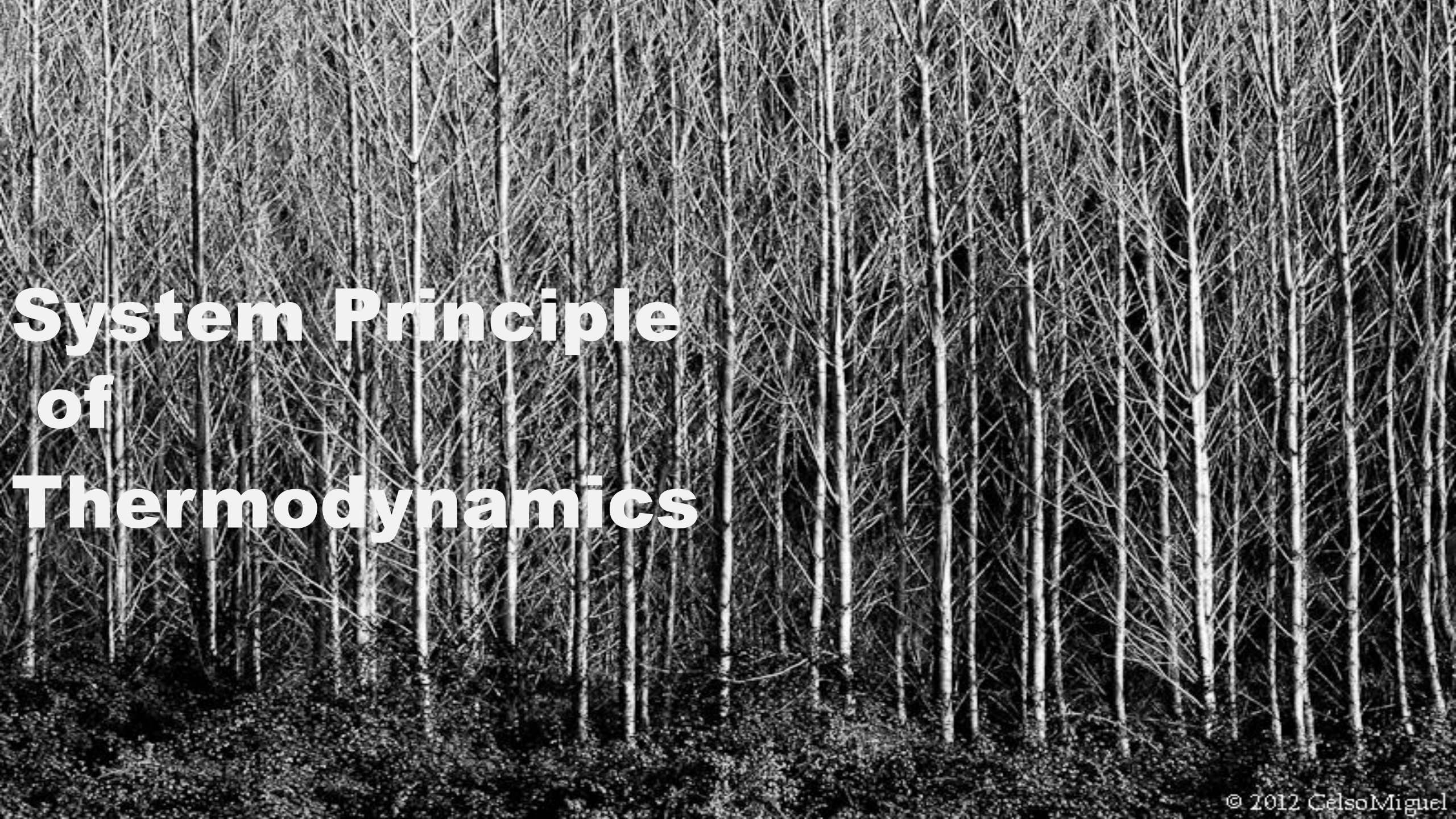
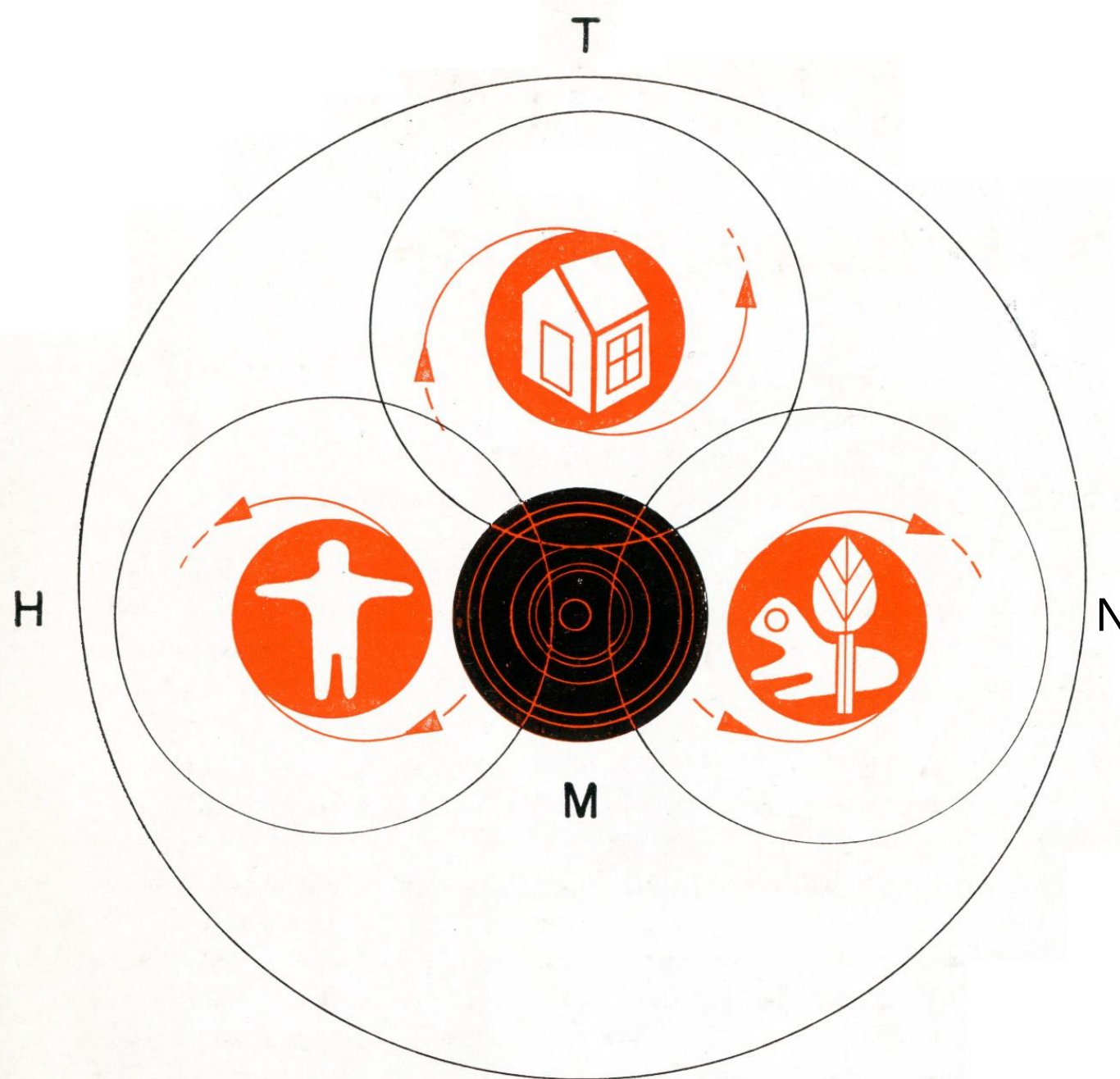




