

Crises: the long term view

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“It’s the best possible time to be alive, when almost everything you thought you knew is wrong”

Tom Stoppard
Arcadia

The importance of the long term

- ✧ Including the long-term dynamics
 - ✧ Tectonics over 10^5 years
 - ✧ Cultures over 10^3 years
- ✧ Observing complete cycles
 - ✧ Not only the last 100 or so years
 - ✧ Observing wider range of behaviors
 - ✧ Correcting for bias
- ✧ Observing the change of change
 - ✧ Risk shift towards unknown long-term risks (time bombs)
 - ✧ From long-term investment to short-term 'dealing'

The role of archaeology

- ✧ Need to complement polar climate data
 - ✧ Evolution of terrestrial environment (soils, rivers, flora, fauna)
 - ✧ Evolution of human behavior
 - ✧ Downscaling from global to regional
 - ✧ Mitigation to adaptation
- ✧ Archaeological record the only one at the timescales involved
 - ✧ Omnipresent, integrates all sources
 - ✧ Modern archaeology is in part an environmental science
 - ✧ Sometimes difficult to interpret
 - ✧ Slow process, long correction cycle

The main difficulty is in the timescales

- ✧ Socio-natural phenomena are multi-temporal
 - ✧ Natural and social dynamics operate at an infinite number of scales, from the millennium to the minute
 - ✧ Any conjunction can trigger changes ... how do we find out what 'did it', and what the role of the social or the natural is ?
 - ✧ Climate studies must downscale from the global, archaeological studies must upscale from the local
 - ✧ Different disciplines, different ways to deal with time
 - ✧ Different degrees of precision
- ✧ Contingency is not always causality
 - ✧ Much archaeology operates on internal consistency, rather than external proof

Multi-temporal oscillations

- ✧ Glaciation cycles of 100-, 43-, 24-, 19,000 years
 - ✧ Milankovitch (excentricity, inclination of earth's axis, precession) change distance of surface to sun ...
- ✧ Cycles in N American Icebergs c. 7,000 years
 - ✧ Heinrich events, not yet adequately explained, cool N Atlantic climate for decades (-4^0)
- ✧ Cycles in ice cores ($\Delta_{18}\text{O}$) of c. 2,500 years
 - ✧ Dansgaard - Oeschger cycle 10^0 in $n.10^3$ years
 - ✧ Also found in $\Delta_{14}\text{C}$, Scandinavian glaciers, etc.
- ✧ Cycles in foraminifera $\Delta_{18}\text{O}$ of c. 1,400 years
 - ✧ Bond events: slower thermohaline circulation, colder climate (-10^0).
- ✧ Last major event c. 8,200 BP:
 - ✧ Emptying of Canadian lakes (100,000 km² of cold water) in N. Atlantic

Society

- ✧ Humans are biological beings - they need to process energy, and in that sense they are like all the other organisms
- ✧ They are social beings - they structure themselves in societies, and that takes information processing
- ✧ Societies are energy and information flow structures

The human adventure

- ✧ How did the species survive for 10^6 years?
- ✧ Why did it take so long to 'invent' and accelerate innovation?
- ✧ Why did it go so fast, once we reached that point?
- ✧ What are the lessons for the future?

Survival

- ✧ Throughout human history, survival depended on the adequacy of the group's subsistence, survival and social techniques
- ✧ Robustness, resilience, vulnerability ...
- ✧ Efficiency of adaptation ...
- ✧ Innovation enabled society to harness sufficient energy surplus to expand group size and interaction

The long term evolution of artifact production

- ✧ Humans and many primates can invert observed causal sequences.
 - ✧ A causes B, therefore if I want B to happen, I have to do A.
- ✧ They were therefore biologically able to manipulate (aspects of) the material world
- ✧ But they had to learn how to put that capacity to use

Acquiring conceptual toolkits

- ✧ Separating the material from the ideational realms took most of the time
 - ✧ Example: cognition of 3 dimensions
- ✧ It enabled the domestication of matter and (much later) energy
- ✧ That enabled group growth
- ✧ Which in turn reduced loss of information

What ensured survival in the Pleistocene?

