



**START**

# **Quantifying Gray Zone Conflict Codebook**

*Report to DHS S&T Office of University  
Programs and DoD Strategic Multilayer  
Assessment Branch*

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National Consortium for the Study of Terrorism and Responses to Terrorism  
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## About This Report

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## About START

START is supported in part by the Science and Technology Directorate of the U.S. Department of Homeland Security through a Center of Excellence program led by the University of Maryland. START uses state-of-the-art theories, methods and data from the social and behavioral sciences to improve understanding of the origins, dynamics and social and psychological impacts of terrorism. For more information, contact START at [infostart@start.umd.edu](mailto:infostart@start.umd.edu) or visit [www.start.umd.edu](http://www.start.umd.edu).

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## Event-level Datasets

### Original ICEWS Variables

**EventID** – A unique identifier for each event-actor combination. Specifically, each observation in the dataset involves a distinct combination of actors involved in a single action. For example, a single altercation wherein insurgents targeted police and civilians would result in two distinct observations being coded, each with its own EventID. The first observation would code insurgents targeting police and the second would code insurgents targeting civilians during the same StoryID. As such, EventID, unlikely StoryID, is a unique identifier for each, distinct observation in the dataset.

**EventDate** – The date of the event identified by EventID.

**SourceCountry** – The country from which the event/action was initiated.

**Source** – The name of the actor initiating the event.

**SourceSectors** – The category of the actor initiating the event. For instance, categories included phrases like “dissident,” “rebel,” “government,” “civilian,” “national party,” etc.

**EventType** – Each event was assigned an eventtype category by ICEWS, based on the CAMEO (Conflict and Mediation Event Observations) coding scheme developed by Schrodtt (2007). Thus, each event in the ICEWS data is coded as one of 256 CAMEO categories that range from cooperative to hostile actions. All CAMEO categories are listed in Appendix C. For example, eventtypes included actions like “use conventional military force,” “make statement,” “arrest, detain or charge with legal action,” etc.

**Score** – The CAMEO score for the eventtype, ranging from -10 (most hostile) to 10 (most cooperative), based on the coding scheme developed by Schrodtt (2007).

**TargetCountry** – The country targeted by the event/action.

**Target** – The name of the actor targeted by the event/action.

**TargetSectors** – The category that the target actor belongs to. Categories included the same set of phrases used to populate the sourcesectors variable.

**StoryID** – A unique identifier for each news story coded in the dataset. Note that multiple events are often coded from a single story. These events all share the same StoryID, but each of them will have a unique EventID.

**Publisher** – The name of the publisher of the news report from which the observations were coded.

**SentenceNumber** – The order of the sentence being coded. For example, if the action being coded is described in the third sentence of a report, the SentenceNumber would be recorded as 3.

**Headline** – The title of the news report being coded.

**PublicationDate** – The date the story was reported. This does not always match the EventDate because, in some cases, news stories were published in the days following an event.

**Latitude** – Latitudinal coordinates for geolocation.

**Longitude** – Longitudinal coordinates for geolocation.

**Sentence** – The relevant text of the news report that was coded.

### **SMA Gray Zone Aggregate Variables**

**Sourcetypefin** – Denotes the identity of the perpetrator of the event or action. It can be one of three categories: “Government,” “Violent Non-State Actors (VNSA)” or “Civilian.” The category “Government”, refers to not only the central government of all state parties to the conflict, but also to state security forces (e.g. the national army) and civilian governmental agencies. Politicians, who are currently in government office are also coded as such. “VNSAs” are armed entities that are distinct from the state (e.g. subversive groups, militia forces, etc.), even if they often collaborate with “Government” forces. Individual people not affiliated with either of the former categories and are coded as “Civilians”. As are, non-violent civil society groups, press (excluding state-owned media), etc.

**Targettypefin** – Denotes the identity of the target of the event or action. It can also be one of three categories: “Government,” “VNSA” or “Civilian”.

