

An Exploration of Terror Networks, Lethality, and Survival

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1. License to Kill: Terrorist Group Relationships and Lethality
2. Live and Let Die: Terrorist Group Lethality, Survival, and Success
3. No Time to Die: The Effect of Lethality and Alliances on Terrorist Group Survival

License to Kill: Terrorist Group Relationships and Lethality

Alliances

- Increase access to resources
- How does this affect lethality?
 - Number of alliances or connectedness of alliances?

Rivalries

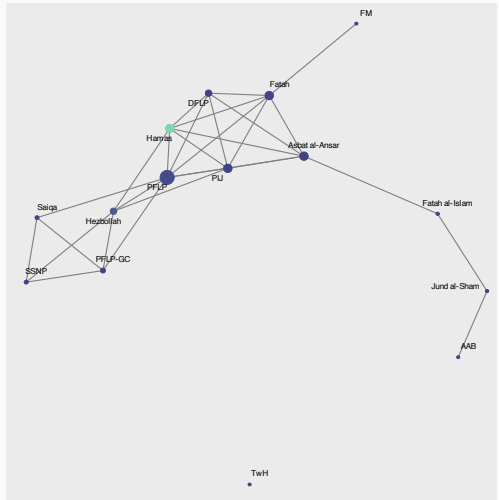
- Outbidding

Hypotheses

- **H1:** Terrorist organizations with a higher number of alliances will be more lethal.
 - Expect that null cannot be rejected
- **H2:** Terrorist organizations that are more embedded in the alliance network will be more lethal.
- **H3:** Terrorist organizations with a higher number of rivalries will be more lethal.

Research Design: Network Data

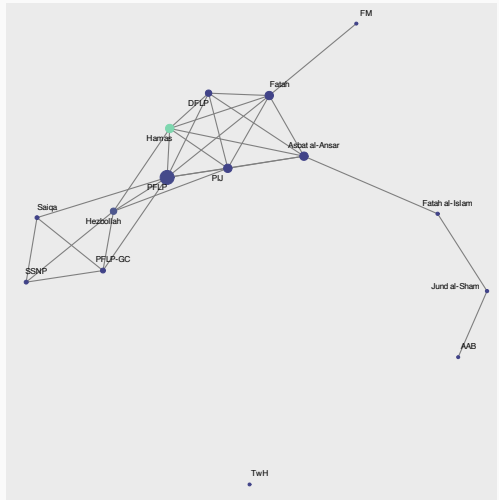
- Original data
- Sample: Terrorist groups in Lebanon. 2000–2016.



2016 Alliance Network

Research Design: Network Data

- Original data
- Sample: Terrorist groups in Lebanon. 2000–2016.
- Yearly networks
 - Alliances: Tactical or logistical cooperation
 - Rivalries: Physical violence against each other



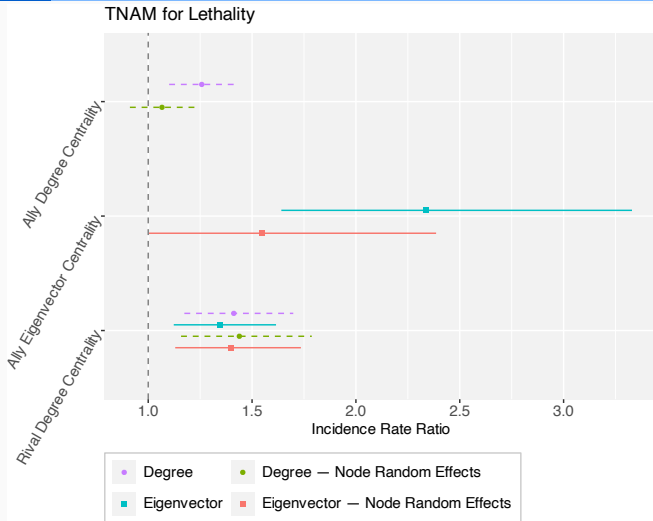
2016 Alliance Network

- Temporal network autocorrelation model with negative binomial
- Dependent variable: Count of attacks

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 - Ally degree centrality (H1)
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- Dependent variable: Count of attacks
- Main explanatory variables
 - Ally degree centrality (H1)
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 - Rival degree centrality (H3)
- Controls
 - **Organizational:** religious, state sponsorship, multiple bases, government, duration
 - **Network:** cliques, spatial lag, spatial and temporal lag

Findings



Node random effects included in Models 3 and 4

Ally and rival cliques, spatial lag, spatial + temporal lag, religious, state sponsorship, multiple bases, government, duration included in models

90% confidence interval

- H1 not supported, as expected. No evidence that the number of allies affects lethality.
- Support for H2. Having more connected allies leads to increase in lethality.
- Support for H3. More competition increases lethality.