- ✧ Throughout the Pleistocene, humans survived through the (Ice) ages, by
 - ✧ **Harvesting** the environment's offerings
 - ✧ A **multi**-resource strategy
 - ✧ Adapting to change by **moving**
 - ✧ Staying below the environment's carrying capacity
 - ✧ Australian famines only in river valleys
- ✧ No fundamental change in behavior:
 - ✧ People lacked the know-how to **inter**-act with their environment: natural dynamics were independent
 - ✧ Change and risk were the order of the day
 - ✧ Yet people minimized change
 - ✧ Epirus caves inhabited where tectonics keep change limited

Sedentary societies and climate change

- ✧ Holocene is a period of Earth System stability
- ✧ Beginnings of the Neolithic contribute to climate change?
 - ✧ Both climate and man can change vegetation cover locally (deforestation, cultivation)
 - ✧ C. 8000 BP CO₂ peak - first relatively large increase in population and forest destruction
 - ✧ c. 5000 BP CH₄ peak - first rice fields in SE Asia
- ✧ Very small populations, very local changes
 - ✧ Resolution insufficient to determine causality, but relationship presumably inverted!

Three major 'revolutions' in 10,000 years

- ✧ 'Neolithic' revolution: the first villages, the first agriculture, the first domesticated animal herding (10,000-8,000 BP)
- ✧ 'Urban' revolution: the first cities (6,000-5,000 BP)
- ✧ 'Imperial' revolution: the first multi-community, large, political entities (3,000 BP)

What happened in the Neolithic?

- ✧ A fundamentally different way of life...
 - ✧ Change in subsistence base: cultivation, herding
 - ✧ New technologies: ceramics, basketry, huts
 - ✧ Different mode of life: villages
 - ✧ Different social life: larger groups
 - ✧ Different perception of space & time
- ✧ From **harvesting** the environment to **investing** in it.
Why?
 - ✧ Mobility no longer the way to meet challenges
 - ✧ Old system was adapted, could have continued
 - ✧ Change in conceptual toolkit evolved during Pleistocene

Changed relation to environment

- ✧ Domestication of food chain (cereals, animals)
 - ✧ Storage - change in risk spectrum
 - ✧ Occasional energy surplus
- ✧ Cognizing motion and energy
 - ✧ People move less, matter more
 - ✧ Animals both mobile stored food and beasts of burden
 - ✧ Energy surplus enables village life
- ✧ Cognizing time-space
 - ✧ Settlements are fixed points in time-space
 - ✧ The creation of mental maps and routes

How did that change the dynamics?

- ✧ Reciprocal relationship to environment and climate
 - ✧ Climate can change society **and vice versa!**
- ✧ Growing interventionism in nature
 - ✧ 'Milieu' and 'environnement': two perceptions of the same relationship which mutually reinforce interventionism and perception of control
- ✧ Survival depends on the adequacy of subsistence and survival techniques
- ✧ Sedentary societies try to control environmental risk:
 - ✧ Simplify the environment
 - ✧ Optimize and narrow the range of natural dependencies
 - ✧ Spatial and technical diversification

New relationship with environment

- ✧ Problem-solving essential to survival
 - ✧ The bigger the challenge, the more important the solution
- ✧ Positive feedback between solutions, problems and numbers of people
 - ✧ Diversification and specialization
 - ✧ Ever larger interactive groups
- ✧ Information-processing the dominant driver, energy supply and conflict the main constraints
 - ✧ Very energy-intensive (100 watts --> 10,000 watts)
- ✧ The cost is growing social complexity
 - ✧ Increasing investment in maintaining society
 - ✧ As groups grow, cohesion becomes a problem

