

## Cederman Chapter 4: Emergent Polarity

This chapter argues that state formation and war are two sides of the same coin; applies the logic of neorealism to a wider historical context and establishes the conditions under which its main tenets hold.

-Need an explicitly dynamic and spatial framework that allows for a higher degree of complexity than neorealist models in the microeconomic tradition can offer; Cederman's solution is the Emergent Polarity Model, an artificial geopolitical system that

1. provides an explicit spatial representation of the international system
2. involves a large number of actors
3. endogenizes the outer boundaries of these actors as well as the polarity structure of both the regional and global structure
4. endows these agents with a bounded and historically contingent decision scope

-Asks the question: from where do great powers come?? The intent is to discover how and when balance of power politics emerge

-The key is explaining, in an integrated system, how balance is maintained, especially when polarity is always changing; why does the system not just default to unipolarity?

-Model contains 3 independent variables:

1. anarchy implies power politics
2. defense-dominance increase the likelihood of power politics
3. defense alliances increase the likelihood of power politics

-artificial world made up of 400 actors; distinguishing factors from other approaches

1. actors are territorially defined, each of them surrounded by up to 4 neighbors
2. interact only with their neighbors and have no global knowledge of the system
3. 2 types of actors, predator and prey, corresponding to status quo and revisionist states

-model plays out; territorial neighbors interact locally; both types of states act based on reciprocity, except predator states sometimes attack without provocation; since both sides reciprocate, the result of an attack is war

-model -> 3 things

1. number of states will decrease as predators absorb their victims
2. predatory actors increase in size, territory expanding to the conquered areas
3. surviving states will be predominately predators, since prey get "eaten"

-result is that system stabilizes and polarity shrinks to about 1/10 of the original population, except for occasional jumps that result from imperial collapse

-activating the alliance variables means states can balance against threats and solve collective action problems, etc

Model ends up showing 3 things:

1. competitive pressures -> power politics
2. defensive dominance does NOT lead to realist outcomes
3. defensive alliances do NOT lead to realist outcomes

-it's similar to protectionism or economic cartels in terms of the incentives to cooperate

-prevalence of power politics depends on an explosive positive-feedback mechanism that might lead either to too little or too much integration for the realist predictions to hold