System Principle of Thermodynamics

Correalism



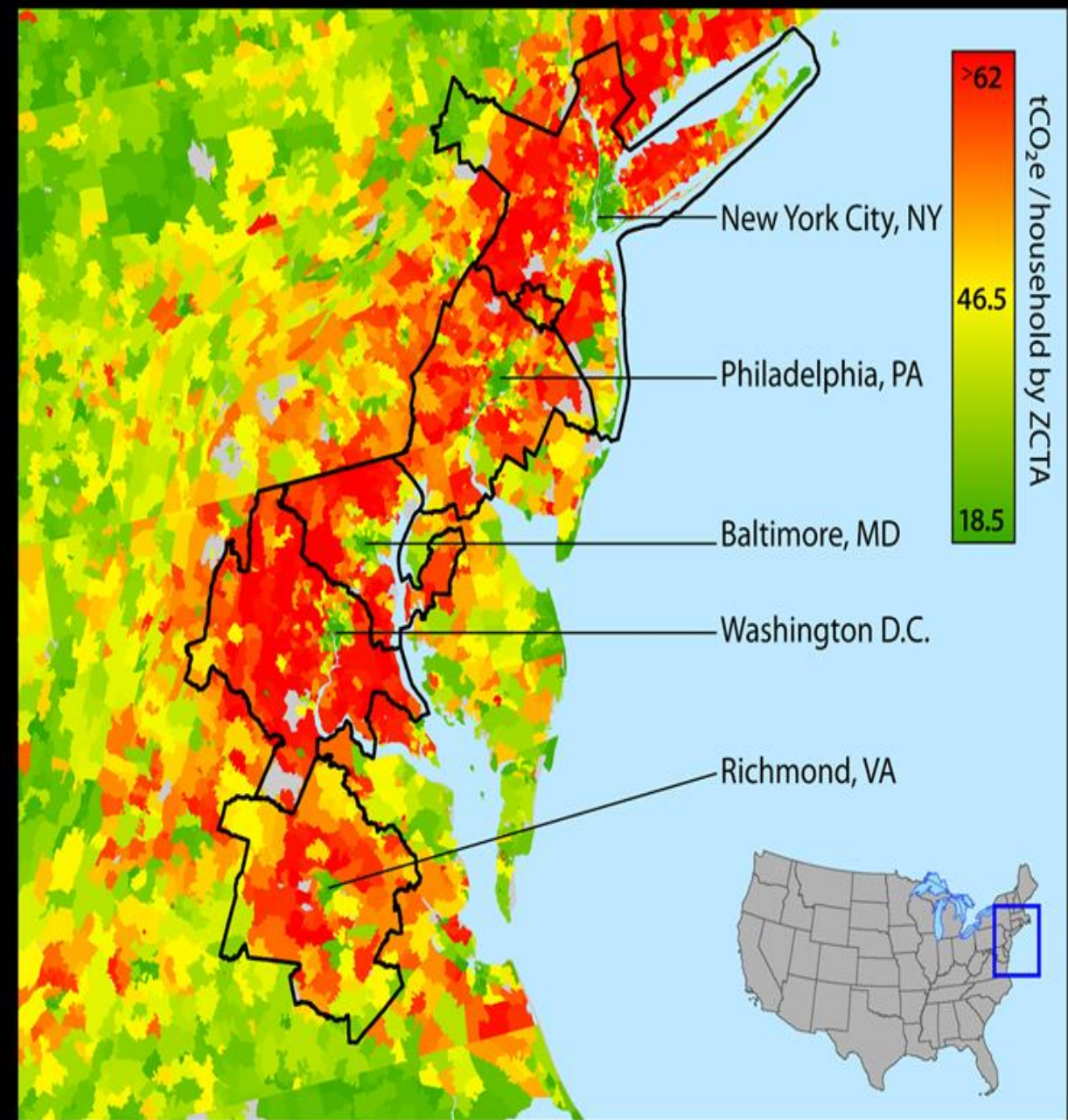