Live and Let Die: Terrorist Group Lethality, Survival, and Success

- How does terrorist group lethality affect group success?
- Overall organizational lethality
 - Drawing from literature on lethal attack types and civil war
- Success
 - Long-term goals
 - Measured with end type

- End type: victory/political process
- Lethality as a signal
 - Low levels: weak signal
 - High levels: undermined bargaining power
- Success is most likely at a moderate level of lethality
- **H1 : Terrorist groups that exhibit moderate levels of lethality are more likely to end by achieving victory or joining the political process.**

- End type: Forcible termination
- Lethality as a signal
 - Low levels: little threat
 - As lethality increases, threat and state response increase
 - ...BUT
 - High lethality groups have higher capacity
- Forcible termination is most likely at a moderate level of lethality
- H2 : Terrorist groups that exhibit moderate levels of lethality are more likely to end by being forcibly terminated.

- End type: Splintering
- Reasons for splintering
 - Infighting
 - Infighting — tactics
 - Splinter groups found to be less violent¹
 - Extrapolate that splintering happens at high lethality
 - Loss of external support
 - Alienating supporter base
- **H3 : As organizational lethality increases, the likelihood of ending by splintering increases.**

¹Robinson, Kaitlyn, and Iris Malone. 2024. "Militant Splinter Groups and the Use of Violence." *The Journal of Conflict Resolution* 68(2-3): 404-430.

- EDTG group-year data.² 760 groups. 1970–2016
- Time to group end type
- Cause specific competing risk Cox models

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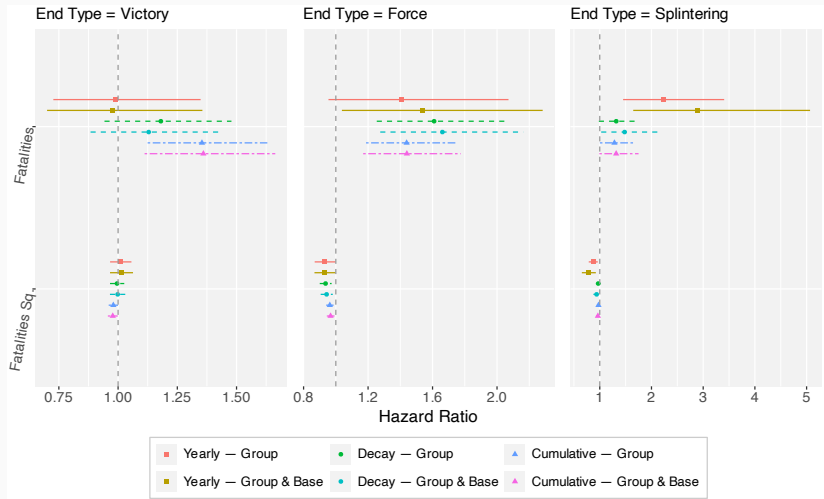
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- Time to group end type
- Cause specific competing risk Cox models
- Main explanatory variables: fatalities, fatalities with decay, cumulative fatalities. & squared version
- Control variables
 - Group: orientation, goals, attack diversity, transnational terror attacks, multiple bases
 - Base country: population, GDP per capita, V-Dem democracy index, ethnic fractionalization, tropics, elevation, region

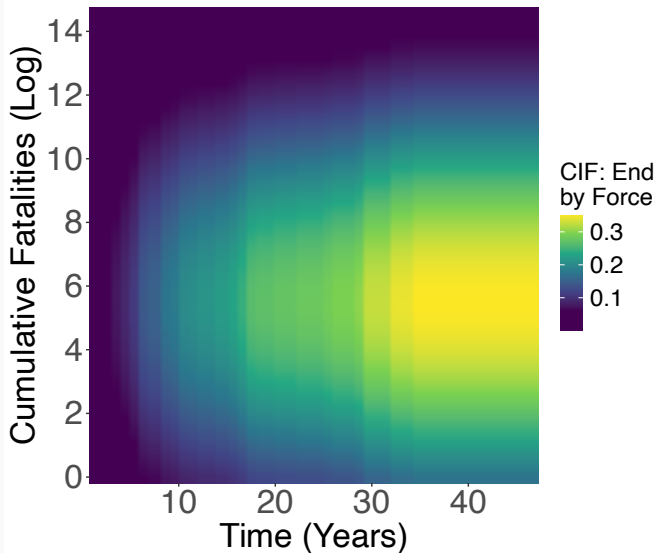
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Findings



Fatalities logged base 2
Control variables included
90% confidence interval

Findings



Effect of continuous variable on ending by force

- Some support for H1. Terrorist groups with a moderate level of lethality are more likely to end in victory.
- Strong support for H2. Terrorist groups with a moderate level of lethality are more likely to end in force.
- H3 not supported. Results for splintering are ambiguous.

