

# Deterrence:

## A Fast and Loose Introduction

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*Thus far the chief purpose of our military  
establishment has been to win wars.*

*From now on its chief purpose must be to avert them.*

**-Bernard Brodie (1946)**

# Deterrence is

*[...] a form of preventive influence that rests primarily on negative incentives.*

*Knopf, Complex Deterrence*



# Types of Deterrence

- Deterrence by Punishment



# Types of Deterrence

- Deterrence by Punishment

- Deterrence by Denial




# Deterrence as a Two-Player Game

		Player 2	
		Cooperate	Defect
Player 1	Cooperate	B, B	D, A
	Defect	A, D	C, C

Where  $A > B > C > D$

# Deterrence as a Two-Player Game

The Prisoner's Dilemma!



		Player 2	
		Cooperate	Defect
Player 1	Cooperate	B, B	D, A
	Defect	A, D	C, C

Where  $A > B > C > D$

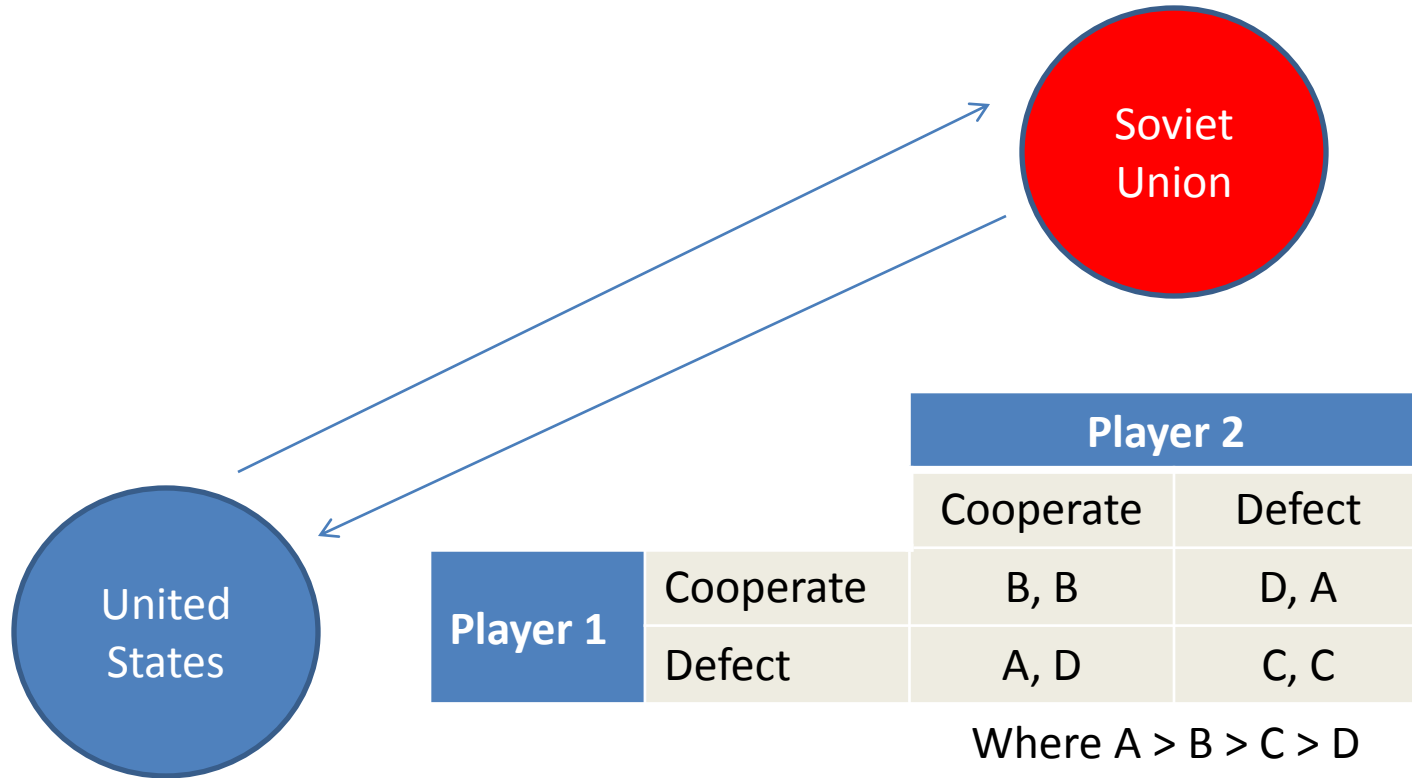
# Deterrence as a Two-Player Game



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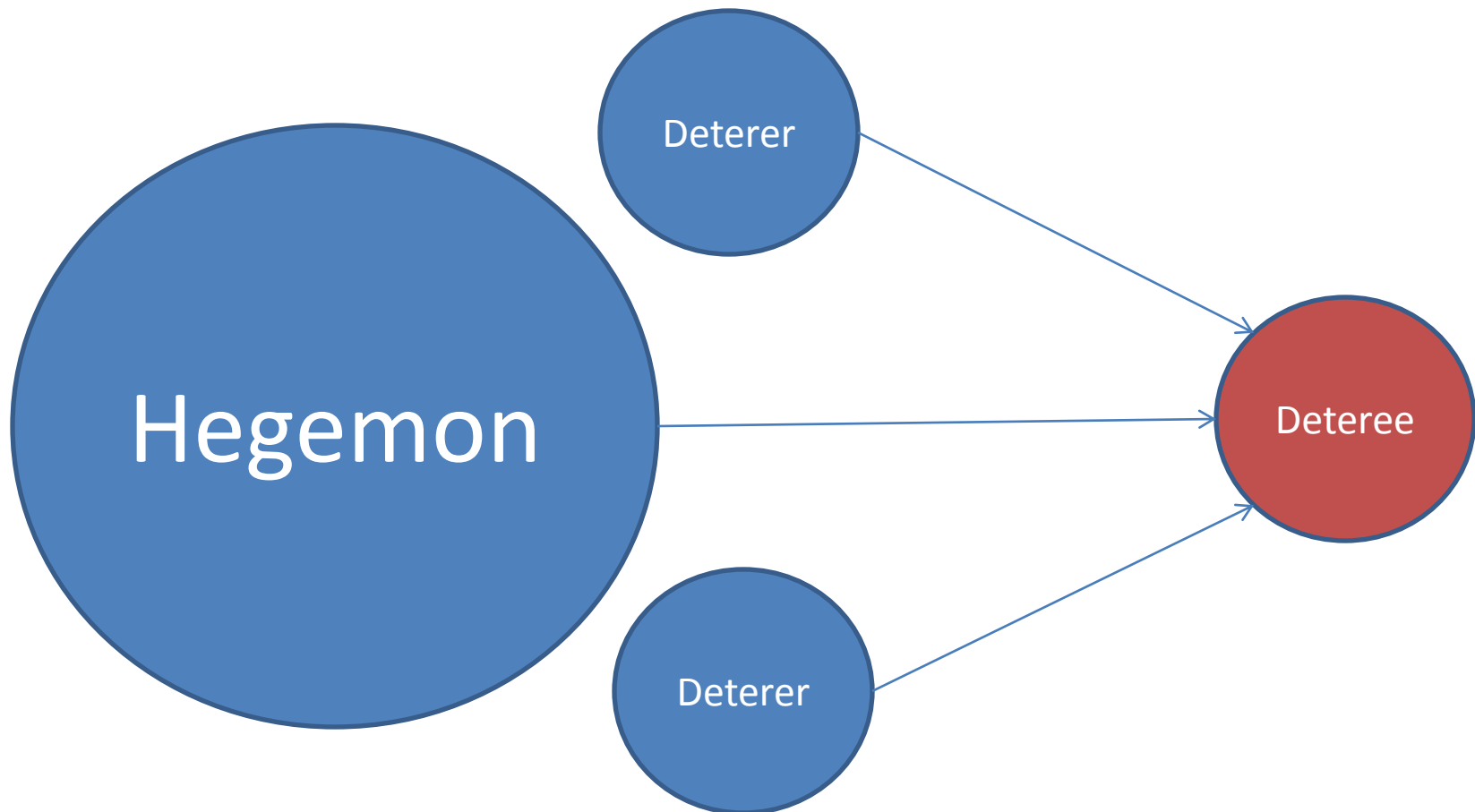
# Deterrence as a Two-Player Game



In the absence of the Soviet Union,  
whom shall we deter?

