

# Emerging Technology + International Security

17.449

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# Recap

- Technology
  - Hardware
  - Software
- Innovation
  - Sustaining Tech
  - Disruptive Tech
- Innovator's Dilemma
- Open vs. Closed Innovation
- Patterns of military innovation

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# **Diffusion of Innovations**

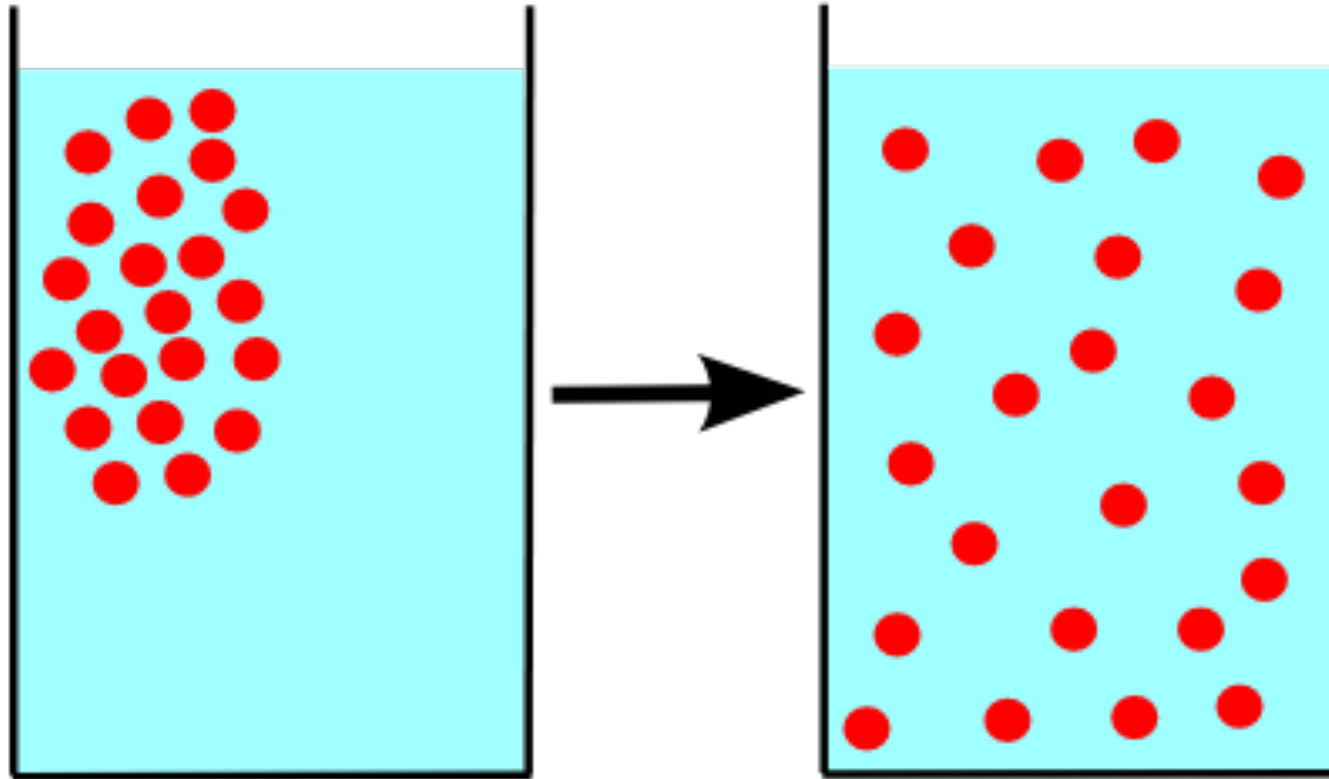
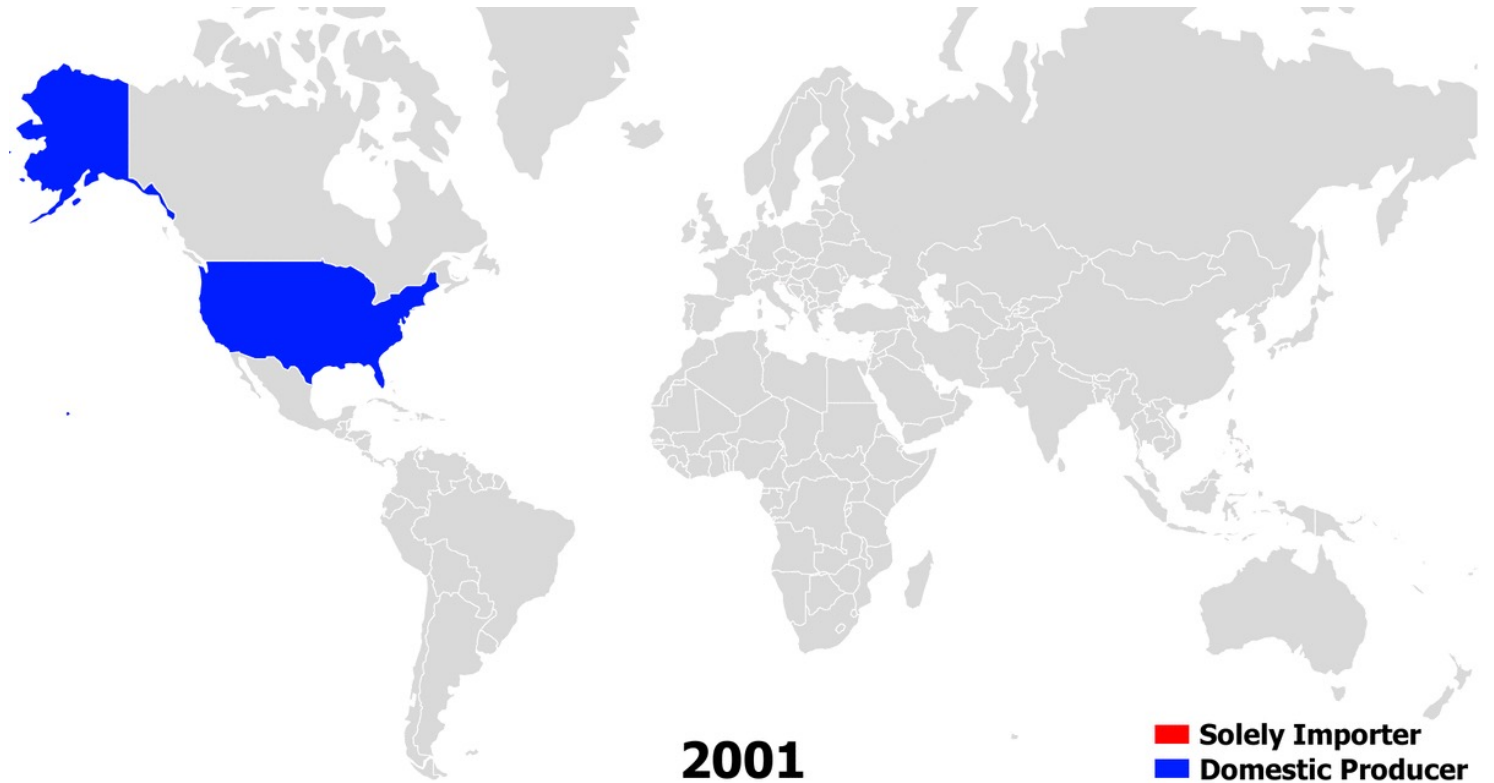