**Grayfin** – Coded as 1 whenever the event or action constitutes Gray Zone activity, 0 otherwise. Gray Zone activity meets at least one of three criteria:

- 1.) Exceeds “ordinary cooperation” [e.g. peaceful economic competition such as increasing oil prices, as opposed to threatening to cut off crucial natural gas supplies to specific countries and irrespective of price] yet falls below the threshold of large-scale direct military conflict.
- 2.) Suffers from problems with attribution, and where the activity is ambiguous.
- 3.) Undermines/violates international norms/laws.

For example, hit-and-run style attacks by unknown perpetrators, were common in the Colombia data. This type of event is Gray because it both exceeds “ordinary competition”, and because it suffers from problems with attribution.

**Whitefin** – Coded as 1 whenever the event or action constitutes White Zone activity, 0 otherwise. White Zone events do not meet any of the aforementioned categories. Competition remains “ordinary”,

attribution is clear and norms/law violations are absent. Diplomatic engagements and the signing of accords between states is an example. Non-violent protest is another.

Blackfin – Coded as 1 whenever the event or action constitutes Black Zone activity, 0 otherwise. Black Zone events also do not meet any of the above categories. However, in this case, events do not fall below the threshold of large-scale direct military conflict, suffer from attribution problems or violate international norms/laws. For example, large-scale fighting that might use artillery or motorized and mechanized forces between two clearly identified belligerents would be coded as Black.

Statesourcefin – Coded as 1 whenever the source of the event or action is a government, 0 otherwise. This includes any government (and not just the government of the country being studied), multiple governments as a source (e.g., a coalition of multiple nations) or international governmental organizations (e.g., the United Nations).

Statetargetfin – Coded as 1 whenever the target of the event or action is a government, 0 otherwise. This includes any government (and not just the government of the country being studied) or multiple governments as a target (e.g., a coalition of multiple nations) or international governmental organizations (e.g., the United Nations).

VNSASourcefin – Coded as 1 whenever the source of the event is a VNSA, 0 otherwise.

VNSATargetfin – Coded as 1 whenever the target of the event is a VNSA, 0 otherwise.

Civsourcefin – Coded as 1 whenever the source of the event is civilian, 0 otherwise. This includes individual civilians as well as civil society groups, non-governmental organizations, and journalists from non-state owned media outlets.

Civtargetfin – Coded as 1 whenever the target of the intended event or action is civilian, 0 otherwise. Civilian collateral damage is coded as a 0. For example, if the source text indicates that two civilians were caught in the crossfire between the military and insurgents, this variable is coded as 0. While civilians were victimized, they were clearly not the intended victim.

StateW – Coded as 1 whenever the source of the event is a government and the event or action constitutes White Zone activity, 0 otherwise.

StateG – Coded as 1 whenever the source of the event is a government and the event or action constitutes Gray Zone activity, 0 otherwise.

StateB – Coded as 1 whenever the source of the event is a government and the event or action constitutes Black Zone activity, 0 otherwise.

VNSAW – Coded as 1 whenever the source of the event is a VNSA and the event or action constitutes White Zone activity, 0 otherwise.

VNSAG – Coded as 1 whenever the source of the event is a VNSA and the event or action constitutes Gray Zone activity, 0 otherwise.

VNSAB – Coded as 1 whenever the source of the event is a VNSA and the event or action constitutes Black Zone activity, 0 otherwise.

CivW – Coded as 1 whenever the source of the event is civilian and the event or action constitutes White Zone activity, 0 otherwise.

CivG – Coded as 1 whenever the source of the event is a government and the event or action constitutes Gray Zone activity, 0 otherwise.

CivB – Coded as 1 whenever the source of the event is a government and the event or action constitutes Black Zone activity, 0 otherwise.

HNSource – Coded as 1 whenever the source of the event or action is the country of the case study in question, 0 otherwise. For example, for the Colombia case study, this means 1 whenever the source is Colombian, 0 for foreign sources. However, since Cuba and Russia were only included in the study given their relevance to Colombia and Ukraine, respectively, and because the relevant data from these two countries was merged with the data for Colombia and Ukraine, respectively, HNSource was coded as 1 in these cases if the country that was the source of the event or action was Colombia (and not Cuba) or Ukraine (and not Russia), 0 otherwise.