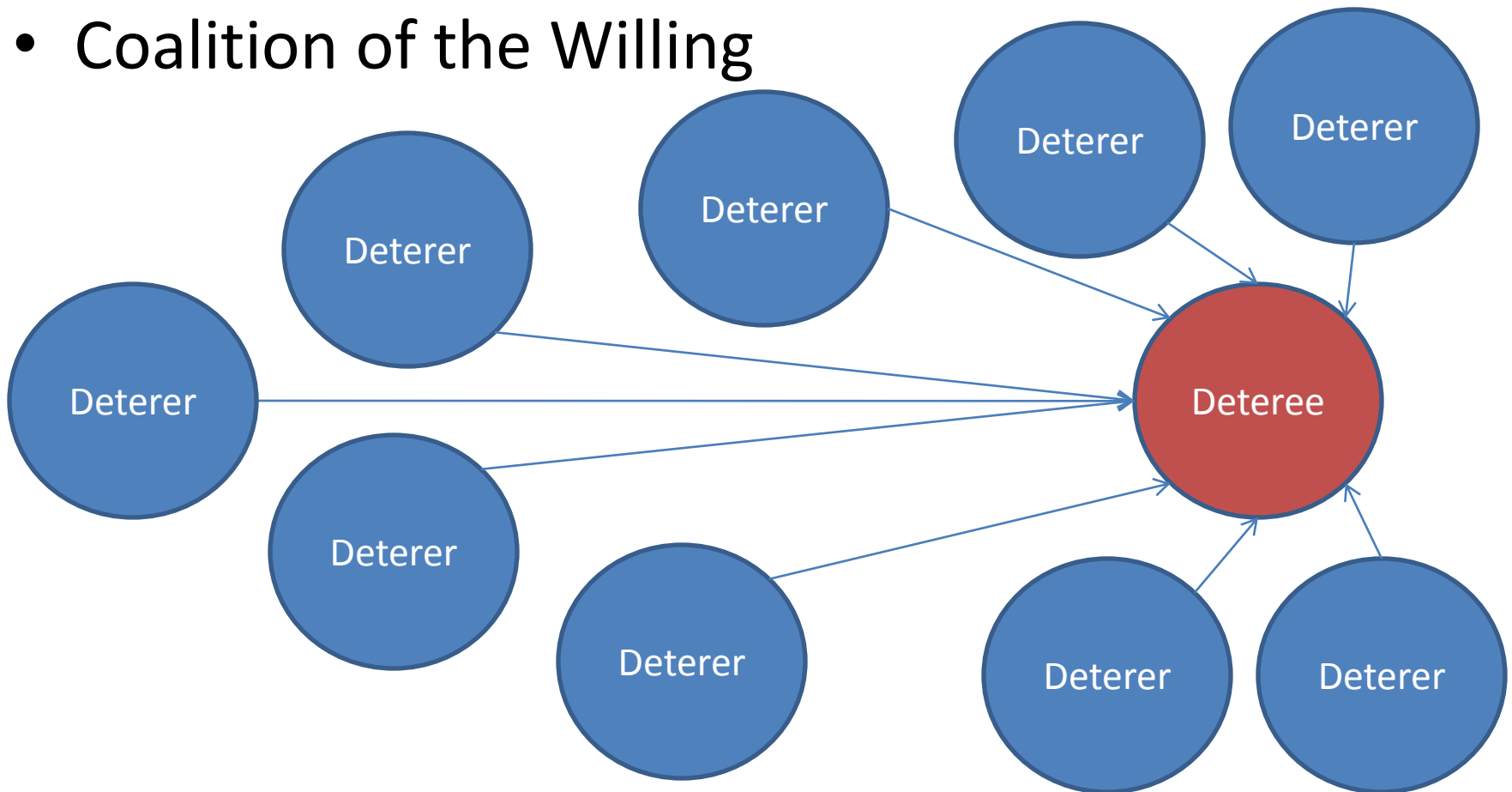
# Collective-Actor Deterrence

- International Hegemony



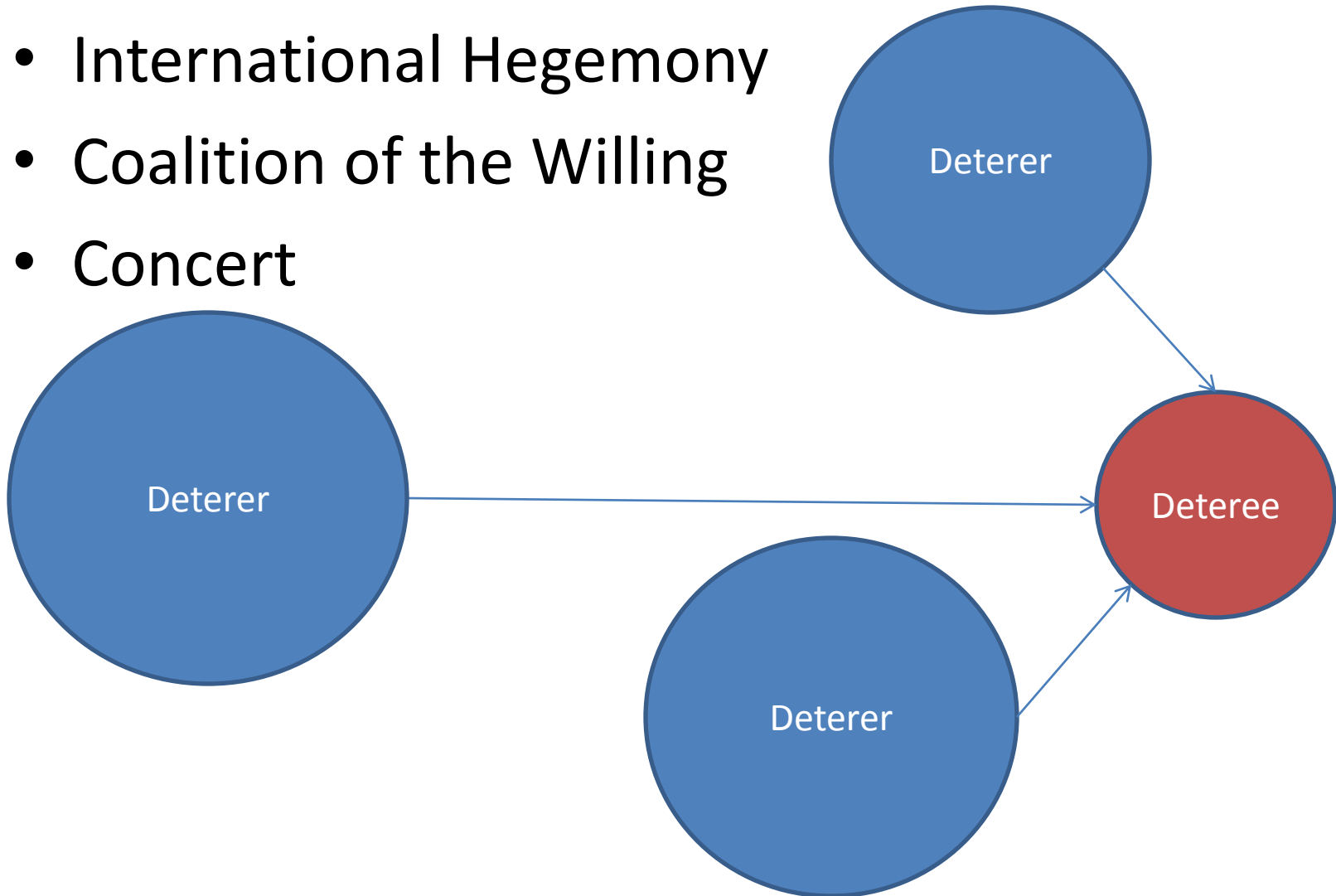
