

Today's Agenda

- 1. Mobilization and war.
- 2. Presentation on "Inventing the Railroad and Rifle Revolution."
- 3. Presentation on "Surprise Attack and Disarmament."

Recap: Sinking Costs

- Resolve = willingness to pay war costs
- Potential challenger doesn't know if you're resolved
 - Resolved → Don't challenge
 - Unresolved → Challenge
- Sinking costs = burn money to show you're willing to pay war costs

Tying Hands

Instead of paying the cost of war up front, make it more costly to back down later on.

Tying Hands: How It Works

- Resolved → Tie hands
 - Challenger knows you won't back down
 - Less likely to challenge
 - If challenged, you fight
- Unresolved → Don't tie hands
 - Challenger knows you will back down
 - Challenges you
 - You back down

Tying Hands and the Risk of War

Tying your hands is a good deal!

- No upfront costs
- Reduces risk of challenge

So why don't unresolved states do it too?

- Have to fight if challenged
- Greater risk of war

Mobilization Serves Both Purposes

- -Sinks costs
 - Expensive
 - Public, visible to opponent
- Ties hands
 - Fighting less costly than before
 - Chance of victory greater than before

Mobilization and the Risk of War

- Unresolved → don't mobilize
 - Opponent challenges, you back down
 - No war
- Kinda resolved → mobilize a bit
 - Opponent only challenges if resolved
 - Chance of war
- Highly resolved → mobilize a lot
 - Opponent never challenges
 - No war

So Does Mobilization Cause War?

In individual cases? Yes.

On the whole? Probably not.

The Price of Peace and the Puzzle of War

- -When peace prevails
 - Low mobilization
 - High mobilization
- Settlements not always efficient
- Moving forward the puzzle of war?

For Next Time

- Read Putnam, "Diplomacy and Domestic Politics" (JSTOR)
- Presentation on "International Conflict and the Tenure of Leaders"
- Presentation on "Political Bias and War"

Image Sources

- Italian soldiers mobilizing: Wikimedia Commons