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## Within organizations



Horowitz, Michael C., Joshua A Schwartz, and Matthew Furrmann. From "China Has Made Drone Warfare Global: The United States Must Join the Market or Be Left Behind." *Foreign Affairs*, November 20, 2020. © The Council on Foreign Relations, Inc.. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <https://ocw.mit.edu/help/faq-fair-use/>.

## Across organizations

# Diffusion of innovations

**Dependent  
Variable**

**Independent  
Variable**

# Innovation

- New method, idea, practice, or device/object
- Changes existing ways of doing things
- Innovation doesn't always succeed
- What leads to variation in diffusion/success?

# Innovation

- Relative advantage
  - Relative to technology it supersedes
- Compatibility
  - With values, experiences, and needs
- Complexity
  - Difficult or easy to use?
- Trialability
  - Possibility of limited experimentation
- Observability
  - Visibility and salience



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# Innovation: Diffusion

- Rogers: Professor of communication
  - Studied agricultural innovation

Diffusion:



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# Innovation: Diffusion

Diffusion: process by which an innovation is communicated through certain channels over time among the members of a social system.



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# Innovation: Diffusion

- Communication Channel
  - Means of transmitting message from one user to another
  - Creates awareness (visibility)
  - Mass media + interpersonal channels
    - Technology and human networks matter
    - Homophily vs. heterophily (language, culture, etc.)