# Collective-Actor Deterrence

- International Hegemony
- Coalition of the Willing



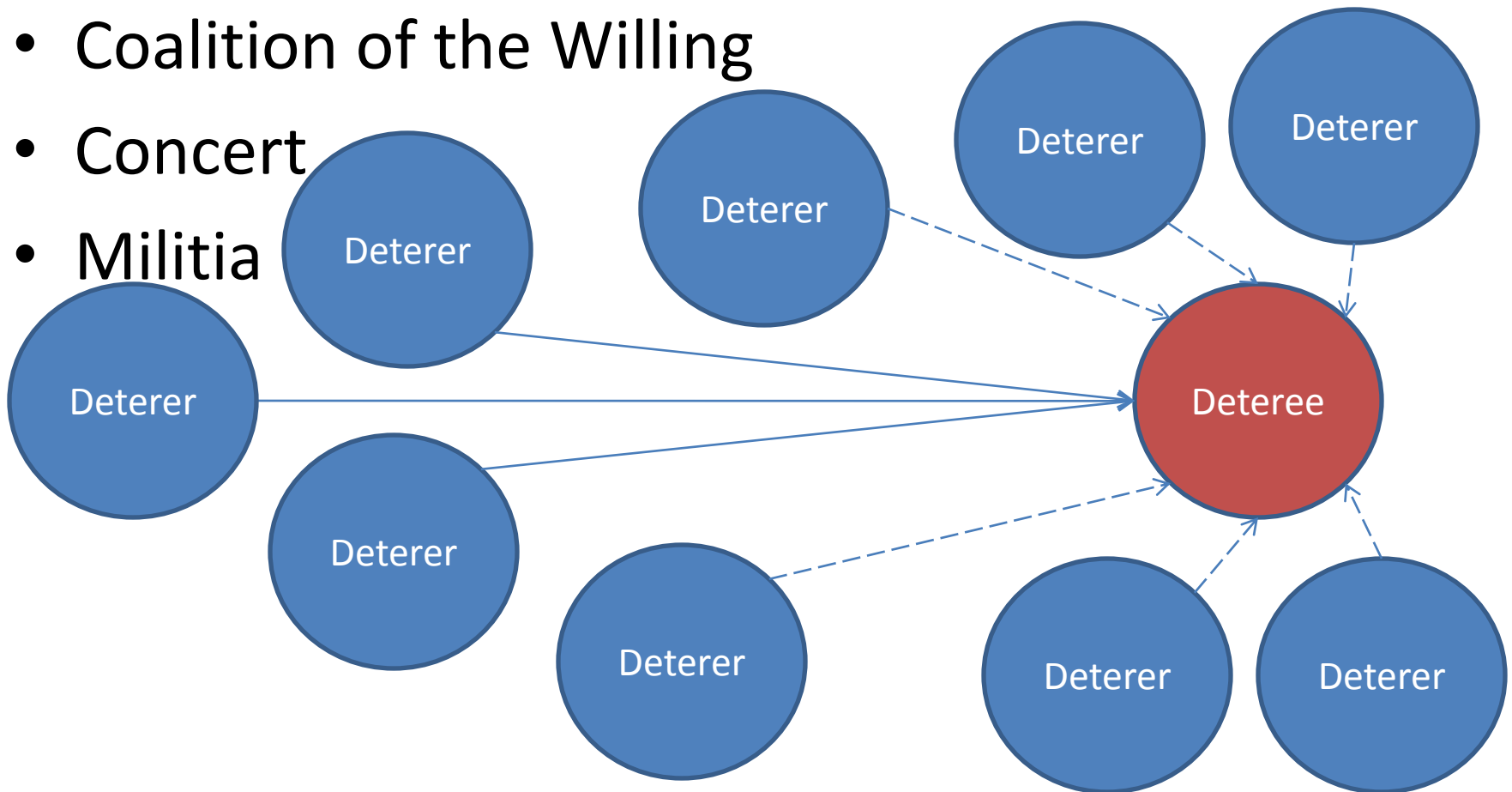
# Collective-Actor Deterrence

- International Hegemony