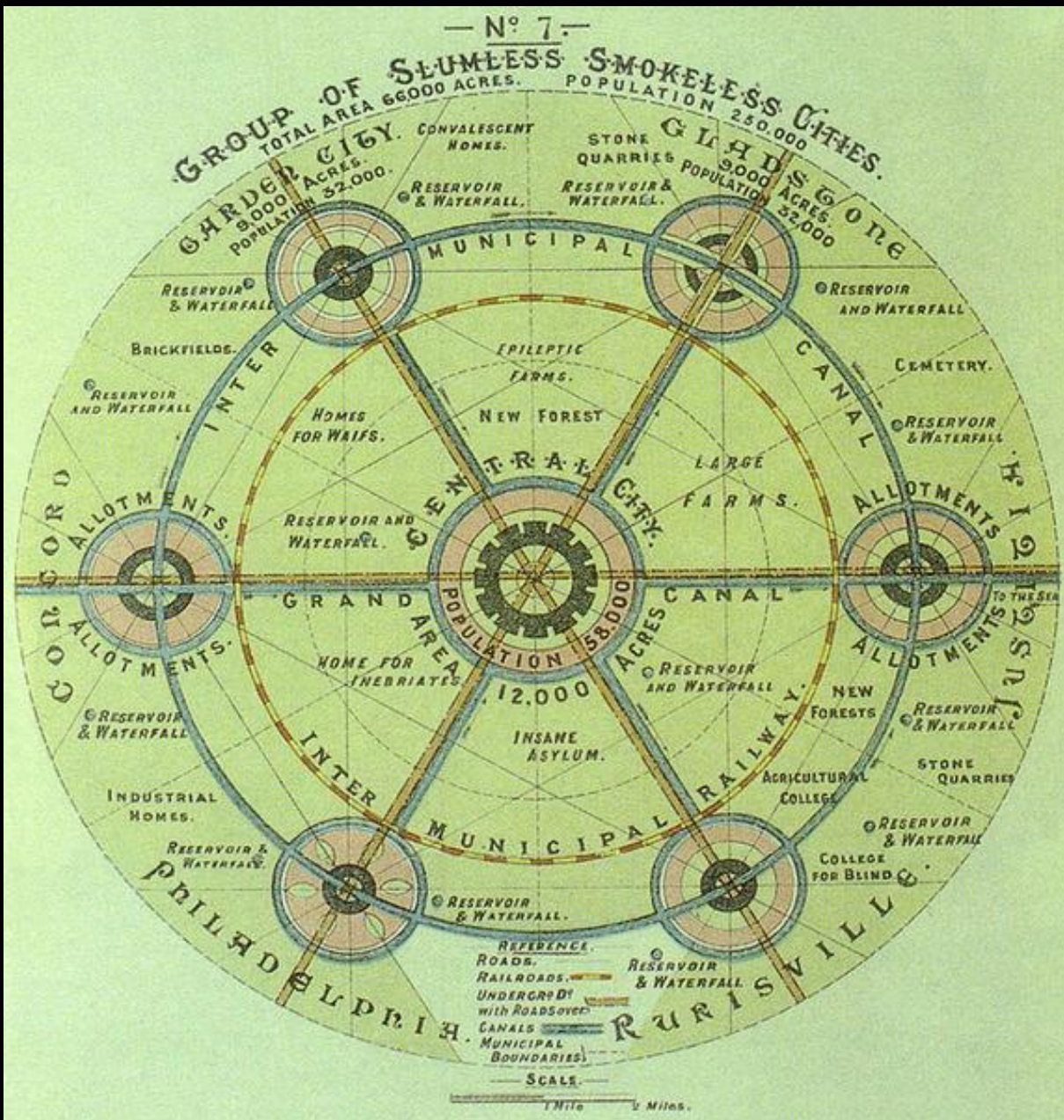
Human (H)
Technological (T)
Natural (N)
environments