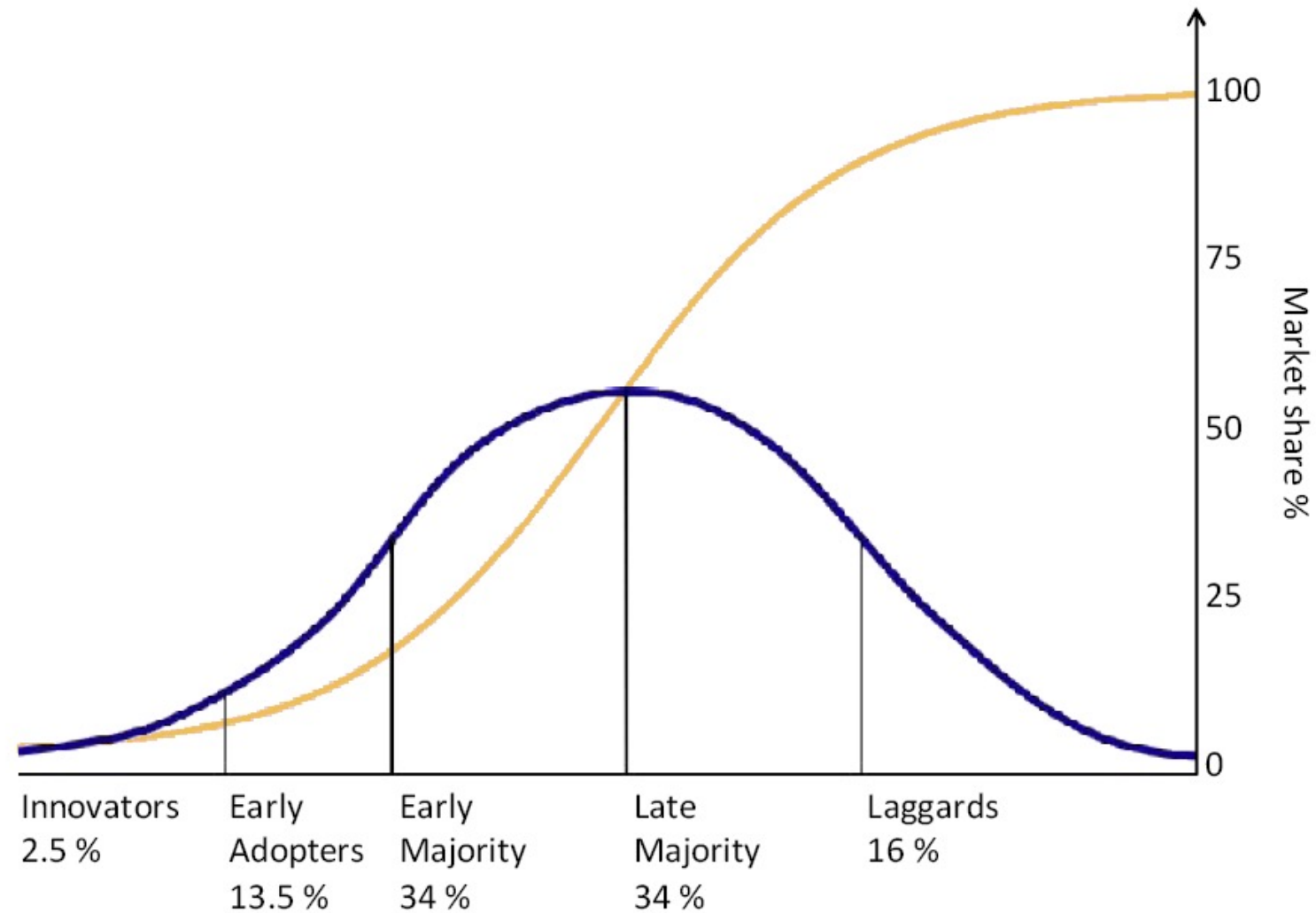
# Innovation: Diffusion

- Time
  - Innovation-decision process
    - Knowledge of innovation
    - Persuasion (favorable or not)
    - Decision
    - Implementation
    - Confirmation
  - Late vs. Early adopters
  - What affects variation?
    - Connectedness
    - Ability to deal with abstraction
    - Intelligence/Education



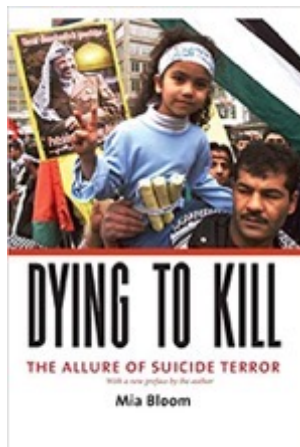
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# Innovation: Diffusion

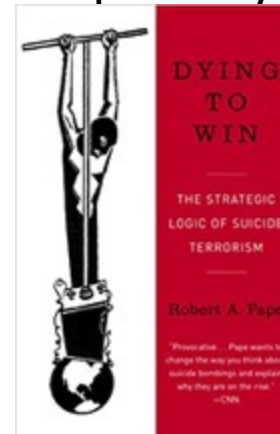


# Innovation: Diffusion

- Social System
  - Interrelated units (individuals, states, organizations)
  - Norms
  - Opinion leaders have connection to change agents
    - Earned and maintained—technical capacity + influence



Bloom, Mia. *Dying to Kill: The Allure of Suicide Terror*. Columbia University Press, 2005.  
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Pape, Robert A. *Dying to Win: The Strategic Logic of Suicide Terrorism*. Random House, Inc., 2006. © Random House, Inc. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <https://ocw.mit.edu/help/faq-fair-use/>.



# Innovation: Diffusion



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# Innovation: Consequences of Diffusion

- Desirable vs. undesirable
  - Drones: Lower risk vs. moral hazard
- Direct vs. indirect
  - Military development under the shadow of nukes
- Anticipated vs. unanticipated
  - Unexpected effects of climate engineering



# Diffusion of Military Innovations

# Major Military Innovations

# Military Innovation: Concepts + Definitions

- Major military innovations (MMI): Major changes in the conduct of warfare, relevant to leading military organizations, *designed* to increase the efficiency with which capabilities are converted to *power*.
