

## **Outline of International Relations**

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**Note:** To look up references, see the Consciousness Bibliography, listing 10,000 books and articles, with full journal and author names, available in text and PDF file formats at [http://www.outline-of-knowledge.info/Consciousness\\_Bibliography/index.html](http://www.outline-of-knowledge.info/Consciousness_Bibliography/index.html).

#### **SOCI>Political Science>International Relations**

##### **foreign relations**

Other political systems influence political systems {foreign relations}|. Mutual agreements establish precise boundaries between political systems.

##### **comity of nations**

National courts can recognize other-state laws and judicial decisions {comity of nations}| {comity of states}.

##### **diplomacy**

People can manage relations among nations {diplomacy}|.

##### **statecraft**

People can practice diplomacy {statecraft}|.

#### **SOCI>Political Science>International Relations>Kinds**

##### **commonwealth**

States can form mutual-benefit associations {commonwealth}|.

##### **home rule**

In states, regions can have self-government {home rule}| over local affairs.

#### **SOCI>Political Science>International Relations>Kinds>Control**

##### **outside government**

Governments {outside government} outside geographic regions can control regions.

##### **colonialism**

Outside governments can control native populations through native leaders or governors {colonialism}|.

##### **direct rule**

Outside governments can control native populations through governors that replace existing native rulers {direct rule}.

##### **hegemony**

States can dominate other states {hegemony}|.

**imperialism**

Outside governments can rule another country through economic power {imperialism}|.

**indirect rule**

Outside governments can control native populations through controlled native rulers {indirect rule}|.

**white man's burden**

Colonial rulers have responsibility to govern well {white man's burden}|.

**reparation**

After war, winner can demand that loser pay {reparation}| for repairs or as punishment.

**tribute**

Conquerors can require conquered peoples to regularly pay {tribute}|.

**SOCI>Political Science>International Relations>Offices****consulate**

Foreign governments can have offices {consulate}| in other cities.

**embassy**

Governments have main offices {embassy}|, led by ambassadors, in other countries.

**SOCI>Political Science>International Relations>People****emigre**

People {emigrant} {émigré}| can leave countries.

**immigration**

People can come to new countries {immigration}| from other countries.

**SOCI>Political Science>International Relations>Power****balance of power**

Two or more countries or alliances can have equal power {balance of power}|.

**cold war politics**

Countries that pursue aggressive policies against each other always are under threat of war {cold war}|.

**peace**

Countries can be not overtly aggressive against each other {peace}. Peace involves no war threats.

**conditions**

Countries have no need to covet each other's resources, because they are wealthy countries, resources trade freely at fair prices, and/or workers can work in both countries freely. Peoples share language, religion, or democratic values. Aggression has certain and overwhelming punishment or is certainly harmful to country. Negotiations are fair and making progress. Rhetoric, calculated political gain, or inflammatory events do not arouse aggressive feelings. The parties tire of war and cannot fight longer. Peace increases with independence, ethical sense, justice, opportunity, trade, cooperation, conflict resolution, non-violence, law, order, and power.

**conditions: brotherhood**

Good war alternatives include having relations among nations, groups, and individuals that are like brothers in good families. Some brothers are older, smarter, and/or stronger. Brothers cooperate and compete but use their qualities and skills to make sure other brothers are good and successful. Even a bad brother is still a brother, whom others try to reform. Humans need brotherhood, not warring clans or tribes.

**emotion**

War follows emotion, typically increasing hatred and anger. Jesus' philosophy shows a strategy to lessen current and future conflicts, because it depends on truth about humans and societies and because it follows reason.

#### **comparison to war**

Countries cannot always choose peace. War is justifiable when it can reduce polarization, reduce human suffering, conserve resources, and reduce costs. War is justifiable when it serves same aims as peace. War is only justifiable by defense commensurate with offense.

### **SOCI>Political Science>International Relations>Power>Aggression**

#### **aggression in politics**

Countries can threaten and/or act against other countries {aggression, politics}.

#### **cause**

Aggression tries to gain resources or establish safe borders. Aggression against another country depends on citizen feelings about their country, knowledge of other country, and approval from country. Fear of retaliation or punishment inhibits aggression.

#### **purposes**

Aggression can settle status, dominance, and possession. Aggressive behavior is also for defense and self-protection.

#### **terrorism**

People or non-government groups opposed to society's politics can make physical or psychological attacks on society's people or equipment {terrorism}.

#### **causes**

People can perceive previous society or government actions as being unjust, showing disrespect, causing suffering, or arousing opposition. Outside control, desecration, exploitation, immorality, corruption, and/or political tricks can cause frustration, aggression, and terrorism.

Current terrorism has grown from frustrations, perceived desecrations, actual corruption, and Western political machinations, including Israel creation, propping up corrupt and immoral leaders, and profiting from oil, that have wrenched Middle East.

#### **purposes**

Terrorism intends to inflict pain and suffering as punishments for perceived crimes. Terrorism intends to disrupt and lessen government power and show opposition power. Terrorism can be politics. Terrorism can be revenge on societies for past actions. Terrorism hopes to cause reactions and thus further polarization and emotion, leading to more power, money, and participation on terrorist's side.

