

Rapid Population Decline or Bust

Introduction: (Am I crazy or Are You Crazy) [\(text\)](#)

1.0 Views of the Human Predicament [\(text\)](#)

1.1 With No increases in People or Consumption we are in deep trouble [\(text\)](#)

1.1.1 Population Overshoot by a factor of 100 [\(SN67\)](#) [\(movie\)](#)

1.1.2 How Many People Will You Kill? [\(SN47\)](#)

1.2 With Expected Increases we are in worse trouble

1.2.1 Footprint Versus Freedom [\(SN2\)](#)

1.2.2 Is Population Down the Opposite of Population Up? [\(SN21\)](#)

1.2.3 Sustainability: Doubles, Halves and Footprint [\(SN8\)](#)

1.2.4 Temporal Social Fundamentals [\(SN10\)](#) and [\(SN15\)](#)

1.2.5 Social Vectors and Individual Behavior [\(SN7\)](#)

1.2.6 Increasing terrorism [\(SN9\)](#)

1.2.7 Do You Like To Give Flowers? [\(SN17\)](#)

1.2.8 The Overlap Trend Controls the Conflict Trend [\(SN22\)](#)

1.2.9 Increasing longevity increases population [\(text\)](#)—mod
01/14/11

1.3 Hidden Dynamics of our unfolding future (our temporal blindness) [\(text\)](#)

1.3.1 Examples of cognitive dysfunction (temporal blindness)

1.3.1.1 Native Americans did not see their destination [\(SN12\)](#)

1.3.1.2 Viewing the present from the future [\(SN5\)](#)

1.3.2 The human experiment in three trends (island world)

1.3.3 Distracted by Immediate Problems (putting your arm out)
(NW/video)

1.3.4 What you see is not what you get --- Nonlinear unfolding --

Physical systems

(NW/video stopping distance vs. stopping force)

Biological systems)

(NW in video) Growth within limits (capped personal
consumption)

Human predicament

(NW/video) Growth within limits (unlimited personal
consumption)

1.3.5 Dropping production (past the peaks the extra twist)

1.4 Net Predicament requiring solving

1.4.1 A mechanism of civilization collapse [\(SN31\)](#)

1.4.2 Which Information Describes the Human Predicament? [\(SN50\)](#)

1.4.3 Does Your Math Calculate the Future Clearly? [\(SN55\)](#)

1.4.4 Humankind's future contains Civilization Collapse

1.4.4.1 Social conflict trips civilization collapse (fb loops)
[\(SN66\)](#)

1.4.4.2 Beginning of collapse -- Time blindness topples trade
towers [\(ShtArt-1\)](#)

- 1.4.4.3 The End -- Your Child As a Somali War Orphan –
([SN69](#) movie script)
- 1.5 Summary Humankind’s predicament /options [\(text\)](#)
- 2.0 Footprint reductions prevent Civilization Collapse – Little else will [\(text a\)](#)
[\(text b\)](#)
- 2.1 Actions that won’t reduce footprint
 - 2.1.1 Stopping growth
 - 2.1.2 the rich living smaller
 - 2.1.3 Increasing productivity [\(SN56\)](#)
 - 2.1.4 Ameliorating conflict
 - 2.1.4.1 Peacekeeps no plan for peace [\(SN1\)](#)
 - 2.1.4.2 Managing conflict -- from dilemma to solution [\(SN33\)](#)
 - 2.1.5 Redistribution of wealth
- 2.2 Feedback driven problem solving [\(SN19\)](#)
- 2.3 Cognitive evolution
 - 2.3.1 Cognitive Evolution and the Human Predicament [\(SN13\)](#)
 - 2.3.2 Nurture can change our course [\(ShArt -2\)](#)
- 3.0 RPD Reduces Human Footprint -- better than anything else [\(text\)](#)
- 3.1 Demographics – The 500 Pound Gorilla [\(SN4\)](#)
- 3.2 Thinking About the Unthinkable [\(SN20\)](#)
- 3.3 For Peace – RPD Now [\(SN28\)](#)
- 3.4 What Is Not Too Little Too Late? [\(SN52\)](#)
- 3.5 Why Do We Need RPD [\(SN62\)](#)
- 3.6 The Alpert Alternative (OCPF) (The Solution) [\(SN26\)](#)
- 3.7 One Child Per Family (OCPF) or Genocide [\(SN40\)](#)
- 3.8 Low birthrate RPD
 - 3.8.1 How Fast Can OCPF Work? [\(SN63\)](#)
 - 3.8.2 Birthrates Below OCPF [\(SN64\)](#)
 - 3.8.3 1,000,000 births-per-year lottery (NW)
- 3.9 Humankind's Viability Is Preceded by Rapid Population Decline [\(SN41 part a\)](#)
- 4.0 Implementing Rapid Population Decline (3 behavioral routes) [\(text\)](#)
- 4.1 Universal upgrades in the individual’s cognitive process
 - 4.1.1 Nurture can change our course [\(short article\)](#)
 - 4.1.2 Who Controls Our Future [\(SN18\)](#)
 - 4.1.3 You Have To Pay for Peace [\(SN6\)](#)
 - 4.1.4 trends determine the wellbeing of the human experiment [\(text\)](#)
 - 4.1.5 Drivers of behavior produce opposite trends
 - genetics and culture drive us toward the darkness
 - forethought drives us toward the light
- 4.2 Institutional policy against its constituency (autocracy or dysfunctional democracy)
 - 4.2.1 Six billion against Tony Blair [\(SN3\)](#)
 - 4.2.2 No Plan for Graceful Survival [\(SN11\)](#) [\(SN14\)](#)