Sociality becomes the key to survival

- ✧ How to combine differentiation and group cohesion?
- ✧ Reduction of communication effort leads to sedentism
 - ✧ Villages expression of new way of subsistence
 - ✧ Towns can not be explained by energy dynamics
- ✧ More and more potential for misunderstanding, conflict
 - ✧ Need to make communication ever more precise
- ✧ Keeping people out as important as keeping them in
 - ✧ Language differentiation; identity issues
 - ✧ Administration, writing prepare way for state formation
 - ✧ Towns and long-distance trade

Investment narrows range of survival strategies

- ✧ As the system integrates, it is more vulnerable to external and internal disturbances
- ✧ The risk spectrum shifts to unexpected 'time bombs'
 - ✧ Many of these are social or socio-environmental
- ✧ The only way out of 'crises' is through innovation
- ✧ Urbanization facilitates innovation
 - ✧ Invention is a local phenomenon, in few cognitive dimensions
 - ✧ Innovation requires many cognitive dimensions, thrives in towns, comes to drive urbanization

From cities to states and empires

- ✧ Towns emerge as clusters of independent entities (Greece, Etruria, Near East, Maya ...)
- ✧ As towns grow, energy/matter networks exceed information networks
 - ✧ Long distance trade
 - ✧ Cities federate
 - ✧ Control over the countryside
- ✧ Ultimately, this creates 'Empires', i.e. administrative entities incorporating many nations, cultures ...

Role of cities

- ✧ Cities are the backbone of the system, the nodes in the system where most information-processing occurs
- ✧ They are networked, and each has properties that depend on their position on the information-processing gradient and in the communications and exchange networks.
- ✧ The structure of the urban system is stable; the place of individual cities changes.

Why are cities so essential?

- ✧ They bring information from different sources together
- ✧ They stimulate transformation of inventions (individual ideas) into innovations (socially accepted ideas) by placing inventions in much larger possibility space, with higher number of dimensions
- ✧ That enables innovation cascades, and maintaining the information gradient
- ✧ They are ultimately responsible for the exponential increase in innovation we see

Emergence of towns

- ✧ With time, many social (information processing) networks emerge, with different functionalities
- ✧ Towns are nodes that link different networks
- ✧ They cannot be explained by economies of energy
- ✧ People move together to solve more complex problems
- ✧ This requires advanced social organization
- ✧ When energy becomes external, it is no longer the limit to the size of the network

The expansion of Rome

- ✧ Here used as example for urban societies in general
- ✧ Expansion by conquest of societies that had accumulated surplus during prior acculturation around the Mediterranean:
 - ✧ Invention of cities, money, markets, roads, aqueducts, administrative institutions and wealth
- ✧ Romans further organized them to facilitate uninterrupted inward flow of matter (raw materials, food) and energy (slaves)
- ✧ Result is a 4-mode 'world system' with hunter-gatherers in outermost sphere

Exchanging organization for wealth

- ✧ Density and diversity of people enables innovation
- ✧ Ensures control over the flows of people and goods
- ✧ Enables long-term maintenance of information-processing gradient with hinterland
- ✧ Positive feedback between incoming information, innovation, and export of structure enables definition/creation of value
- ✧ Exchange of information-processing superiority against resource access (wealth)

The limits of organization

- ✧ When armies reach limits of pre-organized sphere, expansion is replaced by investment in conquered territories, to harness more resources
- ✧ Cost of maintaining energy/matter flows into core of the Empire grows
- ✧ Export of innovations reduces dependency of territories on Rome: information gradient levels out.
- ✧ People focus on own regional interests, empire decays. New structures at edges create their own cores
- ✧ Alignment of the system breaks down.

What is an 'environmental crisis'?

