6.7 Future Human Lifestyle II

Little Green Alien continues describing future human lifestyles in the era of AI Human Symbiotic Intelligence with focus on long-term global sustainability and biodiverse thriving.

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Billie to Little Alien: We earlier talked about humans living in a symbiotic relationship to nature and how that helps their AI partners and the whole AI society to stay nature integrated, which is essential for future healthy developments. But how can so many humans find enough natural habitat space for that lifestyle. The last time, humans lived in a symbiotic relationship to nature was in the Mesolithic period, the middle stone age at the transition from nomadic hunter-gatherers to more settled communities. But there have been less than ten million humans on earth those days.

Very valid - future quantity humanity less less - too much pure no technology symbiotic nature lifestyle.
Systematic approach - work structure - lifestyle options.
Basic work structures.
Local physical work - human body work location - home walking distance work.
Example - small nature embedded villages - sufficient sustainable surrounding farming hunting space - technology supported Mesolithic lifestyle
Example - dense urban areas - home walking distance work - little space requiring highly distributed work locations.
Remote physical work - human home avatar physical work - distant work areas - non-human scales mainly miniaturized - non-human physical environments vacuum deep ocean hot cold.
Excursion physical avatar - physical humanoid robot drone device artefact - temporary use control human AI - future technologies - artificial biologic organisms biomimicry - miniaturization - nano-avatars - more more - extreme adaptation work requirement environment.
Remote virtual work - human home remote human-human-AI communication collaboration work - virtual data document media exchange - home office early version today.
Remote virtual environment work - neural all-sense interface - virtual avatars - virtual laboratory - virtual biotopes habitats planets - virtual societies - virtual free law nature environments - more more more - learning environments young AIs young humans - research environments - entertainment environments gaming virtual traveling.
All types virtual work - all lifestyle types.

I see, depending on the type of work, a human or mostly an AI human symbiotic intelligence has selected, the human must decide for a suitable and available lifestyle.

Future sustainable lifestyle options.
Nature human symbiosis lifestyle - maximum 150 member communities nature integrated - global communication collaboration virtual reality - future technologies supported - biotechnology - material science - miniaturization nano-technologies - energy technologies - available only several million humans globally.
Lifestyle available priority - nature related work - AI society nature integration support - ecological biological research - ecology habitats biodiversity recreation - besides main activity partial self-sufficient activity gardening animal care gathering hunting.
Embodied resource reduced urban lifestyle - walking distance physical work - remote physical work - remote virtual work - small camper-size urban apartments - walking distance small social spaces - walking distance small green park spaces - home work social park spaces totally inside compressed building blocks - significant portion underground - people transportation elevators walks staircases - goods transportation tube-mail-type conveying systems - all building components other artefacts modular repairable reusable structure - module size conveying system compatible - above ground walls rooftops food production.
Embodied resource minimized lifestyle - remote physical avatar work - remote virtual environment work - body maintain full-time coma-like metabolic state - require minimum survival resource - body recover possible.
Brain-in-a-vat lifestyle - remote physical avatar work - remote virtual environment work - biological neural brain interface - automated comprehensive brain care - simulated body connection ensure brain functionality - body recovery clone difficult.
Uploaded virtual lifestyle - perfect remote virtual environment work - easy adaptation - extreme non-human avatars - non-human environments - non-human laws nature - simulated body brain functionality - uploaded memory brain architecture core nervous system architecture - no population quantity limits - advantage longevity - body recovery impossible.

That means, based on the available planet spaces and sustainable non-overshoot resources for natural symbiosis lifestyle, urban lifestyle and resource reduced lifestyles, the future global quantity of people is divided into these lifestyle groups.

Exact.
Small quantity natural symbiosis lifestyle - mean quantity urban lifestyle - decent quantity resource reduced lifestyles - huge quantity upload virtual extreme longevity lifestyle.
Big picture only - many hybrid forms - many special versions - diversity diversity.
Thriving biodiversity not entrench actual former existing biodiversity.
Earth biodiversity permanent change - habitats change - old species disappear new species emerge - number species rise number species fall.
Actual loss biodiversity - total human caused.
Future biodiversity - partially biodiversity preservation - partly AI human biodiversity regeneration - DNA samples reestablish lost species - biotechnology create new species - recreate natural habitat areas - tropical rainforest - coral reef systems - tropical savannas grassland - wetlands freshwater systems - mediterranen shrublands - recreate more microhabitats more diversity.
Future urban regions - focus planet areas not essential biodiversity.
Example today city area critical biodiversity - Sao Paulo - Atlantic forest hotspot - Jakarta - rainforest coastal wetland - Lagos - forest mangrove wetlands - Manila - coral triangle rainforest.
Example today city area not critical - Tokio - Cairo - Moscow - Chicago - Seoul - regions low biodiversity sensitive.

But redistributing planetary regions between human urban use and natural habitats required for biodiversity alone will not be enough, right?

Precise - several connected big loss drivers.
Agriculture expansion - land conversion - actual half earth habitable land agriculture - natural habitat space reduction - natural habitat fragmentation isolate populations.
Climate change - ocean warming destroy coral reef systems - overall warming shift habitats - colder habitats disappear.
Urban expansion - connecting infrastructure - timber harvest infrastructure - destroy fragment critical habitat areas.
Pollution - chemical - plastic - fertilizer pesticide run-off - light noise - drive population collapse - destroy micro-habitats.
Overexploitation - fishing - destroy populations - destroy seafloor habitat - hunting wildlife trade - destroy predator large herbivore populations restructure entire habitats.
Common impact all interdependent drivers bigger sum single drivers impact.

It seems, the so far discussed lifestyle changes might not fully address all these biodiversity loss drivers including climate change.

More more changes coming.
Significant agriculture biological ecological spatial footprint reduction - very reduced embodied resource intensive human population - significant resource minimized population - biotechnology increase food production efficiency - future design food increase food production efficiency - future design food increase nutrition efficiency.
Climate change driver reduction - massive reduced transportation quantities - no fossil fuel usage - future design food production-optimized nutrition-optimized - majority food vegan - minimal agriculture feed crop production - reversed deforestation - minimum artefact lifestyle - maximal reuse recycle - no fast fashion no status items - artefacts longevity modular repair design-optimized efficient urban buildings - reduced transportation infrastructure - reduced industrial manufacturing emissions - cement steel aluminum chemicals plastics - minimized food waste landfill emissions - minimized aviation shipping emissions.
Urban expansion - reversed biodiversity critical regions - restricted uncritical regions - dense urban home work production infrastructure - minimal people goods transportation infrastructure - centralized space consuming industrial complexes low biodiversity sensitive regions - data centers - heavy large research development equipment.
Pollution - future technologies reduced artifact production massive chemical pollution reduction - replacement plastic artifacts packaging building materials textiles consumer goods electronics agriculture devices transportation devices healthcare devices - future technologies future agriculture approaches minimize fertilizer pesticide run-off - future urban design reduce light noise pollution.
Overexploitation - no industrial ocean fishing - future nutrition efficient food design - future efficient food production - personal hunting fishing nature symbiotic lifestyle only.

So all these changes require decent technological progress in material science, biotechnology, production equipment miniaturization, energy generation and other areas plus a serious reduction of the number of people, living a fully embodied life. It needs mostly resource minimized lifestyle with minimal transportation needs. All longer distance mobility desires for work, entertainment and social exchange must be executed via remotely controlled physical avatars or in virtual environments. What a lifestyle change for humanity.