

Conflict in Cyberspace

Graduate Seminar, Fall 2023
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*Week 03: Brief
History of
Communications*

Recap W01: Critical Thinking

State	Chocolate consumption	Incidents of teenage pregnancy
Alaska	5	50
Vermont	10	100
Texas	15	150
Florida	20	200

- ☐ Pregnant teens end up consuming more chocolate
- ☐ Teens who consume large amounts of chocolate tend to have higher chances of pregnancy
- ☐ States with many pregnant teens consume more chocolate than other ones
- ☐ More data is required to make a credible conclusions
- ☐ Since correlation is not a causation, no conclusions can be made using this data

Recap W01: Working With Text is Important

- ☐ **What is the argument?** [Theory]

- ☐ Implications

- ☐ **How is the argument supported?** [Data]

- ☐ **Issues with**

- ☐ argument [logical contradictions]
- ☐ data [mismatch / systematic error]
- ☐ inference-making

Examples of issues

- ☐ **Internal Validity:**

- ☐ **[Argument]** What do you mean by 'X'?
- ☐ **[Data]** How do you measure 'X'? (data!)

- ☐ **External Validity**

- ☐ Can we generalize insights from the case?

- ☐ Pregnant teens end up consuming more chocolate

- ☐ Teens who consume large amounts of chocolate tend to have higher chances of pregnancy

- ☐ States with many pregnant teens consume more chocolate than other ones

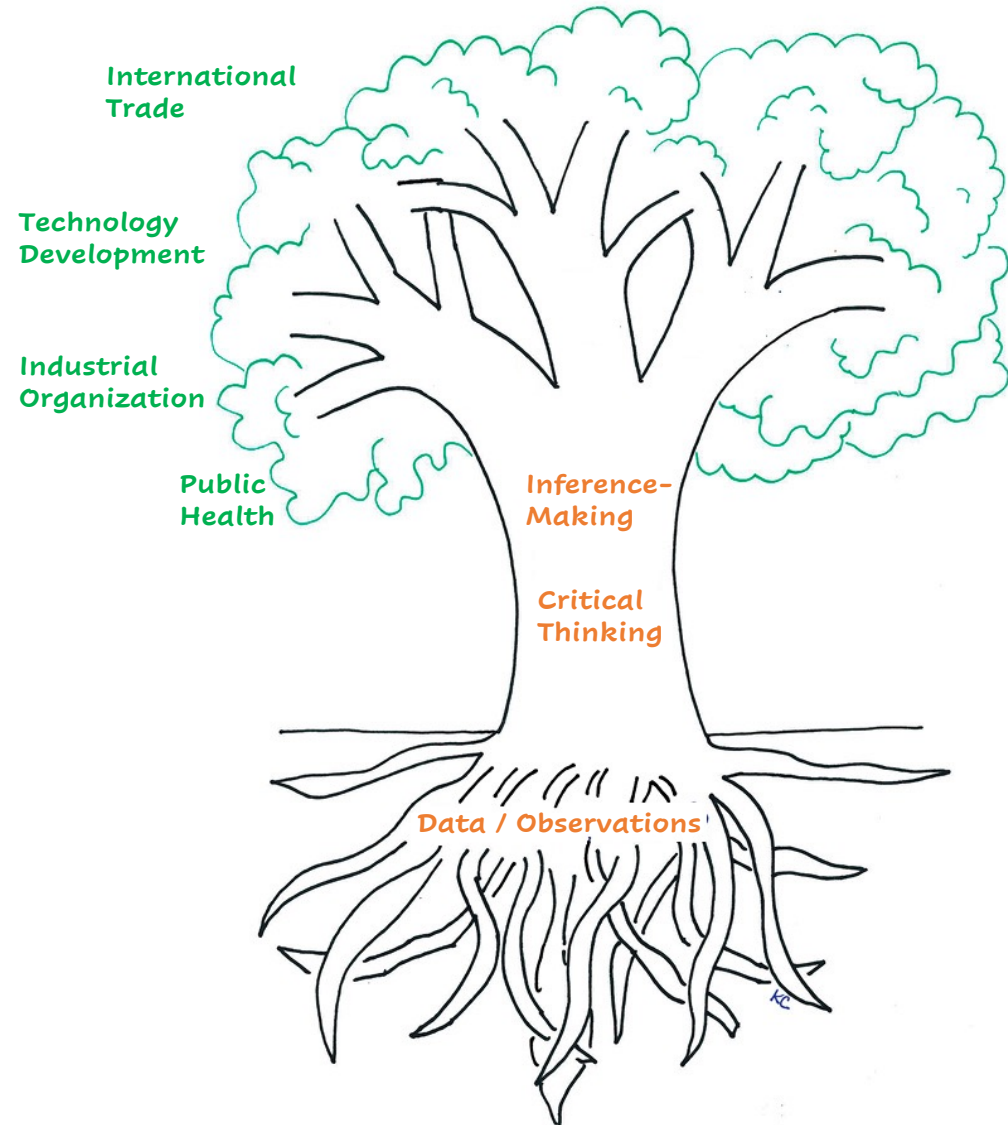
- ☐ More data is required to make a credible conclusions