- ✧ Human survival depends on people finding solutions to problems
 - ✧ All solutions involving the environment ultimately degrade it
 - ✧ Humans are not the only species who degrade their environment (e.g. fir trees)
 - ✧ There is no sedentary human occupation without environmental degradation
- ✧ Environmental crises are crises in the **relationship** between society and environment
 - ✧ Periods in which a society can no longer deal effectively with its environment
 - ✧ The society has invested so much that it cannot innovate itself out of difficulty before time runs out
 - ✧ Information processing is the crux

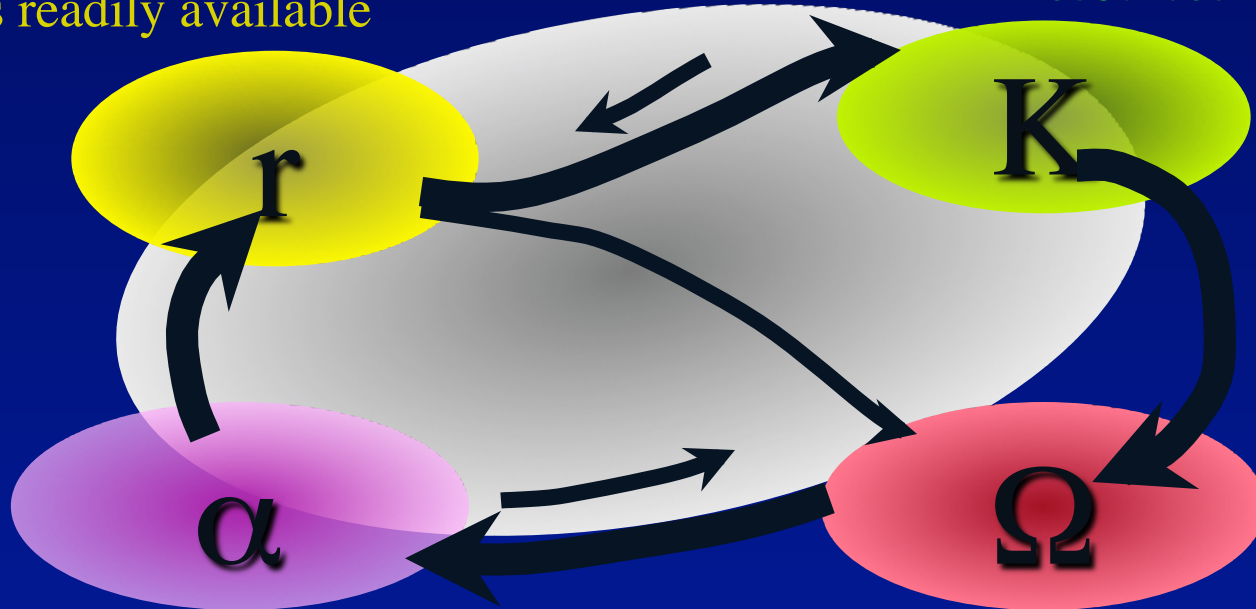
How does a crisis come about?

- ✧ System pushes itself into a trap
- ✧ Short-term solutions create long-term problems
- ✧ Reduction of flexibility
- ✧ Increasing overheads
- ✧ Risks and 'time-bombs '
- ✧ Initial structuring also structures the form of the demise?

Resilience varies with the state of a system...

r: growth / exploitation
resources readily available

K: conservation
things change slowly;
resources 'locked up'



