**Zero-Geography International Relations**

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There have been several computational models meant to stylistically capture the dynamics of the international system in general, and international conflict in particular. Min et al. (2008) describe the rich history of non agent-based models of this sort, and the agent-based approach likely began with the Axelrod (1997) tribute model and was expanded upon by Lars-Erik Cederman with the GeoSim (2003) model family.

A key feature shared by all of these models is spatiality. Their fundamental unit is the grid cell; agents are composed of one or more such cells, and interact only with their immediate neighbors. Nevertheless, modern international relations do not operate only across contiguous geography. Major powers have colonized, invaded or dominated remote polities, and voluntary trade is increasingly globalized as well.

Thus, I propose a simple geography-free model of an international system. I will replace provinces with more abstract *Interests*, each controlled by a single agent. I will then allow the agents to interact randomly, engaging in cooperation or conflict. I will measure several outputs of the model, in particular the distribution of agent and conflict magnitudes, and compare the results both to previous models and to reality.

**References**

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