* Realism - explains IR by emphasizing the power of states
  + Believe humans are naturally greedy
  + Convey how the world really is
  + Thomas Hobbes’ state of nature - in absence of government, humans will only pursue their own self interests
  + Prioritizes political power of morality and ideology
    - Claims that states with opposite ideologies still make similar power maneuvers
  + Prefer the dominance approach to power but are open to identity and reciprocity
* Idealism - emphasizes international law, morality, and IGO over power
  + Believe humans are naturally good
  + Convey what the world ought to be
* Realists opposed such ideological wars as Vietnam and Iraq, claiming they would not further our interests
* [Nice picture in phone]
* Power - the ability to get another actor to do what it would otherwise not do
  + The ability to influence others
  + Correlated but not the same as capability
  + Capability best measured by GDP, but even GDP is a rough estimate at best
  + Power of ideas - ability maximize capability through psychological manipulation, such as nationalism
  + Soft power - getting other states to adopt your ideas
  + Long term elements -Composed of GDP, economic independence, population, territory
  + Short term elements - military, quality of bureaucracy, moral legitimacy/loyalty
* The international system
  + Unlike the domestic sphere, the IR sphere exists in a state of anarchy
  + The idea of sovereignty dictates that states do not have the right to interfere in the domestic affairs of other states, although this is sometimes stretched
  + In today’s world, spying between states is accepted as normal
  + Security dilemma - a state’s actions taken to ensure its own security (military build up) threaten the security of other states
    - The driving force behind arms races
* Balance of power - relative power of states, maintains stability in IR
  + Argues that counterbalancing of power through alliances occurs often to keep the top dog in line or to contain threats from smaller but more dangerous states
  + “Keeps state sovereignty from collapsing into a global empire
  + Great powers - generally defined as being capable of being defeated only by another great power. Even after a war, a nation barely loses its great power status (Germany and japan after WW2, Russia after the cold war)
    - US, china, russia, japan, germany, france, britain
  + Middle powers - large but not industrialized or small but highly specialized
    - Canada, italy, spain, Australia, India, indonesia, mexico, Turkey
  + Neo realism - explains events in terms of the distribution of power among states
  + Power transition theory - states that the largest wars result when a rising power is surpassing the top power and then challenges its authority
    - Peace is maintained when a country’s status in the hierarchy corresponds to its capability
  + Polarity - the number of centers of power in IR
    - Called a hegemony if there is only one dominant power
      * Britain in the 1800s and the US after WWII and again after cold war
    - The cold war area involved a bipolar system, the US vs Soviets
    - Tripolarity - hints of it in the US-Soviet-China triangle in the 1960-70s
    - Multipolarity - >3, existed in post napoleonic europe
      * Has the potential to easily become chaotic
      * Focuses on balance of power to prevent a hegemon
  + Hegemonic stability theory - hegemony provides some sort of central government in IR
    - According to this theory, since a hegemon is the most economically capable, it will encourage political stability worldwide, so that free trade can prosper, which will then allow the hegemon’s economy to be accessed by all markets worldwide
  + United states approach
    - Alternates between isolationism and activism
    - Activism
      * Unilateral approach - work on our own. More expensive, less power, but more freedom of action
      * Multilateral approach - work through UN and IGOs. less expensive, more power, but less freedom of action
* The Great Power System 1500-2000
  + Treaty of westphalia 1648 - established principle of of independent, sovereign states. Occurred after the 30 years war, in which the Hapsburg family’s (Austria-Hungary, Spain and Netherlands) was defeated
    - This severed the pope from political influence in many nations
    - Set the standard that states defeated in war would be allowed to keep most of their territories
  + Power balancing system developed in 1500s, emphasized global outlook and interstate operation
  + After france’s defeat in Napoleonic wars in 1815, congress of vienna reasserted state sovereignty due to napoleon’s conquest, and established the concert of Europe (cooperation of the 5 most powerful nations)
  + By end of 19th century, US, Italy and Japan emerging in power, and with this the power system became global
  + The allies of WWII: US, France, Britain, Russia and China, became today’s UN security council
  + Today’s IR scene is more similar to the concert of Europe than the cold war
* Alliances
  + Fastest changing element of power system
  + “We have no eternal allies and no perpetual enemies”
  + Alliance cohesion - the ease with which members hold together an alliance
  + NATO - NA and western europe, 28 countries making half the world’s GDP
    - NATO’s allied supreme commander has always been a US General
    - After 1999 Kosovo War, the EU started to build up their militaries to be more independent from US
    - NATO’s expansion into former soviet states has raised questions over the compatibility of these new members, and has pissed off Russia to the point that they have increased cooperation with Venezuela and China
    - the Iraq war caused a schism between the members (France, Germany and Turkey opposed the war)
  + US-Japanese Security Treaty - US keeps 50,000 troops in japan in exchange for half the maintenance cost. US share in this alliance is greater than their share in NATO
  + African Union replaced the Organization of African Unity at beginning of 21st century, acts as a loose central bank, parliament and court
* Strategy
  + Statecraft - realists’ art of managing state affairs and effectively using power strategies
  + Strategy - maximizing international influence given limited resources
  + Deterrence - threats made to stop a country from taking a negative action
  + Compellence - threats made to stop a country from continuing a negative action
  + Escalation - a series of sanctions of increasing severity, used for compellence
  + Rational actors- those who wield power while engaging in statecraft
  + Game theory - analyzing the cost benefit scenarios of different choices by a state
    - Zero sum games - one player’s gain is by definition the opposition’s loss
  + Prisoner’s dilemma - rational actors choose moves that make things worse for everyone, despite there having been a better alternative
    - In an arms race, both sides strain their economy and the end result is the potential for an increasingly bloody war
      * Both sides say “If they go nuclear, we must. If they don’t, we still must”