HNTarget – Coded as 1 whenever the target of the event or action is the country of the case study in question, 0 otherwise. The coding of this variable follows the same convention as for HNSource, above.

Kinetic – Coded as 1 whenever the event or action involves the active use of force, 0 otherwise.

Eventyear – The year of the reported event.

Monthyear – The month and year of the reported event.

Eventdate2 – The exact date of the reported event.

Tohandcode – Coded as 1 if the event was part of one of the random samples hand-coded by researchers, 0 otherwise.

## Location Variables

NAME\_0 – The name of the country in which the event took place.

ISO – Country abbreviation for the country in which the event took place.

ID\_1 – A unique identifier for the location within the country at the largest available subnational administrative level. For example, the departmental level in Colombia.

NAME\_1 – The universally accepted geoname of the location in ID\_1.

VARNAME\_1 – The variant name of the location in ID\_1. Unlike the geoname, which strips accents, the variant name includes them.

NL\_NAME\_1 – The name of the location in ID\_1, written in the native language of the country.

TYPE\_1 – The type of administrative division in ID\_1, in the native language.

ENGTYPE\_1 – The type of administrative division in ID\_1, in English.

ID\_2 – A unique identifier for the location within the country at the second largest available subnational administrative level. For example, municipality in Colombia.

NAME\_2 – The universally accepted geoname of the location in ID\_2.

VARNAME\_2 – The variant name of the location in ID\_2. Unlike the geoname, which strips accents, the variant name includes them.

NL\_NAME\_2 – The name of the location in ID\_2, written in the native language of the country.

TYPE\_2 – The type of administrative division in ID\_2, in the native language.

ENGTYPE\_2 – The type of administrative division in ID\_1, in English.

Shape\_Leng – The length of the perimeter in kilometers of each subnational administrative unit.

## Aggregate Variables with Weights

A detailed discussion of our weighting procedure for the following variables can be found in the appendices to Koven, Barnett S., Varun Piplani, Steve Sin, and Marcus A. Boyd. “Quantifying Gray Zone Conflict: (De-)escalatory Trends in Gray Zone Conflicts in Colombia, Libya and Ukraine,” Report to the U.S.

Department of Homeland Security Science and Technology Office of University Programs and the U.S. Department of Defense Strategic Multi-layer Assessment Branch (College Park, MD: START 2017).

**whitewt** – This is a weighted version of whitefin, based on corrections derived from hand-coded random samples. Coded as 1 whenever the event or action constitutes White Zone activity and the event is not in the hand-coded sample. If the event is within the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is coded as 0 if the event is not White Zone.

**Graywt** – This is a weighted version of grayfin. This variable follows the same coding convention as whitewt, described above.

**blackwt** – This is a weighted version of blackfin. This variable follows the same coding convention as whitewt, described above.

**statesourcewt** – This is a weighted version of the statesource variable based on corrections derived from hand-coded random samples. Coded as 1 whenever the source is a state organization and the event is not in the hand-coded sample. If the event is within the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is coded as 0 if the source is not state.

**statetargetwt** – This is a weighted version of the statetarget variable. This variable follows the same coding convention as statesourcewt, described above.

**vnsasourcewt** – This is a weighted version of the vnsasource variable based on corrections derived from hand-coded random samples. Coded as 1 whenever the source is a VNSA and the event is not in the hand-coded sample. If the event is within the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is 0 if the source is not VNSA.

**vnsatargetwt** – This is a weighted version of the vnsatarget variable. This variable follows the same coding convention as vnsasourcewt, described above.

**civsourcewt** – This is a weighted version of the civsource variable based on corrections derived from hand-coded random samples. Coded as 1 whenever the source is civilian and the event is not in the hand-coded sample. If the event is from the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is 0 if the source is not civilian.

**civtargetwt** – This is a weighted version of the civtarget variable. This variable follows the same coding convention as civsourcewt, described above.

