

The State

Political Science 225
North Dakota State University

What is the State?

Textbook mentions various definitions

- Max Weber
- Tilly
- North

Defining the State

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- Given territory
- Comparative advantage of force
- Legitimacy?

Defining the State

A given territory...

- Contrast with the nation

Definition

A nation is a group of people who share some sort of common identity

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A given territory...

- Contrast with the nation

Definition

A nation is a group of people who share some sort of common identity

- Nation not necessary for a state
- Nations building states? Germany experience
- Is a state necessary for a nation? France experience
- Nation-state common

Defining the State

Comparative advantage of force

- State enforces rules
- Violence backs up rules
- Non-compliance

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Think about force in the United States or Europe

Is Legitimacy of Force Necessary?

Legal authority vs. legitimacy

Definition

Legal authority is the ability to rule; legitimacy is the justification for ruling

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Sources of legitimacy?

- Social norms
- God
- Constitutions/rules

Needing the State?

Back Up—Why the State?

- Contractarian View of the State (Hobbes)
- Predatory View of the State (Tilly)

Contractarian View of the State

Associated with early political thinkers

- Hobbes
- Locke
- Rousseau

The State of Nature

“War of every man against every man.”

State of Nature in Game Theory

Normal Form Game

Players can produce or steal. Both players decide simultaneously.

- What do players prefer? What do the payoffs look like?

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Players can produce or steal. Both players decide simultaneously.

- What do players prefer? What do the payoffs look like?
 - **4** Stealing other's production
 - **3** Producing without being robbed
 - **2** Both stealing from each other
 - **1** Producing and being robbed (sucker payoff)

State of Nature Game

		Citizen 2	
		Produce	Steal
Citizen 1	Produce	3,3	1,4
	Steal	4,1	2,2

Interlude: Dominant Strategy

Definition

A strategy is dominant if it is the best reply to all the other player's strategies.

In the state of nature game, steal is a dominant strategy for both players—it is always better to steal, no matter what you believe the other player is up to

Contractarian View: The Problem

What implications does the State of Nature game have for society?

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- No enforceable contracts
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Individual rationality leads to a societally suboptimal outcome

Contractarian View: The Role of the State

		Citizen 2	
		Produce	Steal
Citizen 1	Produce	3, 3	1, $4 - p$
	Steal	$4 - p$, 1	$2 - p$, $2 - p$

Contractarian View: The Role of the State

		Citizen 2	
		Produce	Steal
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- Social contract only works if punishment is sufficiently high

Contractarian View: The Role of the State

		Citizen 2	
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- Social contract only works if punishment is sufficiently high

		Citizen 2	
		Produce	Steal
Citizen 1	Produce	$3 - t, 3 - t$	$1 - t, 4 - p - t$
	Steal	$4 - p - t, 1 - t$	$2 - p - t, 2 - p - t$

Contractarian View: The Role of the State

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	Steal	$4 - p - t, 1 - t$	$2 - p - t, 2 - p - t$

- State is only acceptable if cost of protection is sufficiently low

But Who Watches the Watcher?

- Social contract solves stealing problems
- But who watches the state?
- The state faces competition from internal and external rivals

How does this make the state act?

Predatory View of the State

Tilly (and other predatory theorists) argue...

Predatory View of the State

Tilly (and other predatory theorists) argue...

- The state is a protection racket
- The state seeks to expand while maintaining power

State Actions

Because of this attempt to protect and expand itself, Tilly notes 4 important activities of the state

- War Making—external rivals
- State Making—internal rivals
- Protection—protecting clients
- Extraction—taxing citizens

Over time, this led to the world system we see today. Inadvertent developments.

But things **have** changed

- Quasi-voluntary extraction
- The limited state