Pittsburgh, PA



Beijing, China



Biotic Community: Primary Succession

The processes involved in changing an area from one lacking any community to one consisting of individuals, populations, communities, and ecosystems.

succession



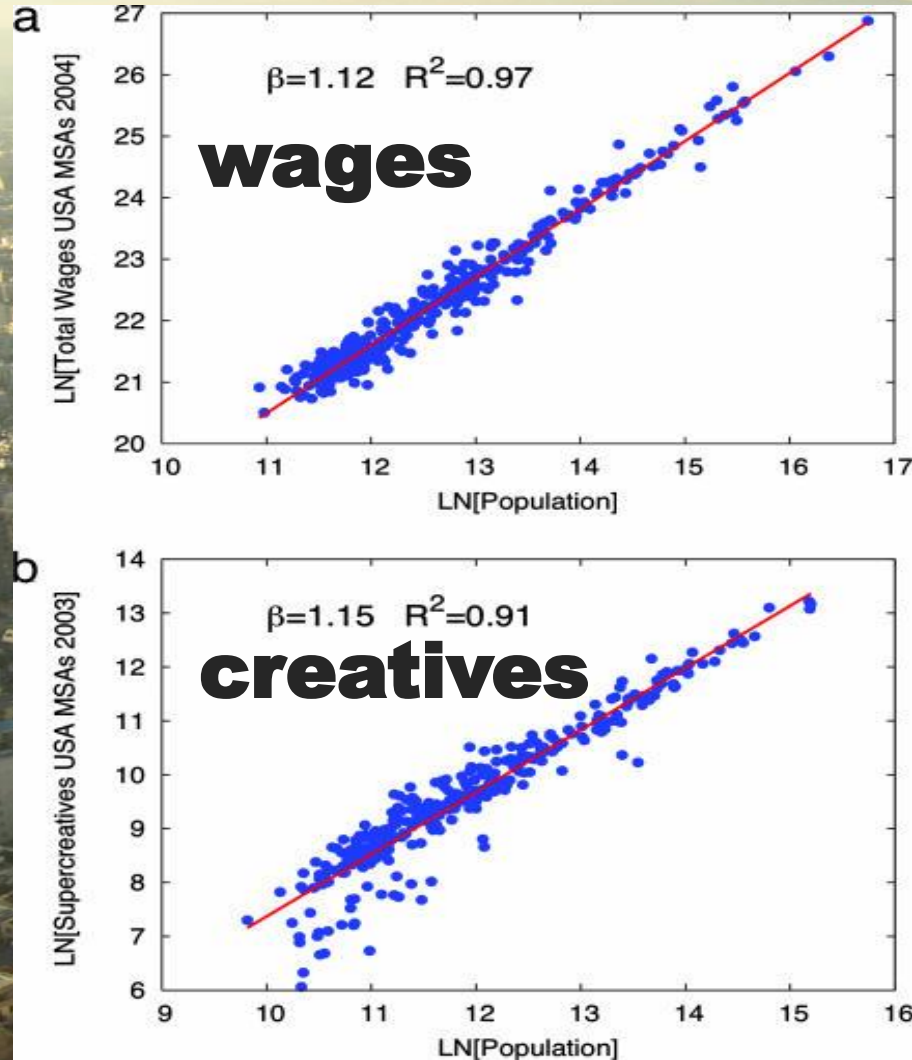


**In this eco-system
your lawn wants to be...**

A photograph of a dirt path winding through a dense forest. The path is light brown and leads into the distance, flanked by tall, dark