Codebook

This codebook explains the variables used to analyze interactions among Mexican cartels and militias. The data is from three sources: the Social Conflict Actors Dataset, the Uppsala Conflict Data Program Georeferenced Events Dataset, and the Armed Conflict Location and Events Database. All of the data used in this analysis is based on events that occurred between 2012 and 2021. Before conducting any analysis, I removed accents and created consistent names for cartels, militias, and municipalities. I also deduplicated events that occurred on the same date in the same municipality and with the same perpetrator and victim.

Variables

Dependent Variable: The dependent variable is the network of cartels and the militias formed to fight them. There are two observations: a network of violent interactions among cartels and militias before and after Joaquin "El Chapo" Guzmán was arrested in 2016.To enable estimation of a stochastic actor oriented model, the network in the first period includes actors that formed in the second period, but these actors do not contain any edges. The network in the second period also contains interactions that occurred in the first period because I assume rivalries to have persisted through both periods.

Rate: The probability of a node being chosen to make a change to its ties in the stochastic actor oriented model.

Reciprocity: Ratio of the number of ties a node has that go in both directions divided by the number of ties going in either direction.

Transitive Triplets: A transitive triplet occurs when one node A is connected to node B, node B is connected to node C, and node C is connected to node A. This variable is the number of transitive triplets for each set of three nodes.

In-Degree Popularity: The number of ties directed to a node.

Aggression: The log of the number of attacks by each group across both time periods.

Subfaction: A dummy variable that takes a on 1 if a group is part of a larger organization and a 0 otherwise.

Militia: A dummy variable coded as 1 if a node is a militia and 0 if a node is a cartel.

Role: A categorical variable that corresponds to one of five roles based on structural equivalence groups. See the appendix for more details on how structure equivalence groups were assigned.

Aggression Homophily: Reflects the propensity for a node to attack a node with a similar level of aggression. Positive values indicate a greater propensity and negative values indicate a propensity to attack nodes with dissimilar levels of aggression.

Subfaction Homophily: The propensity for subfactions to attack other subfactions and independent cartels and militias to attack other independent cartels and militias.

Militia Homophily: The propensity for militias to attack other militias or conversely, cartels to attack other cartels.

Role Homophily: The propensity for cartels and militias to attack other cartels and militias with the same role versus those with other roles.