**StateWwt** - This is a weighted version of the StateW variable based on corrections derived from hand-coded random samples. Coded as 1 whenever the source of the event is a government, the event or action

constitutes White Zone activity and the event is not in the hand-coded sample. If the event is from the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is 0 if the source is not government and the event is not White Zone.

StateGwt – This is a weighted version of the StateG variable. This variable follows the same coding convention as StateWwt, described above.

StateBwt – This is a weighted version of the StateB variable. This variable follows the same coding convention as StateWwt, described above.

VNSAWwt – This is a weighted version of the VNSAW variable. This variable follows the same coding convention as StateWwt, described above.

VNSAGwt – This is a weighted version of the VNSAG variable. This variable follows the same coding convention as StateWwt, described above.

VNSABwt – This is a weighted version of the VNSAB variable. This variable follows the same coding convention as StateWwt, described above.

CivWwt – This is a weighted version of the CivW variable. This variable follows the same coding convention as StateWwt, described above.

CivGwt – This is a weighted version of the CivG variable. This variable follows the same coding convention as StateWwt, described above.

CivBwt – This is a weighted version of the CivB variable. This variable follows the same coding convention as StateWwt, described above.

hnsourcwt – This is a weighted version of the hnsourc variable based on the hand-coded random samples. This is a weighted version of the civsourc variable based on corrections derived from hand-coded random samples. Coded as 1 whenever the sourcecountry was “Colombia” in the Colombia dataset, “Ukraine” in the Ukraine dataset and “Libya” in the Libya dataset, and the event is not in the hand-coded sample. If the event is within the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is 0 if the sourcecountry is not the host-nation, as explained above.

hntargetwt – This is a weighted version of the hntarget variable based on corrections derived from hand-coded random samples. This variable follows the same coding convention as hnsourcwt, described above, with the exception that this variable focuses on targetcountry instead of sourcecountry.

kineticwt – This is a weighted version of the kinetic variable based on the hand-coded random samples. Coded as 1 whenever the event or action involves the active use of force, and the event is not in hand-coded sample. If the event is within the hand-coded sample, this variable carries a value between 0 and 1 based on the weights. The variable is 0 if the event does not involve the active use of force.

graywt\_higray – This is a weighted version of the Gray Zone variable for sensitivity analysis. This variable artificially inflates Gray Zone codings by 5 percent and is to be used in combination with whitewt\_higray, described below. A detailed discussion of our sensitivity analysis can be found in the appendices to Koven and Piplani 2017.

whitewt\_higray – This is a weighted version of the White Zone variable for sensitivity analysis. This variable artificially deflates White Zone codings by 5 percent and is to be used in combination with graywt\_higray, described above.

graywt\_hiwhite – This is a weighted version of the Gray Zone variable for sensitivity analysis. This variable artificially deflates Gray Zone codings by 5 percent and is to be used in combination with whitewt\_hiwhite, described below.

whitewt\_hiwhite – This is a weighted version of the White Zone variable for sensitivity analysis. This variable artificially inflates White Zone codings by 5 percent and is to be used in combination with graywt\_hiwhite, described above.

**Composite Variables**

In order to undergird dyadic analysis aimed at determining how actions of a certain type (e.g., a unique source, target, Zone and kinetic combination) affect the nature of actions by other actors, we generated a series of composite variables. These variables are named so that source, target, Zone and kinetic information would be apparent in the name itself. Table 1, below, summarizes the naming convention.

**Table 1: Composite Variables Naming Convention**

Source	Abbreviation	Target	Abbreviation	Zone	Abbreviation	Kinetic
State	st	State	st	White	w	k
VNSA	vnsa	VNSA	vnsa	Gray	g	K
Civilian	civ	Civilian	civ	Black	b	k

For example, ststw denotes state source, state target, White Zone, non-kinetic, whereas vnsavnsabk indicates VNSA source, VNSA target, Black Zone, kinetic.

The entire list of composite variables is broken down by source below.