#### **nature: war**

Terror acts are war acts against societies by non-governmental entities. As non-governmental entities, terrorist tactics are like guerilla war. Like war, terrorism feeds on success to gather more power, money, and participation. Unlike war, terrorism does not significantly reduce population, decrease resources, capture territory, threaten government overthrow, or subjugate people. Unlike war, terrorism originates from within society or society subcultures, not from other geographic regions. Unlike war, terrorism has few resources compared to society.

#### **nature: occurrence**

Because they originate within society, terrorist attacks can happen at all locations and times, by many means. Terrorist preparations vary little from everyday activities.

#### **nature: attitudes**

Attitudes toward death are also different than in war. To terrorists, death can be victory.

#### **nature: attack types**

War rules do not constrain terrorism, which can involve toxins, poisons, and radioactive agents dispersed in air or water.

#### **tactics against**

Countries cannot defeat terrorism in same ways as in wars. Because opponents are unknown and have no location, armies cannot face them directly or surround them. Unlike war, states cannot impose defeat or surrender but only encourage it. Before defeat, terrorists can move to locations outside society's jurisdiction.

#### **tactics against: money and time**

Societies must spend money and time for offense. This accomplishes terrorist goals.

#### **tactics against: reduce individual rights**

Defense against terrorism can require monitoring all activities and individuals. Defense can require that society's interest be above individual rights. Defense reduces privacy and freedom. This accomplishes terrorist goals.

**tactics against: force**

Offense against terrorism can require ability to strike with strong force at all locations and times. Police and army must be everywhere and obvious. Societies are more like police states. This accomplishes terrorist goals.

**tactics against: courage**

Alternative responses to terrorist attacks can be courage against fear, stoicism about loss, rationality about decisions, resolution to rebuild and replace, determination to return society to normal, slowness to revenge, and readiness to correct economic, political, and social injustices. Societies can have no fear and no appeal to lower emotions. The best strategy is to minimize number of people, groups, and nations with grievances and to minimize opportunities through economic, financial, legal, political, and social means. Military means are for commensurate defense only. Such responses do not accomplish terrorist goals and cause no increase in violence.

**war**

Nations can overtly aggress on other states {war}}.

**causes**

Wars can result from competition for scarce resources, usually when aggressive leaders want neighboring-country resources. War can result when countries want to reverse or punish another government's illegal action or unjust legal action.

**factors**

War decisions consider objectives, means, strategy, tactics, morals, war rules, defeat or victory probability, defeat or victory consequences, third-party effects, and negotiations. War has high risk of defeat or resource exhaustion.

**strategy**

Strategy requires using knowledge of enemy to neutralize weapons and resources in short and long term.

**alternatives**

States engage in international relations, diplomacy, negotiations, and war to try to achieve goals. War is adjunct to, or extension of, aggressive international relations and diplomacy. Negotiations precede and follow all wars and often accompany wars. Both war and negotiation are trials of strength between countries.

**winning**

Countries with larger size, higher technology, more wealth, more freedom, more emotion, and stronger economic systems tend to win at war and negotiations. To reach victory in war, countries must diminish opponent physical and moral force sufficiently so it will surrender or negotiate.

**time**

War cannot last indefinitely, because resources become exhausted and people grow weary of constant fear, emotion, aggressive impulses, and death. War length depends on overt aggressive behavior, available resources, and people's will. War can lead to negotiation when both countries' physical and moral force diminishes sufficiently.

**effects**

War is costly in resources and people, polarizes people and groups, causes less rule of law, reduces liberties, increases authoritarianism, adds grievances and injustices, increases hatred and anger, adds uncertainty and risk to all activities, increases alliances with corrupt and authoritarian regimes, strains relations between partners, reduces ideas and cultural diversity, disrupts markets, and neglects education, social services, and crime-fighting. Politics typically takes major turn as peace replaces war. Society takes time to recover old habits and ideas and typically takes several years to return to normalcy. During those years, there is less employment, more crime, more stress on people and families, and low basic resources.

At war end, both sides have exhaustion and low resources. Tight economic conditions harm many people.

War encourages less rule of law. Civil liberties decrease and due process decreases. Authoritarianism increases. War causes more grievances and injustices.

War removes the high moral ground from a country, bringing it to same level as adversary. War thus erodes moral authority, and this can affect ability to lead.

War always causes secondary effects, typically bad, since many people have relations to people affected by war.

War focuses people's concentration against identified enemy. People neglect intellectual pursuits, at cost to culture.

People can use the name of religion to broaden conflict.

**effects: polarization**

War is polarizing. Polarization tends to lead to future conflict and aggravates current conflicts.

**effects: hate**

After war, many soldiers and fallen-warrior relatives remain. Hatred for enemy, and anger at suffering, linger long after war, posing danger of new uprising, sabotage, terrorism, and mental-health problems. War makes more people, groups, and nations angry and vengeful. War sows seeds of more war. War cannot eliminate all warriors.

**justifications**

Ethicists allow justified war {just war}. In just war, military makes defense commensurate with offense. Just war has support from majority of citizens. Just war can reduce human suffering, conserve resources, and reduce costs in the future. War can recover justice, equal opportunity, rule of law, and freedom.

**SOCI>Political Science>International Relations>Trade****open door**

Countries can trade with all nations equally {open door}.

**reciprocity in trade**

Nations can exchange trading rights {reciprocity}.

**SOCI>Political Science>International Relations>Documents****passport**

Government documents {passport}| can certify identities of citizens traveling abroad.

**visa**

Countries can give right {visa}| to enter and stay to aliens.