Contents

1 Introduction 1
1.1 Purpose and Scope 3
1.2 Objectives and Research Questions 4
1.3 Methodology of Development and Structure of the Work 5

2 Theoretical Foundations 7
2.1 Overview of Social Conflict Theories 7
2.2 Violence 10
2.3 Ted Gurr's Frustration-Aggression Theory on the Psychological Factors of Civil Violence 12
2.4 Gene Sharp's Theory of Non-Violent Action 15
2.5 Legitimacy 15
2.6 Concluding Remarks 16

3 Review of Agent-Based Models of Social Conflict and Civil Violence 17
3.1 Agent Definition, Agent Types and Rule-Based Models of Binary Decision 17
3.2 Epstein's Agent-Based Model of Civil Violence 19
3.3 Discussion of Epstein's Agent-Based Model 21
3.3.1 Scope 22
3.3.2 Measures of Size, Duration, and Interval (Waiting Time) of Outbursts 22
3.3.3 Input Parameters, Scales and Mechanisms 23
3.4 Other Models Based Epstein's Agent-Based Model 24
3.5 Concluding Remarks 26

4 Analysis of Conflict Datasets and Indicators: The Case of the "Arab Spring" 29
4.1 Analysis of the Social Conflict Analysis Database for the African "Arab Spring" Countries 29

4.1.1 A Note on Geographic Information, Accuracy of the Information, and Exceptional Events 31
4.1.2 Question 1: How Important Were Demonstrations and Riots, in Terms of Number of Events and Estimated Number of Participants? 32
4.1.3 Question 2: Which Were the Issues, Organization, and Escalation in Large Demonstrations and Riots? 34
4.1.4 Question 3: What Were the Patterns of Recurrence, Duration and Size of Demonstrations and Riots? 37
4.2 Analysis of Fragile States Index Indicators for the African "Arab Spring" Countries 43
4.3 Analysis of the Freedom in the World Indicator for the African "Arab Spring" Countries 47
4.4 Analysis of the "All the Ginis" Dataset for the African "Arab Spring" Countries 48
4.5 Concluding Remarks 48

5 ABM of Civil Violence: ODD Description 51
5.1 Purpose 51
5.2 Entities, State Variables, and Scales 52
5.2.1 Agents 52
5.2.2 Networks 54
5.2.3 Environment 55
5.3 Process Overview and Scheduling 55
5.4 Design Concepts 56
5.4.1 Basic Principles 56
5.4.2 Emergence 56
5.4.3 Adaptation 56
5.4.4 Objectives 57
5.4.5 Learning 57
5.4.6 Prediction 57
5.4.7 Sensing 57
5.4.8 Interaction 57
5.4.9 Stochasticity 58
5.4.10 Collectives 59
5.4.11 Observation 59
5.4.12 Initialization 59
5.4.13 Input Data 59
5.4.14 Submodels 59
5.5 R Scripts for Pre- and Post-Processing 63

6 Model Exploration and Computer Experiments 65
6.1 Risk Perception and the Estimated Arrest Probability 66
6.1.1 Analytical Study 66
6.1.2 Computer Experiments 76

6.2 The Influence of the Jail Term 79
6.3 Relative Deprivation 83
6.4 Legitimacy Feedback 90
6.4.1 Relative Deprivation with Legitimacy Feedback 91
6.4.2 Legitimacy Feedback in a Scenario of High Legitimacy and Low Repression 97
6.5 Network Influences 102

7 Conclusions and Future Work 113
7.1 Conclusions 113
7.2 Future Work 116

References 117