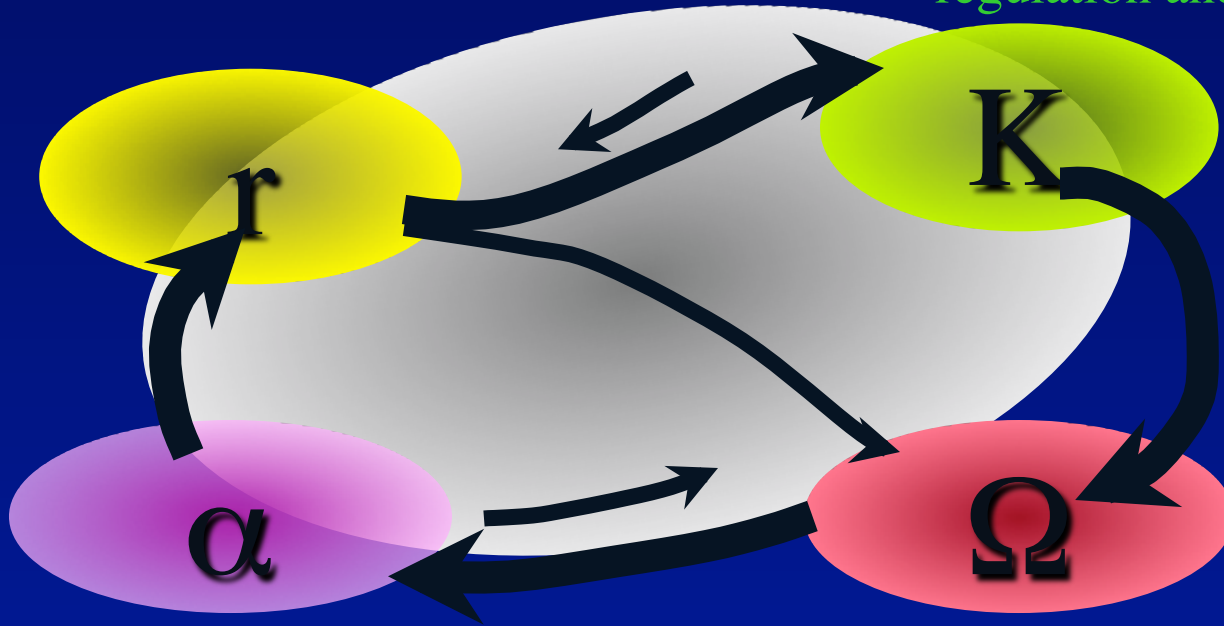
α: re-organization/renewal
system boundaries tenuous;
innovations are possible

Ω: release
things change very rapidly; 'locked up' resources suddenly released

but people's attitudes are key!

“Individualist” perspective in a stable world, with ample resources.

“Hierarchist” perspective:
Limited resources, impose regulation and control



“Egalitarian” perspective in unstable, precarious circumstances of reorganization,

“Fatalist” perspective:
The world is out of control, and life as a game of chance.

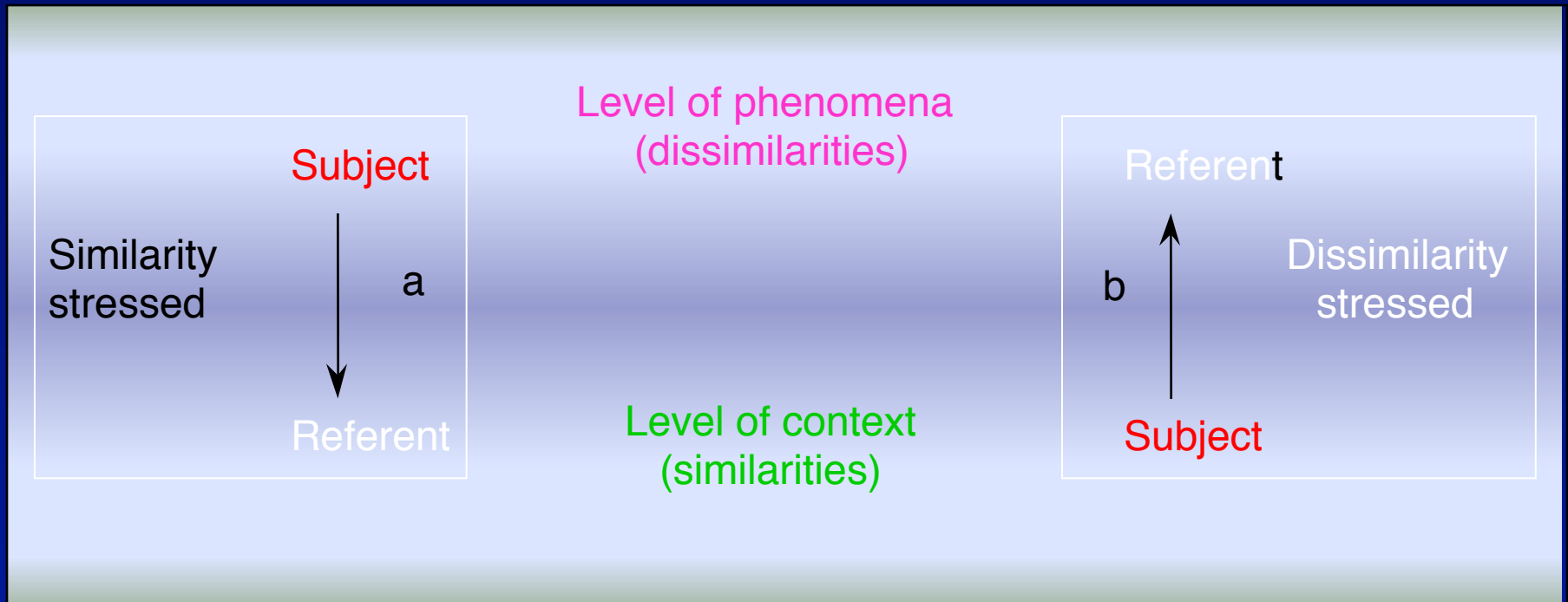
Can a crisis be avoided?