No Time to Die: The Effect of Lethality and Alliances on Terrorist Group Survival

- How does lethality affect survival?
- How does lethality affect survival when the network of alliances is accounted for?
- How do alliances affect survival?

Theory: Lethality

- Lethality as capacity
- Lethality as a signal
 - Low levels
 - Not a big threat, little bargaining power
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 - **Survival is likely**
- H1 : Terrorist groups that exhibit moderate levels of lethality are more likely to end.

Theory: Alliance Network

- Allies enable greater access to resources
- H2: Terrorist groups that are more embedded in the alliance network of terrorist groups will survive longer.

- Two strategies: stochastic actor-oriented models (Siena models); accelerated failure time models

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⁴ Blair, Christopher W., Erica Chenoweth, Michael C. Horowitz, Evan Perkoski, and Philip B.K. Potter. 2021. "Honor Among Thieves: Understanding Rhetorical and Material Cooperation Among Violent Nonstate Actors." *International Organization* 76(1): 164–203.

- Two strategies: stochastic actor-oriented models (Siena models); accelerated failure time models
- Group-year data from EDTG.³ 652 groups after cleaning
- Alliance data primarily from MGAR.⁴ Extensive cleaning. Supplemented with other datasets.
 - Alliances intended to capture tactical or logistical cooperation
- Lethality measured as yearly fatalities caused by group

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- Siena models a “behavior” and a network evolution at the same time
- Diffusion extension reduces to proportional hazards model

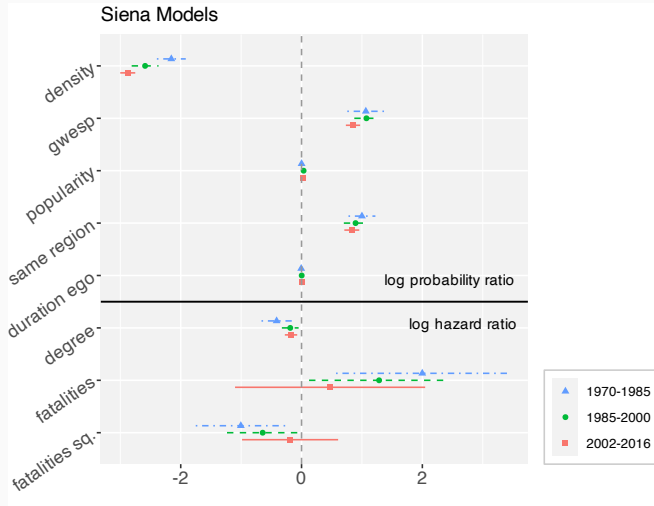
Research Design: Siena

- Siena models a “behavior” and a network evolution at the same time
- Diffusion extension reduces to proportional hazards model
- Network effects
 - Density — tendency of the network to have ties. Intercept
 - GWESP — triadic closures
 - Degree activity + popularity — rich get richer
 - Region homophily
 - Ego duration
- Behavior effects — behavior is group end
 - **Number of allies**
 - **Fatalities; fatalities squared**
 - Territory goal, religious orientation, multiple bases, base country population, base country GDP per capita, base country polity, duration

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- Split into 3 time intervals

