

I. Structural Theory - (Realism)

A. Focuses On the Structure of A System To Predict WAR (Explain WAR)

B. Primarily, The Balance of Power - Stable Or Unstable - Instability Causes WAR

C. Hegemonic Threats Are Most Likely To Cause WAR

D. UNSTABLE Systems Can Be Restabilized Through WAR OR Rational Balancing (Alliances)

II. Premises And Deductions

A. First Premise - Hierarchy
OR Anarchy

B. First Deduction - If
Anarchy, The Balance of
Power Is A Balance of
Conflict Given Power Maximization
And Resource Scarcity

C. Second Premise The
Hypothesis of The Unitary Actor

1. Quasi-Markets And
System Selection - Out OR In

D. Second Deduction - Rational/
Self-Interest, Rational/Self-
Help And Rational/Distrust

III. Explaining W.W.I And WAR In General

A. Fundamentals/Faultline-Major Power Conflict

1. Contingent And Objective
(Hegemonic, Germany, Russia)

B. Armed Anarchy And Alliance Polarization

C. Alliance Lock-In

4 = Germany

3 = France, ~~Russia~~ Britain

2 = Russia

1 = Aust-Hungary (5 = 5)

D. Security Dilemma And Instability

C. Survival Threat (Aust-Hungary)

WAR As Best Choice (No Bargain Available)

I. Institutional Theory

A. International Institutions

And Domestic Factors

Provide A CAUSAL Explanation
of WAR And Peace

B Domestic Institutions -

WAR STATES / Peace States

1. Externalization - Rational/
Strategy OR Unlikely Choice

C. International Institutions

1. Bargaining; Bargaining
Failure And Enforceability

2. Signalling, Credible Commitment
(Costly Because Believable Signal)
And Incomplete Information
(Inference for WAR/Peace)

II. Premises And Deductions

A. First Premise - Non-Antagonistic Interests

B. First Deduction - Balance of Power - Is A Balance of the Status Quo (Rages At Time 0 From Peace To WAR)

C. Second Premise - The Zero Payoff From WAR (Why?) 1. The Costs of WAR
WAR Fighting, Probability of Damage;
Cost of WAR Termination

D. Second Deduction - The Better Bargain - ALWAYS A Bargain Better - Over WAR
1. $W_{\text{no WAR}} > W_{\text{with WAR}}$

III. Institutional Explanations of WWI And General Causes

A. Domestic Factors —

The WAR STATE (Germany)

1. But, Constrained To Choose WAR By Institutions/Instability; Public Opinion (Audience Costs); legislative veto gates (WAR Credits)

2. No obvious WAR STATE

c. Preferences

4. = Win Without WAR

3. = Status Quo (Peace)

2 = WAR

1 = Defeat

	Cooperate	Defect
Coop	3, 3	1, 4
Defect	4, 1	(2, 2)

(2.2) Strategy

III. B. International

Institutional Explanations

1. Absence of Bargaining Institutions - But Europe Has Congresses, Conferences, Diplomatic Networks
2. Enforceability - Crisis Diplomacy To Limit WAR WAS Enforceable
a. Balkan WARS
3. Bluffing And Incomplete Information - Austria-Hungary Must Credibly Commit To Limited Mobilization;
Germany Does Nothing; Russia Betrays
A. House

* Credible Commitment
Costly therefore
Believable Signal

A. Force Positioning

1. U.S. Forces in R.O.K.

2. Japan and the U.S.

Nuclear Umbrella

3. 1941-U.S. Oil Embargo

4. Nato and Poland (1990's)

5. Austrian Ultimatum

to Serbia - 1914

* Contingent Conflict,
Objective Conflict,
1 + 6 World Island

A. Contingent (Historical,
Path Dependent)

1. France - Germany (1871-
1914)

2. Austria - Russia

3. Great Britain - Germany

4. Russia - Germany

B. Objective - Hegemonic
Conflict - Germany
+ Russia

I. The Short WAR
Illusion - WAR AS
Misperception

A. Miscalculation - Not
Irrational/Prefereces C-
Bargaining Failure, B + A
Misunderstanding of Neapow
- Negates Possible OFFENSIVE
Success - But 1 - What
WAS The Alternative
To Offensive Strategy
Aimed At Decisive
Battle

II. Strategic Constraints On WAR Plans

A Maximum Mobilization
And Minimum Mobility

Quick Results Made
Necessary By Large-Scale
Military That Move
Slowly But Must Attack
OR Forfeit Initiative,
Public Opinion, Cost Catastrophe
(Cost To Economy)

DEFENSIVE Necessity,
Extreme Defensive Advantage
(Machine Guns, Artillery)

1. Attack Or Disintegrate
(Elan Vital)

C. Rational Strategies

1. First Preference
Strategy - Decisive
Battle Produced By
OFFENSIVES

a. Adopted By All
Maj. Powers

2. Second Preference
Strategy - Rational
Attrition - Acceptable
Casualties (100,000's)

3. Attrition WARFARE /
MANEUVER WARFARE

X Re Security

Dilemma Is

Also Called

An Arms-Race