- Conduct of warfare: How great powers organize their militaries and plan to fight wars. *Character (not nature) of war*.

# Military Innovation: Concepts

- What might a state do once exposed to an innovation?
  - Rational actors that seek security in an anarchic system
- Internal responses
  - Adopt innovation
  - Counter innovation
- External responses
  - Neutrality
  - Alliances (Balance vs. bandwagon)



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# Adoption-Capacity Theory

- What's a theory?
- Two key factors:
  - Financial intensity
  - Organizational capital
- Financial intensity
  - Cost per unit of technology
  - \$: Commercial (Open) < Military (Closed)
  - Lower costs=more experimentation



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# Adoption-Capacity Theory

- Organizational capital
  - Intangible (software): assets need to respond to changes in warfare
- Critical task focus → Broader is better
- Openness to experimentation
  - Skunk Works
- Organizational age



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# Adoption-Capacity Theory

## ***Financial Intensity Hypothesis***

The *greater* the financial intensity required to implement the innovation, the *slower* the spread of the innovation at the *system level* and the *lower the probability* that a *state* will attempt to adopt the innovation.

# Adoption-Capacity Theory

## ***Organizational Capital Hypothesis***

The *greater* the organizational capital required to implement the innovation, the *slower* the spread of the innovation at the *system level* and the *lower the probability* that a *state* will attempt to adopt the innovation.