Findings: Siena

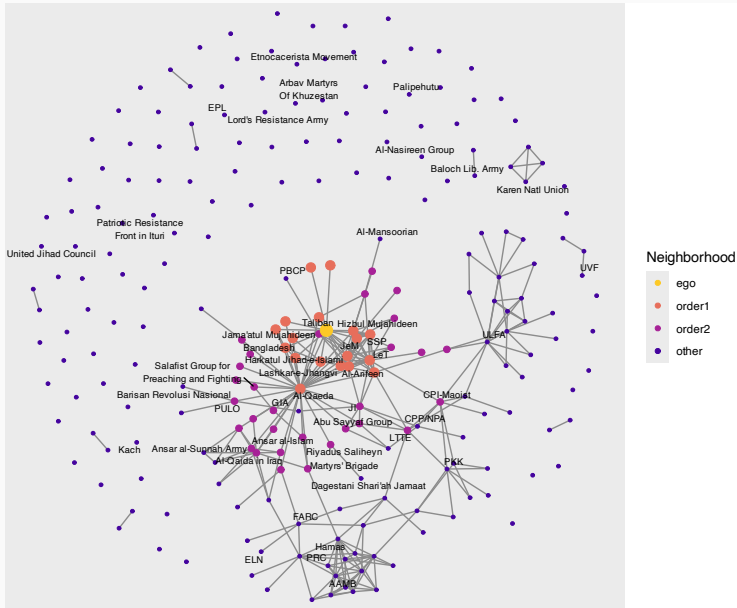


Fatalities logged base 2

Behavior control variables included

- Network embeddedness measured three ways: degree centrality, eigenvector centrality, neighborhood order 2

Research Design: AFT



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- Lethality as fatalities. Squared term included
- Control variables: clustering coefficient, attack diversity, transnational attacks, multiple bases, orientation, goals, region, base country population, base country GDP per capita, base country V-Dem democracy index
- Effect of covariates on “life expectancy” (not hazard of ending)
 - H1 expects inverted U-shape for proportional hazard model
 - H1 expects U-shape for AFT

Findings: AFT

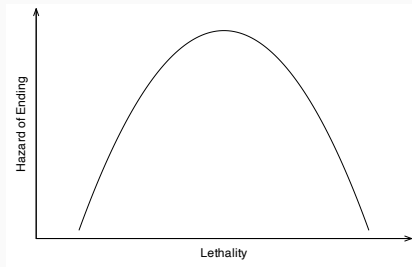


logged base 2
control variables included
frailty models not reported here

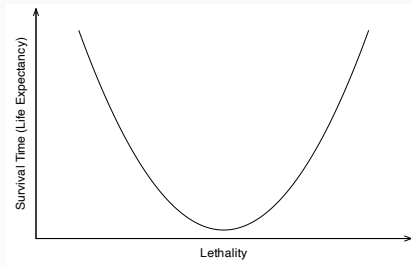
Fatalities

Thank you!

Appendix: U Shape Expectation

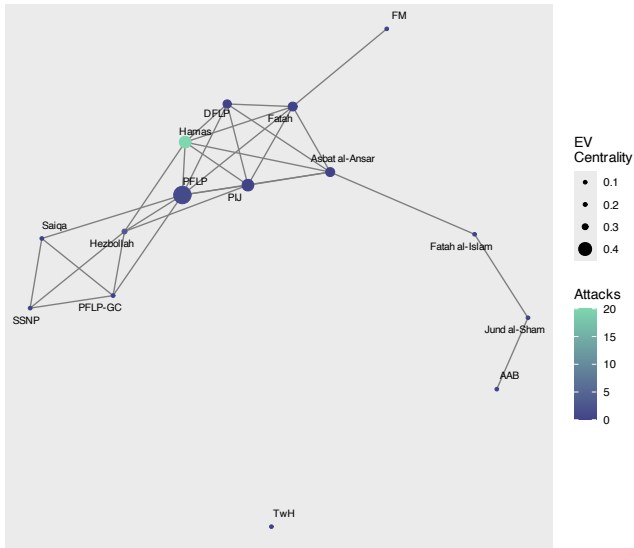


Siena Inverted U-Shape

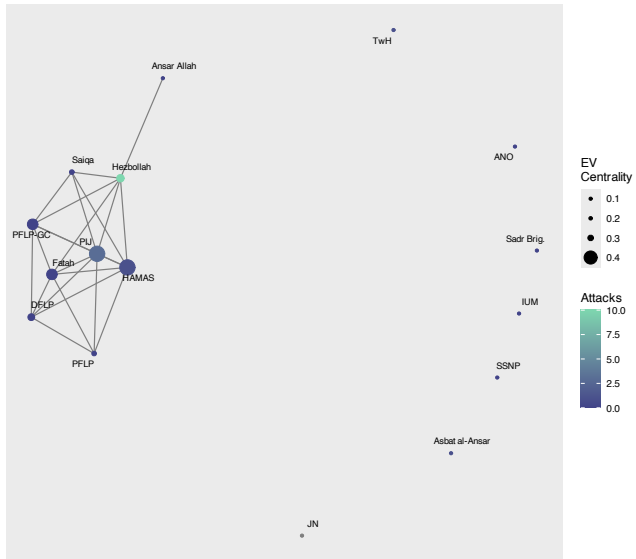


AFT U-Shape

Eigenvector Centrality 2016



Eigenvector Centrality 2000



CIF Lines