trees with lush green foliage. The canopy is thick, creating a dappled light effect on the forest floor. The overall scene is peaceful and natural.

a temperate forest

Cities: Kleiber's law



Growth, innovation, scaling, and the pace of life in cities.
Luís M. A. Bettencourt,^{*†} José Lobo,[‡] Dirk Helbing,[§] Christian
Kühnert,[§] and Geoffrey B. West^{*¶}

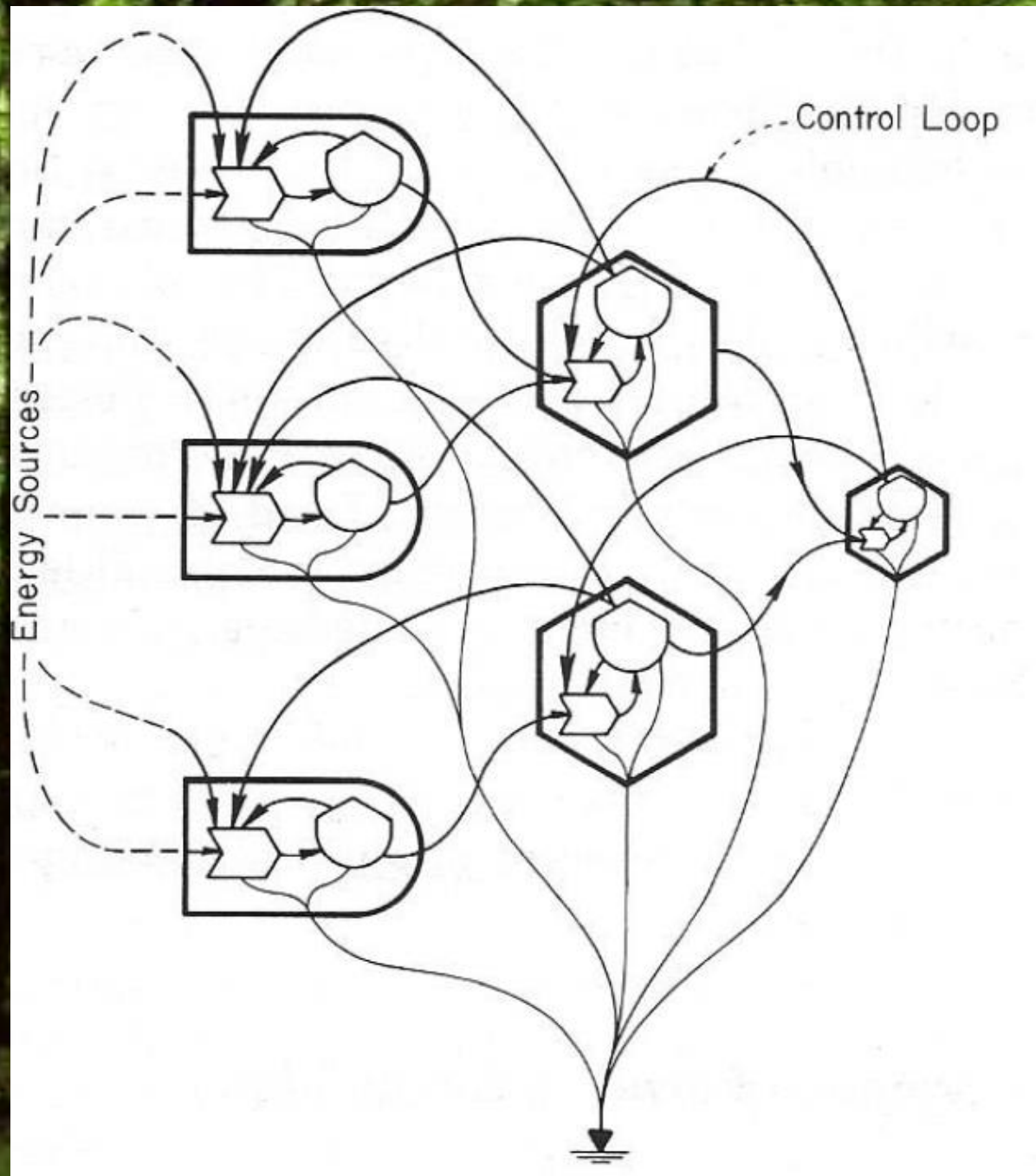
Table 1. Scaling exponents for urban indicators vs. city size