- Coalition of the Willing
- Concert



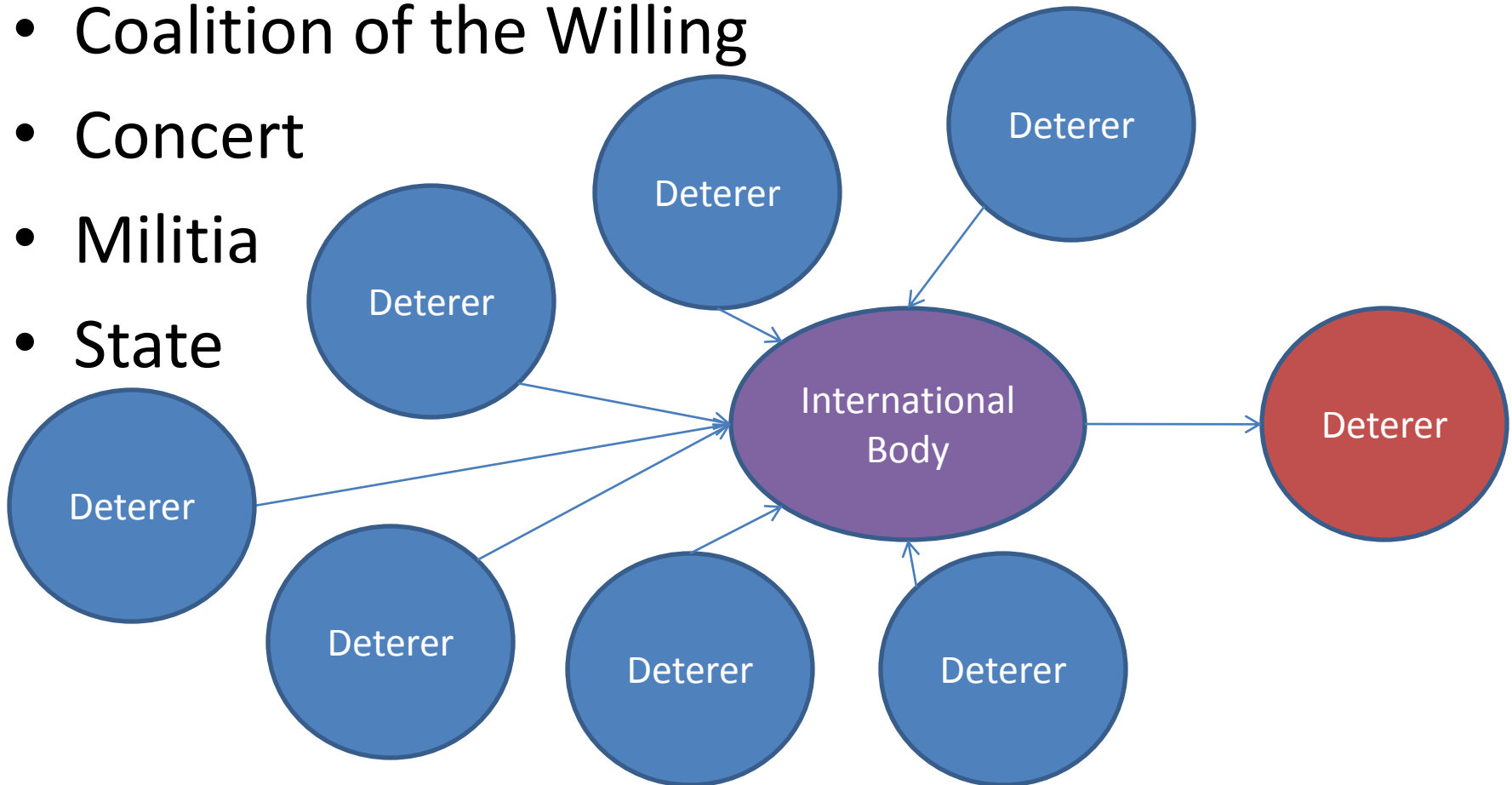
# Collective-Actor Deterrence

- International Hegemony
- Coalition of the Willing
- Concert
- Militia



# Collective-Actor Deterrence

- International Hegemony
- Coalition of the Willing
- Concert
- Militia
- State



Where does this leave current policy?