State Source: ststw ststwk ststg ststgk ststb ststbk stvnsaw stvnsawk stvnsag stvnsagk stvnsab stvnsabk stcivw stcivwk stcivg stcivgk stcivb stcivbk

VNSA Source: vnsastw vnsastwk vnsastg vnsastgk vnsastb vnsastbk vnsavnsaw vnsavnsawk vnsavnsag vnsavnsagk vnsavnsab vnsavnsabk vnsacivw vnsacivwk vnsacivg vnsacivgk vnsacivb vnsacivbk

Civilian Source: civstw civstwk civstg civstgk civstb civstb civstbk civvnsaw civvnsawk civvnsag civvnsagk civvnsab civvnsabk civcivw civcivwk civcivg civcivgk civcivb civcivbk

**Composite Variables with Weights**

These variables all have the suffix *wt*, which denotes that they have been weighted. These variables are weighted versions of the composite variables from the above section. They employ weighted corrections for source, target and Zone information, which was derived from hand-coded random samples. As already noted, a detailed discussion of the weighting strategy is included in the appendices to Koven and Piplani 2017.

The entire list of weighted composite variables is broken down by source below.

State Source: ststwwt ststwkwt ststgwt ststgkwt ststbwt ststbkwt stvnsawwt stvnsawkwt stvnsagwt stvnsagkwt stvnsabwt stvnsabkwt stcivwwt stcivwkwt stcivgwt stcivgkwt stcivbwt stcivbkwt

VNSA Source: vnsastwwt vnsastwkwt vnsastgwt vnsastgkwt vnsastbwt vnsastbkwt vnsavnsawwt vnsavnsawkwt vnsavnsagwt vnsavnsagkwt vnsavnsabwt vnsavnsabkwt vnsacivwwt vnsacivwkwt vnsacivgwt vnsacivgkwt vnsacivbwt vnsacivbkwt

Civilian Source: civstwwt civstwkwt civstgwt civstgkwt civstbwt civstbkwt civvnsawwt civvnsawkwt civvnsagwt civvnsagkwt civvnsabwt civvnsabkwt civcivwwt civcivwkwt civcivgwt civcivgkwt civcivbwt civcivbkwt

**Time-series, Cross-sectional Datasets**

We also collapsed the data by month and subnational administrative boundaries to create time-series, cross-sectional versions of the data.

**SMA Gray Zone Aggregate Variables**

monthyear – A unique identifier for each month/year time period.

NAME\_0 – The name of the country.

ID\_0 – A unique numerical identifier for each country.

ID\_1 – A unique identifier for the location within each country at the largest available subnational administrative level. For example, the departmental level in Colombia.

Newid - This variable exists in datasets that combined data from multiple countries (Colombia and Cuba, as well as Ukraine and Russia). In such datasets, newid assigns a unique ID number to each administrative unit in the dataset. For example, for the Colombia and Cuba data, newid assigns a unique ID number to each *Department* in Colombia and Cuba at the ID\_1 level, and a unique ID number to each *Municipality* in Colombia and Cuba at the ID\_2 level. For the Ukraine and Russia data, newid assigns a unique ID number to each region or city at the ID\_1 level, and a unique ID number to each *Raion* (or district), at the ID\_2 level.

NAME\_1 – The universally accepted geoname of the location in ID\_1.

VARNAME\_1 – The variant name of the location in ID\_1. Unlike the geoname, which strips accents, the variant name includes them.

NL\_NAME\_1 – The name of the location in ID\_1, written in the native language of the country.

TYPE\_1 – The type of administrative division in ID\_1, in the native language.

ENGTYPE\_1 – The type of administrative division in ID\_1, in English.

ID\_2 – A unique identifier for the location within the country at the second largest subnational administrative level. For example, municipality level in Colombia.

NAME\_2 – The universally accepted geoname of the location in ID\_2.

VARNAME\_2 – The variant name of the location in ID\_2. Unlike the geoname, which strips accents, the variant name includes them.

NL\_NAME\_2 – The name of the location in ID\_2, written in the native language of the country.