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Recap W01: Real Learning, nowadays

*Learning,
old-school*

*Learning,
new-school*



□ **Takeaway:**
No sense in doing survey of topics

Recap W02: Conflict

❑ Conflict is immanent (so far) . Why

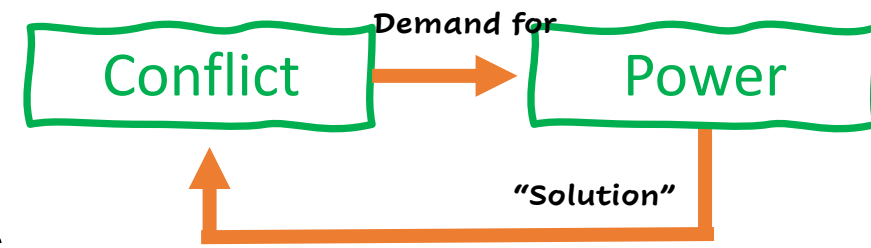
- ❑ Resources scarcity
- ❑ Uncertainty is global
- ❑ Role of beliefs

Why would Strongman follow others' commands?

Strongman's potential motives:

- ❑ **Richman:** Money [= life resources → survival]
- ❑ **Priest:** Fear of hell [hope for afterlife]
- ❑ **King**

Causes &
Consequences



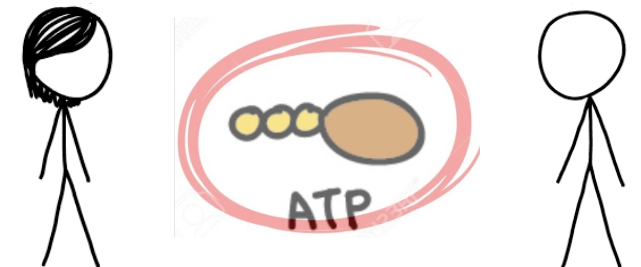
Conflict: Anarchy \rightsquigarrow State

Olson: **Anarchy** \rightsquigarrow State

Volkov: Anarchy \rightsquigarrow State

North: Anarchy \rightsquigarrow **State**

Latent VS Active



Olson 2000, The Logic of Power

Roving Bandits Vs Stationary Bandits

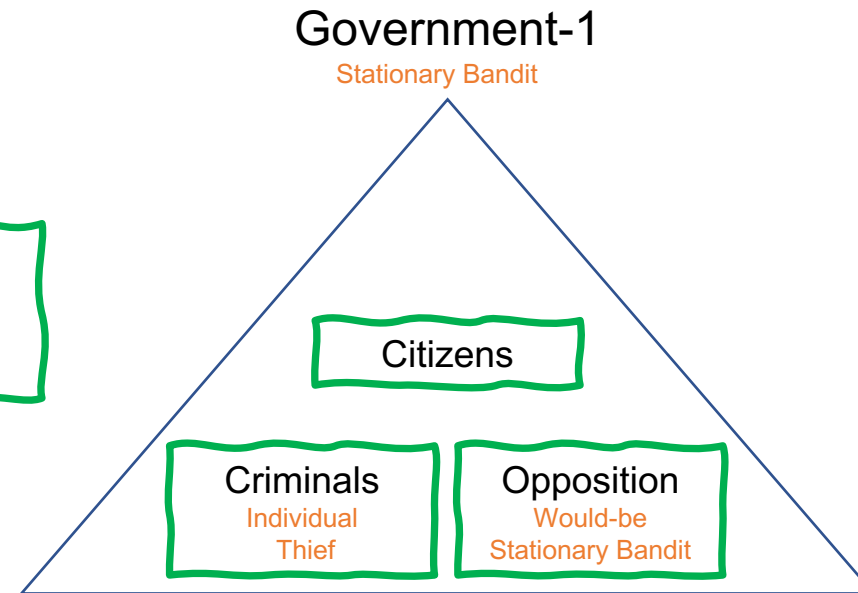
	Steal	Do not steal
Steal	[1;1]	[3;0]
Do not steal	[0;3]	[2;2]