- ✧ There always comes a point where a system goes “nuts”, because the dynamics are irreversible
 - ✧ The appropriation of nature point in this direction
 - ✧ So does the human perception of the relationship between people and their environment
 - ✧ So does human risk perception
 - ✧ And so does the relation between cognition and action

The appropriation of Nature

- ✧ Over the long term, the landscape becomes disturbance-dependent
 - ✧ In the early Holocene, crises occur only when climate and human occupation weigh in together
 - ✧ If they are out of phase, delays build up
 - ✧ At the end of the period, the slightest oscillation in either climate or anthropogenic pressure creates an immediate crisis
- ✧ The system has become hyper-coherent (an accident waiting to happen)
- ✧ Society is what keeps it stable
- ✧ *This seems an irreversible process!*

The perception cycle



Opening a category ...

... and closing it

Two ways to perceive a relationship...

Milieu ...

- ✧ Humanity is compared to nature
- ✧ The cohesion of nature, its unknown aspects, its strangeness and force are amplified,
- ✧ The confusion and the handicaps of humanity are accentuated;
- ✧ Humanity is *passive* in a natural environment which is *active* and *agressive*
- ✧ Change is attributed to nature, and people have no other choice but to adapt to nature;
- ✧ Natural changes tend to be viewed as dangerous, because they are beyond the control of humanity.

Environnement...

- ✧ Nature is compared to humanity
- ✧ The cohesion and strength of nature is diminished
- ✧ The same properties are accentuated in humanity
- ✧ The known aspects of nature seem to be more important
- ✧ Nature seems more controllable and loses its dangerous appearance
- ✧ Humanity tends to be viewed as the source of all change, people as creating their environment

... and their interaction

- ✧ The “*milieu*” and “*environnement*” perspectives are complementary
- ✧ By their interaction, the natural dangers are exaggerated and those of human intervention systematically undervalued.
 - ✧ This encourages society to increasingly intervene in its natural environment
 - ✧ It gives the impression that society’s actions reduce the risks it runs
 - ✧ In reality, society reduces by its actions the predictability of natural phenomena.
 - ✧ Society loses control: the more it transforms its surroundings, the less it understands them.
- ✧ *This seems to be another irreversible tendency!*

