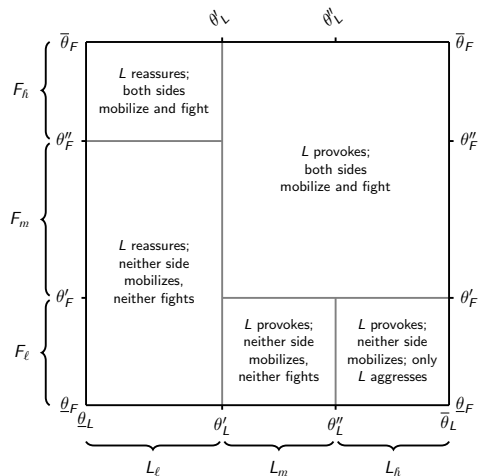


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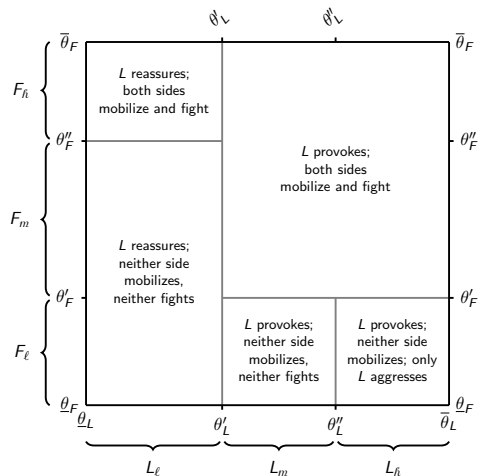
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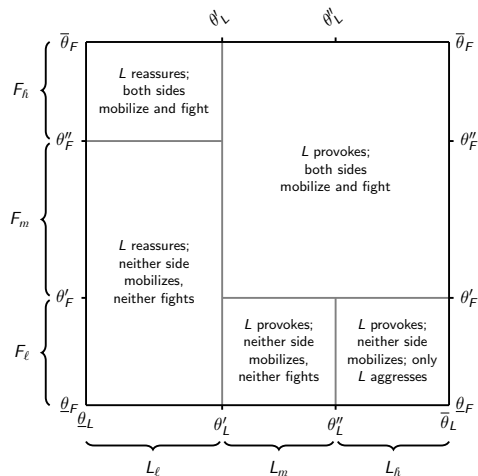
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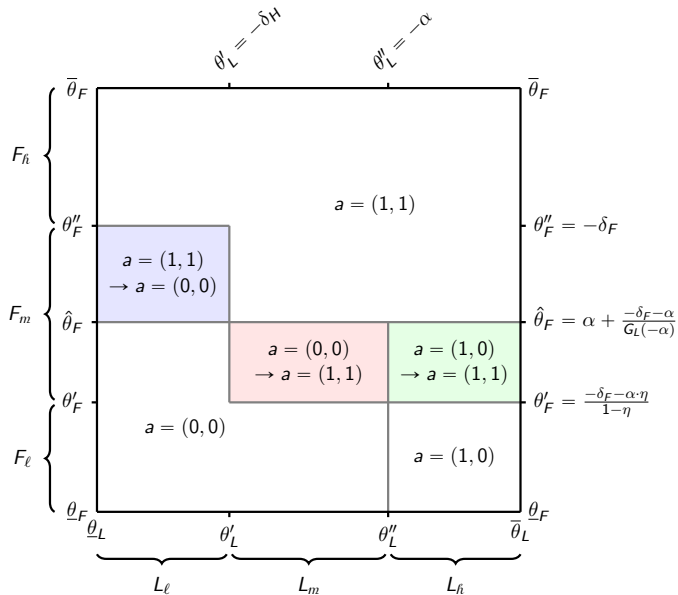


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$\Rightarrow$ contrary to standard audience cost result

Comparing Private Communication vs. Non-Communication



Public Communication

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Result:

- ▶ Either the same behavior (if $\phi < \hat{\phi}$)
- ▶ or the message is strictly *more* effective
 - ▶ (creates more separation in F 's mobilization strategy, and thus conflict)
- ▶ reason: provocative message increases D ' belief that conflict is inevitable

Interpretations of L/D relationship

L	D
Leader	Voter / domestic constituency
Executive	Legislature
Protegé state	Patron state
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 - ▶ costless message that communicated Bismarck's hostile intent
- ▶ France “mobilizing” ($r_F = 1$):
 - ▶ initiating war on its own timeline, rather than waiting
 - ▶ advantageous for France — power shifting towards Prussia

Gulf of Tonkin incident, Jul-Aug 1964:

- ▶ U.S. taking provocative actions toward North Vietnam
 - ▶ ineffective covert activities (34A), commando raids, subversion attempts
 - ▶ Navy destroyer, Maddox, on radar harassment patrols
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- ▶ Congress passes Gulf of Tonkin Resolution ($r_H = 1$):
 - ▶ authorizing the President to “take all necessary measures to repel any armed attack against the forces of the United States to and to prevent further aggression”

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 - ▶ Johnson then sends Maddox and another ship to be attacked again
- ▶ Congress passes Gulf of Tonkin Resolution ($r_H = 1$):
 - ▶ authorizing the President to “take all necessary measures to repel any armed attack against the forces of the United States to and to prevent further aggression”
- ▶ Resolution substantially reduced Johnson’s domestic political cost of future military escalation (δ)

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 - ▶ drone flights dropping propaganda leaflets
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- ▶ Provocation unsuccessful; Kim Jong Un did not mobilize
 - ▶ Yoon’s martial law attempt was overwhelmingly rejected by SK public ($r_H = 0$)
 - ▶ did not perceive external threat

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Distinction from **audience costs**:

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Novel mechanism of cheap-talk diplomacy between adversaries:

- ▶ coordinating action to collude against a third party