TYPE\_2 – The type of administrative division in ID\_2, in the native language.

ENGTYPE\_2 – The type of administrative division in ID\_1, in English.

whitefin – A monthly sum of all White Zone events for each location.

grayfin – A monthly sum of all Gray Zone events for each location.

blackfin – A monthly sum of all Black Zone events for each location.

statesourcefin – A monthly sum of all state-initiated events for each location.

statetargetfin – A monthly sum of all events that targeted a state for each location.

vnsasource – A monthly sum of all VNSA-initiated events for each location.

vnsatarget – A monthly sum of all events that targeted VNSAs for each location.

civsourcefin – A monthly sum of all civilian-initiated events for each location.

civtargetfin – A monthly sum of all events that targeted civilians (civilian collateral damage is excluded) for each location.

StateW – A monthly sum of all events where the source was state and the event or action constituted White Zone activity for each location.

StateG – A monthly sum of all events where the source was state and the event or action constituted Gray Zone activity for each location.

StateB – A monthly sum of all events where the source was state and the event or action constituted Black Zone activity for each location.

VNSAW – A monthly sum of all events where the source was VNSA and the event or action constituted White Zone activity for each location.

VNSAG – A monthly sum of all events where the source was VNSA and the event or action constituted Gray Zone activity for each location.

VNSAB – A monthly sum of all events where the source was VNSA and the event or action constituted Black Zone activity for each location.

CivW – A monthly sum of all events where the source was civilian and the event or action constituted White Zone activity for each location.

CivG – A monthly sum of all events where the source was civilian and the event or action constituted Gray Zone activity for each location.

CivB - A monthly sum of all events where the source was civilian and the event or action constituted Black Zone activity for each location.

hnsorce - A monthly sum of all events where the host nation was the source of the event, for each location.

hntarget - A monthly sum of all events where the host nation was the target of the event, for each location.

Kinetic - A monthly sum of all kinetic events (e.g. raids but not making statements) per location.

### **Aggregate Variables with Weights**

whitewt - A monthly sum of all weighted White Zone events for each location.

graywt - A monthly sum of all weighted Gray Zone events for each location.

blackwt - A monthly sum of all weighted Black Zone events for each location.

statesourcwt - A monthly sum of all weighted state-initiated events for each location.

statetargetwt - A monthly sum of all weighted events that targeted the state.

vnsasourcwt - A monthly sum of all weighted VNSA-initiated events for each location.

vnsatargetwt - A monthly sum of all weighted events that targeted VNSAs for each location.

civsourcwt - A monthly sum of all weighted civilian-initiated events for each location.

civtargetwt - A monthly sum of all weighted events that targeted civilians for each location (civilian collateral damage is excluded).

StateWwt - A monthly sum of all weighted events where the source was state and the event or action constituted White Zone activity for each location.

StateGwt - A monthly sum of all weighted events where the source was state and the event or action constituted Gray Zone activity for each location.

StateBwt - A monthly sum of all weighted events where the source was state and the event or action constituted Black Zone activity for each location.

VNSAWwt – A monthly sum of all weighted events where the source was VNSA and the event or action constituted White Zone activity for each location.

VNSAGwt – A monthly sum of all weighted events where the source was VNSA and the event or action constituted Gray Zone activity for each location.

VNSABwt – A monthly sum of all weighted events where the source was VNSA and the event or action constituted Black Zone activity for each location.

CivWwt – A monthly sum of all weighted events where the source was civilian and the event or action constituted White Zone activity for each location.

CivGwt – A monthly sum of all weighted events where the source was civilian and the event or action constituted Gray Zone activity for each location.