Volkov 2000, The Logic of Power

Monopolization of Violence

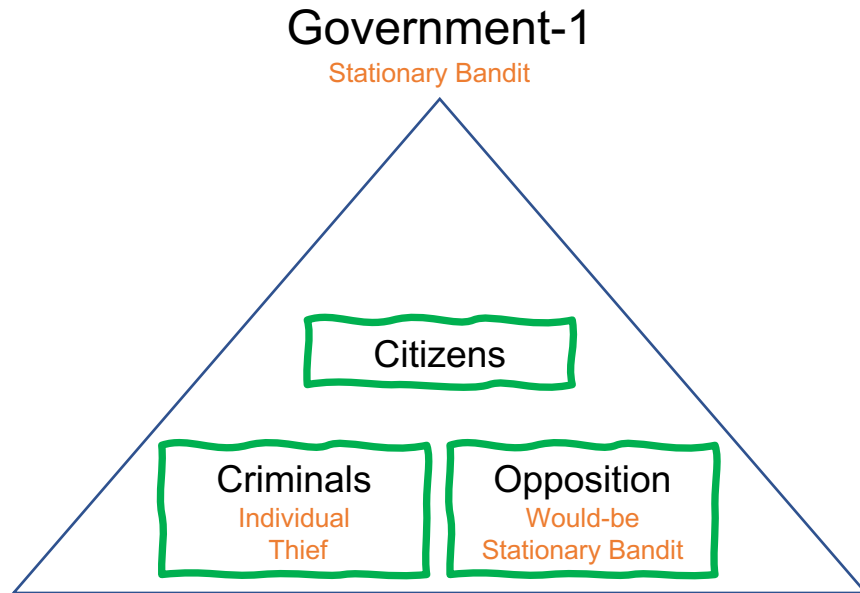


Anarchy \rightsquigarrow War 'All-Against-All' \rightsquigarrow
monopolization of violence \rightsquigarrow **state**



North 2009, Violence and Social Orders

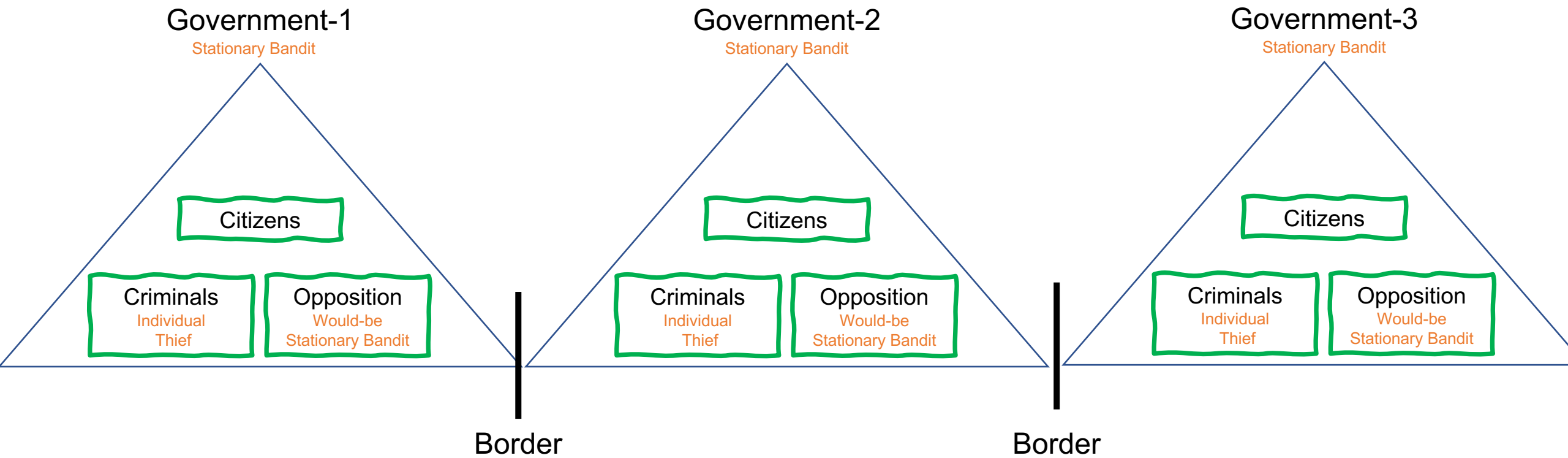
How Exactly Stationary Bandit works



Pre-Digital Age Conflict

Equilibrium

Conflict ~~~> Anarchy ~~~> Violence Monopolization ~~~> International system



Technology Steps in

☐ **Physical Space**

- ☐ not only lead to a conflict but also triggers the development of the technologies
- ☐ Geography completely determines the communication due to costs it creates
- ☐ Role of beliefs

☐ **Observed Patterns**

Writing -> Beacons, Semaphores -> Books -> Invention of print press ->
Telegraph -> Phones -> Modems -> Internet -> Web -> Social Media

☐ **Important Trends**

1. Increase efficiency of information diffusion due to cheaper and faster technologies
2. One-to-one -> one-to-many -> many-to-many
3. Shift in a relative importance of substantive technologies and communication technologies -> communications and logistics use to be auxiliary things