Future of US Civilization
Sources Include Stockholm Resilience Centre, UN, AI, and Various Other

Source: Stockholm Resilience Centre

- Future of US
  - Adjacent Possibilities or Scenarios
    - About the Same
    - Oligarchy
    - Civil War
    - Bifurcation into Two or More Countries
    - A Bankrupt Nation
    - Autocracy
  - Socio-Political
    - Educational Inequalty
    - Civic Engagement Inequalty
    - An Aging Constitutiion
    - Political Polarization
  - Technological
    - Research Driven
    - Increasing Use of Mechanical Automation
    - Increasing Use of AI
    - Advances in Medicine
    - Advances in Transportation
    - Emerging Deployment of Robots
    - Increasing Level of Computation
  - Economic
    - Economic Inequality
    - Economic Driven Class Structure
    - Increasing Housing Shortage
    - Aging Infrastructure
    - Oligarchy Owned
  - Constraints
    - Environmental Constraints
      - Planetary Boundaries
        - Climate Change: Threshold Passed
        - Biosphere Integrity: Threshold Passed
        - Ozone Depletion: Threshold Not Passed
        - Ocean Acidification: Threshold Not Passed
        - Phosphorous and Nitrogen Cycles: Threshold Passed
        - Land-System Change (e.g., Deforestation: Threshold Passed
        - Freshwater Use: Threshold Passed
        - Novel Entities: Threshold Passed
        - Atmospheric Aerosol Loading: Threshold Not Passed
      - Resources
        - Fossil Fuels for Another Century
        - Renewables for Centuries
        - UN Estimates we are using 1.6 Earths
      - Climate
        - Natural Disasters
        - Life above a 1.5+ degree change
        - Changing Weather Patterns
        - Rising Sea Levels
        - Ocean Acidification
    - Demographic Realities
      - Peak Population Around 400 billion, then decline
      - An Aging Population
      - Declining Birthrates
      - White Population Decline to Under 50%
      - Babies of Color > White Babies
  - Dynamical Behavior Patterns
    - Maintenance: Negative Feedback Loops
    - Growth: Positive Feedback
    - Conflict: Escalation
    - Limits: Limits to Success
    - Inequality: Success to the Successful (winner takes all)
    - Other Archetypes: EG, ToC, GuI, ...