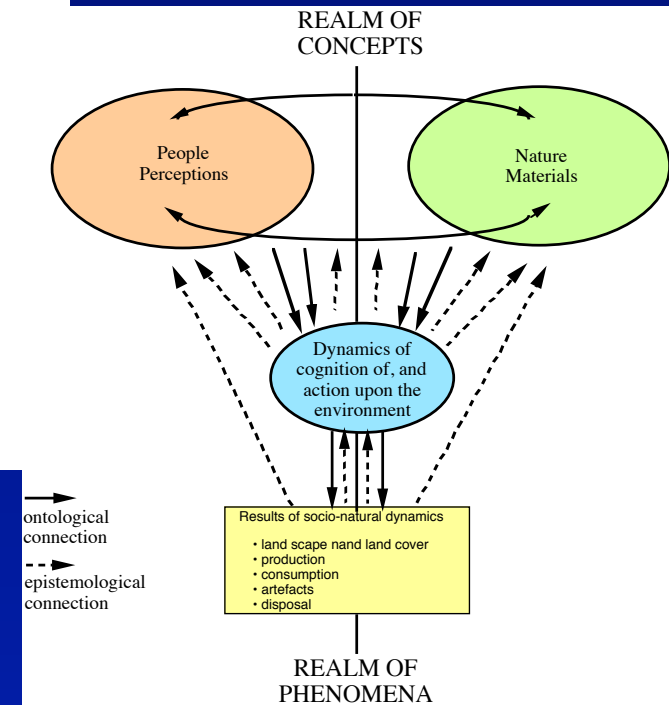
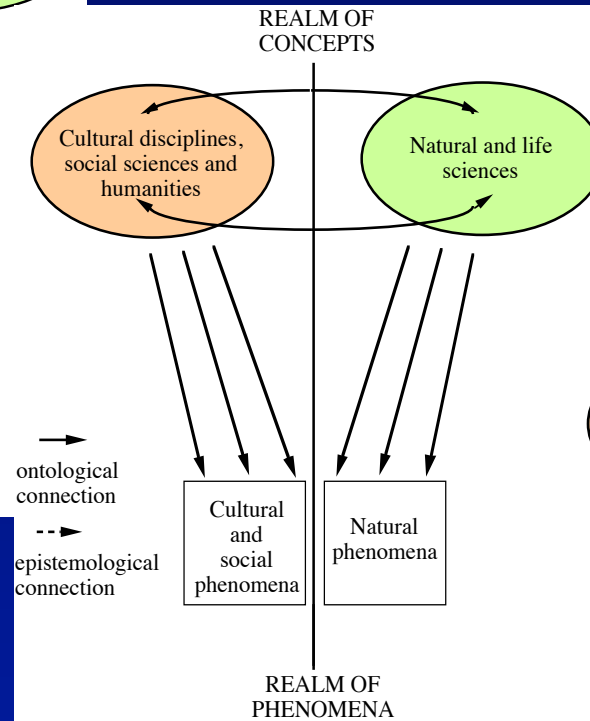
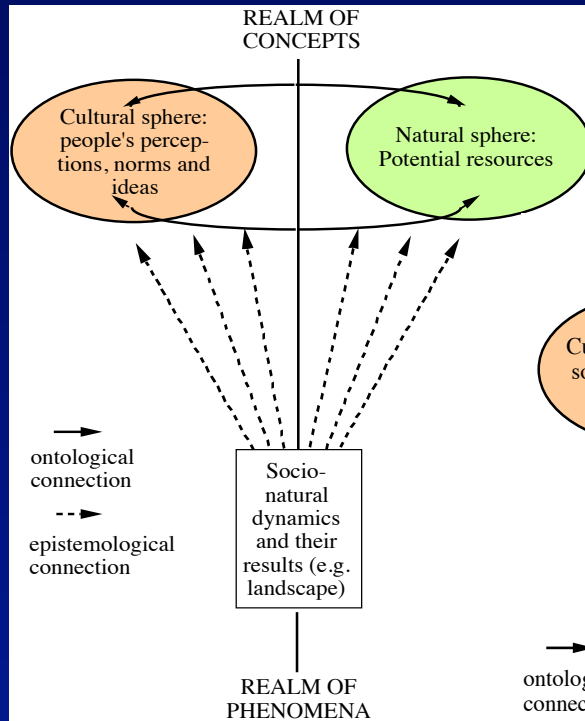
Disturbance-dependency