# Adoption-Capacity Theory: System Level

## *First/Late-Mover Gains Hypotheses*

First movers should experience relative gains in power proportional to the length of their monopoly over the MMI.

Late adopters will face lower barriers to adoption, giving them a relative power edge over first/early adopters once adoption occurs.

# Adoption-Capacity Theory: System Level

- Supply side theory: Ignores why states innovate

		Level of financial intensity to implement MMI	
		Low	High
Level of organizational capital required to implement MMI	Low	<ul style="list-style-type: none"><li>• Fast diffusion</li><li>• Short term/small impact</li><li>• Short first mover advantage</li><li>• Chem Warfare</li></ul>	<ul style="list-style-type: none"><li>• Medium diffusion</li><li>• Risks reinforcing global balance</li><li>• Relatively shorter first mover advantage</li><li>• Relatively benefits existing powers</li><li>• Nuclear weapons</li></ul>
	High	<ul style="list-style-type: none"><li>• Medium diffusion</li><li>• Risks reordering power balance; threatens existing powers</li><li>• Relative longer first mover advantage</li><li>• Blitzkrieg, suicide terrorism</li></ul>	<ul style="list-style-type: none"><li>• Slow diffusion</li><li>• Substantial/long-lasting disruptive impact on balance of power</li><li>• Relatively longer first-mover advantage</li><li>• Carrier warfare</li></ul>

# A-C Theory: Alternate explanations

- Horowitz addresses (preempts) several alternatives to adoption-capacity theory
- Strategic competition
  - Fails to explain variation
- Norms
  - Compatible, but incomplete (variation, drivers of innovation convergence)
- Culture
  - Risks endogeneity: culture of openness coded on innovation success?
  - Overlap between cultural and domestic/organizational logics

# Cultures of Military Innovation

- Adamsky tackles strategic culture

- High Context

- Indirect communication
- Collectivistic
- Polychronic (many things at once)
- High power distance
- Holistic and deductive
- Better at recognizing RMA

- Low Context

- Direct communication
- Individualistic
- Monochronic (one thing)
- Low power distance
- Inductive/Narrow understanding
- Worse at recognizing RMA

# **Defined diffusion**

## **Determinants of diffusion**

(General and military)

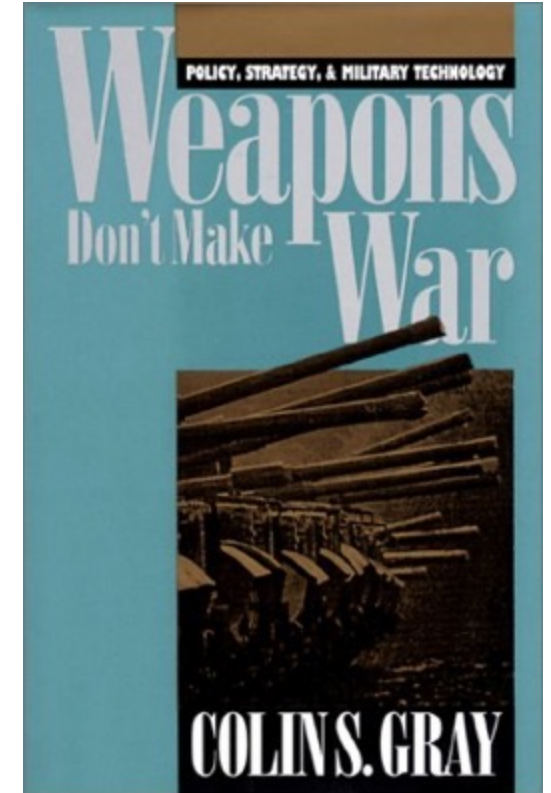
## **Adoption-capacity theory**

# Looking Ahead

- Pivot to technology as an independent variable
- Key themes and theories:
  - Offense-Defense Balance
  - Revolutions in Military Affairs
  - Technological determinism



Ellis, John. *The Social History of the Machine Gun*. Arno Press, 1981. © Arno Press. All rights reserved. This content is excluded from our Creative Commons license. For more information, see <https://ocw.mit.edu/help/faq-fair-use/>.



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