- 4.3 Institutional policy driven by a majority constituency
 - 4.3.1 National Problem Referendum [\(SN16\)](#)
 - 4.3.2 Philosophy of RPD behavior change
 - 4.3.2.1 Ethical Coercion and OCPF Implementation [\(SN45\)](#)
 - 4.3.2.2 Will Having a Second Child Become Taboo? [\(SN44\)](#)
 - 4.3.2.3 Finding and implementing course-changing Behavior Change [\(SN48\)](#)
 - 4.3.3 Democratic Coercion of RPD Behavior
 - 4.3.3.1 Belief Consensus Makes RPD Possible [\(SN42\)](#)
 - 4.3.3.2 Implementing RPD with a Vote [\(SN59\)](#)
 - 4.3.3.3 Morality and RPD Laws [\(SN58\)](#)
 - 4.3.3.4 Forming a Constituency [\(SN53\)](#)
 - 4.3.3.5 RPD is Not an Impossible Dream [\(SN57\)](#)
- 5.0 The future: Facing and Resolving the human predicament [\(text\)](#)
 - 5.1 Summary of essays [\(text\)](#)
 - 5.1.1 “How things work” image of the human predicament [\(text\)](#)
 - 5.1.1.1 Social Conflict causes the crash of our civilization [\(text\)](#)
 - Conflict death spiral collapses civilization
 - Losers of wellbeing cause conflict
 - Stratification causes losers of wellbeing
 - Scarcity causes stratification of footprint
 - Relationships among Physical variables cause scarcity
 - Consumption rates above renewable
 - Consumption of exhaustible resources
 - Narrowing the eco niche
 - 5.1.1.2 Unexpected unfolding [\(text\)](#)
 - Invisible before the crash
 - Unmanageable during the crash
 - Not escapable dark age after the crash
 - 5.1.2 Solutions that won’t produce a good future [\(text\)](#)
 - Ending social injustice
 - women’s rights,
 - slavery,
 - wars of social status
 - access to birth control,
 - universal democracy,
 - shielding from nature will not resolve the human predicament
 - storms
 - Floods
 - plagues
 - failed harvest
 - Stopping growth will not resolve the human predicament.
 - True increasing footprint makes crash sooner
 - But the crash would happen with no growth in human footprint

- 5.1.3 Intergenerational trends measure “what we want?” [\(text\)](#)
 - sinking into darkness
 - ever improving wellbeing
- 5.1.4 Drivers of behavior produce opposite intergenerational trends [\(text\)](#)
 - genetics and culture produce a decaying trend
 - forethought produces an improving trend
- 5.1.5 Human experiment with positive intergenerational trends [\(text\)](#)
- 5.2 A Civilization that delivers what we want [\(text\)](#) [\(remainders\)](#)
 - 5.2.1 ever increasing intergenerational trend
 - 5.2.1 design
 - The size
 - The location
 - Operation
 - 5.2.3 The gathering -- Making the physical transition
- 5.3 Moving normal minds creates this civilization
 - 5.3.1 The Path forward [\(SN61\)](#)
 - 5.3.2 Implementing RPD [\(SN41\)](#) part b

Glossary

Appendix: Videos and Seminars (DVD)

- Pieces of the problem
- Global population 100 million [movie](#)
- Your child as a Somali war orphan (Available not publicly posted)
 - Human Predicament -- better commonsense required [online lectures](#) 2 hour lecture in 6 parts
 - Three Thought-process Limitations
 - Too Many Variables—Coupling (9 minutes)
 - Everything Changing at Once—Simultaneity (# minutes)
 - Unexpected Change (Nonlinearity) (29 minutes)
 - Thought-process Limitations and Social Conflict
 - Coupling, Simultaneity and Social Conflict (20 minutes)
 - Nonlinearity and Social Conflict (23 minutes)
- The nonlinearity of the elephant problem [lecture](#)
- Vancouver SKIL Talk Underestimating the human predicament
(Contents omitted notes 43, 46SD, 49, 60 New years, 67 100 mill text)