- ✧ Complex ecological systems consist of hierarchies of dynamics on multiple spatio-temporal scales
- ✧ Faster dynamics easily take control of slower dynamics, *but not vice-versa*
- ✧ In the long term, “human” dynamics (rapid, but initially without much impact) take the upper hand, controlling the (slower) “natural” dynamics, that are more encompassing
- ✧ Landscapes become dependent on human activity to continue as they are (“*disturbance-dependent*”).
- ✧ *This seems to be a third irreversible tendency!*

Risk spectrum shifts

- ✧ Any society's risk spectrum shifts over time with respect to its environment.
 - ✧ The perception of risk over-emphasizes frequent risks, and societies tend to do something about these
 - ✧ Human action involved introduces new risks, which include both short and long-term frequencies.
 - ✧ Long-term socio-environmental interaction tends to shift the risk spectrum towards the long-term.
 - ✧ Eventually, the society will meet what one could call a “risk barrier” by analogy to a “sound-barrier”. That may just be a bit too much ...
- ✧ *Another irreversibility!*

The epistemological shift



Innovation and resources

- ✧ System growth required appropriation of more and more resources
- ✧ Remember: known problems beget solutions beget unknown problems
- ✧ As possibility space expands, problem space expands faster
 - ✧ Shift in risk spectrum, from short to longer
- ✧ That pushes towards ever more innovation, but also causes resource crises, and re-structurations
- ✧ Resources always limited the rate of innovation and system expansion.

The innovation acceleration

- ✧ Since 1800, we are in an exponential acceleration of innovation, urbanization and globalization
- ✧ For the first time we are capable of reflexive intervention in our own systems
- ✧ Our cognitive apparatus no longer has intuitive feel for the innovations concerned (NBIC)
- ✧ Our society is more and more dependent on innovation - we have aligned most of our economies on it; it has become internalized.
- ✧ It is the cause of the sustainability crisis, and some think it can be the way out

We need control over innovation

- ✧ Innovation is feeding on innovation without any restraint, driving our system to collapse
 - ✧ Extreme concentration of information (power)
- ✧ Until now, this threat was always avoided by resource exhaustion or environmental degradation.
- ✧ Possibly, that is no longer true
- ✧ We should not allow innovation to overtake us
- ✧ How can we avoid it?

How do we innovate?

- ✧ We don't know!
 - ✧ In reductionist science, it is a non-scientific topic
 - ✧ We have only used a posteriori indicators
 - ✧ We have looked for the key under the streetlamp
- ✧ Develop a generative ('a-priori') perspective
 - ✧ How does innovation happen?
 - ✧ How does one become innovative?
 - ✧ How does one create a culture of innovation?
- ✧ Evaluate role and consequences for innovation and sustainability of choices made against those not made
 - ✧ Simulation, fore- and back-casting as continuous process
 - ✧ High dimensionality of the system - to understand it we need to mobilize developing computational capability

How does innovation affect society?

- ✧ Technological innovation requires social reorganization
 - ✧ Societal change is a slow, complex, process
 - ✧ General population lost touch with advanced technology: invisible; no intuitive grasp
 - ✧ Growing power disconnect between technocracy and society
- ✧ Awareness and research on this problem for NBIC
- ✧ What about the sustainability revolution?
 - ✧ It has to go fast, it has to be acceptable
 - ✧ It has to involve the community from the outset
- ✧ We must include both the societal and the environmental dynamics in our models of the future!
- ✧ We must educate scientists about society, society about science!

Conclusions

- ✧ The long term is important, archaeology can help
- ✧ A multi-scalar approach is essential
- ✧ Crises are societal rather than environmental
- ✧ Striving for sustainability externalizes change, and enhances vulnerability
- ✧ Society's impact is strongest in domains where it is most dependent on environment
- ✧ *We need to get innovation under control!*