CivBwt – A monthly sum of all weighted events where the source was civilian and the event or action constituted Black Zone activity for each location.

hnsourcwt – A monthly sum of all weighted events where the host nation was the source of the event, for each location.

hntargetwt – A monthly sum of all weighted events where the host nation was the target of the event, for each location.

kineticwt – A monthly sum of all weighted kinetic events (e.g. raids but not making statements) for each location.

graywt\_higray – A monthly sum of all weighted Gray Zone events per location. This variable is artificially inflated by 5 percent and is to be used in combination with whitewt\_higray, below, for sensitivity analysis.

whitewt\_higray – A monthly sum of all weighted White Zone events per location. This variable is artificially deflated by 5 percent and is to be used in combination with graywt\_higray, above, for sensitivity analysis.

graywt\_hiwhite – A monthly sum of all weighted Gray Zone events per location. This variable is artificially deflated by 5 percent and is to be used in combination with whitewt\_hiwhite, below, for sensitivity analysis.

whitewt\_hiwhite – A monthly sum of all weighted White Zone events per location per. This variable is artificially inflated by 5 percent and is to be used in combination with graywt\_hiwhite, above, for sensitivity analysis.

### Composite Variables

In order to undergird dyadic analysis aimed at determining how actions of a certain type (e.g. a unique source, target, Zone and kinetic combination) affect the nature of actions by other actors, we generated a series of composite variables. These variables are named so that source, target, Zone and kinetic information would be apparent in the name itself. Importantly, each composite variable captures the monthly sum of activities involving a specific source, target, Zone and kinetic or non-kinetic activity. Table 2, below, summarizes the naming convention.

**Table 2: Composite Variables Naming Convention**

Source	Abbreviation	Target	Abbreviation	Zone	Abbreviation	Kinetic
State	st	State	St	White	w	k
VNSA	vnsa	VNSA	Vnsa	Gray	g	K
Civilian	civ	Civilian	Civ	Black	b	k

For example, ststw captures the monthly sum of all activity with state source, state target, White Zone, non-kinetic coding, whereas vnsavnsabk does the same for all events with VNSA source, VNSA target, Black Zone, kinetic coding.

The entire list of composite variables is broken down by source below.

State Source: ststw ststwk ststg ststgk ststb ststbk stvnsaw stvnsawk stvnsag stvnsagk stvnsab stvnsabk stcivw stcivwk stcivg stcivgk stcivb stcivbk

VNSA Source: vnsastw vnsastwk vnsastg vnsastgk vnsastb vnsastbk vnsavnsaw vnsavnsawk vnsavnsag vnsavnsagk vnsavnsab vnsavnsabk vnsacivw vnsacivwk vnsacivg vnsacivgk vnsacivb vnsacivbk

Civilian Source: civstw civstwk civstg civstgk civstb civstbk civvnsaw civvnsawk civvnsag civvnsagk civvnsab civvnsabk civcivw civcivwk civcivg civcivgk civcivb civcivbk

### Composite Variables with Weights

These variables all have the suffix *wt*, which denotes that they have been weighted. These variables are weighted versions of the composite variables from the above section, which captures the monthly sum of activities involving a specific source, target, Zone and kinetic or non-kinetic activity. They employ weighted corrections for source, target and Zone information, which was derived from hand-coded random samples.

The entire list of weighted composite variables is broken down by source below.

State Source: ststwwt ststwkwt ststgwt ststgkwt ststbwt ststbkwt stvnsawwt stvnsawkwt stvnsagwt stvnsagkwt stvnsabwt stvnsabkwt stcivwwt stcivwkwt stcivgwt stcivgkwt stcivbwt stcivbkwt

VNSA Source: vnsastwwt vnsastwkwt vnsastgwt vnsastgkwt vnsastbwt vnsastbkwt vnsavnsawwt vnsavnsawkwt vnsavnsagwt vnsavnsagkwt vnsavnsabwt vnsavnsabkwt vnsacivwwt vnsacivwkwt vnsacivgwt vnsacivgkwt vnsacivbwt vnsacivbkwt

Civilian Source: civstwwt civstwkwt civstgwt civstgkwt civstbwt civstbkwt civvnsawwt civvnsawkwt civvnsagwt civvnsagkwt civvnsabwt civvnsabkwt civcivwwt civcivwkwt civcivgwt civcivgkwt civcivbwt civcivbkwt