Y	β	95% CI	Adj- R^2	Observations	Country-year
New patents	1.27	[1.25,1.29]	0.72	331	U.S. 2001
Inventors	1.25	[1.22,1.27]	0.76	331	U.S. 2001
Private R&D employment	1.34	[1.29,1.39]	0.92	266	U.S. 2002
"Supercreative" employment	1.15	[1.11,1.18]	0.89	287	U.S. 2003
R&D establishments	1.19	[1.14,1.22]	0.77	287	U.S. 1997
R&D employment	1.26	[1.18,1.43]	0.93	295	China 2002
Total wages	1.12	[1.09,1.13]	0.96	361	U.S. 2002
Total bank deposits	1.08	[1.03,1.11]	0.91	267	U.S. 1996
GDP	1.15	[1.06,1.23]	0.96	295	China 2002
GDP	1.26	[1.09,1.46]	0.64	196	EU 1999–2003
GDP	1.13	[1.03,1.23]	0.94	37	Germany 2003
Total electrical consumption	1.07	[1.03,1.11]	0.88	392	Germany 2002
New AIDS cases	1.23	[1.18,1.29]	0.76	93	U.S. 2002–2003
Serious crimes	1.16	[1.11, 1.18]	0.89	287	U.S. 2003
Total housing	1.00	[0.99,1.01]	0.99	316	U.S. 1990
Total employment	1.01	[0.99,1.02]	0.98	331	U.S. 2001
Household electrical consumption	1.00	[0.94,1.06]	0.88	377	Germany 2002
Household electrical consumption	1.05	[0.89,1.22]	0.91	295	China 2002
Household water consumption	1.01	[0.89,1.11]	0.96	295	China 2002
Gasoline stations	0.77	[0.74,0.81]	0.93	318	U.S. 2001
Gasoline sales	0.79	[0.73,0.80]	0.94	318	U.S. 2001
Length of electrical cables	0.87	[0.82,0.92]	0.75	380	Germany 2002
Road surface	0.83	[0.74,0.92]	0.87	29	Germany 2002

Data sources are shown in [SI Text](#). CI, confidence interval; Adj- R^2 , adjusted R^2 ; GDP, gross domestic product.

“Which, then, of these two dynamics, **efficiency or wealth creation**, is the primary determinant of urbanization, and how does each impact urban growth?”

Bettencourt et al



H.T. Odum

Two key principles:

Systems self-organize to maximize their power

Systems self-organize into hierarchies of energy exchange and feedback (to maximize power)

CONTRIBUTION TO THE ENERGETICS OF EVOLUTION*

BY ALFRED J. LOTKA

SCHOOL OF HYGIENE AND PUBLIC HEALTH, JOHNS HOPKINS UNIVERSITY

Communicated, May 6, 1922

It has been pointed out by Boltzmann¹ that the fundamental object of contention in the life-struggle, in the evolution of the organic world, is available energy.² In accord with this observation is the principle³ that, in the struggle for existence, the advantage must go to those organisms whose energy-capturing devices are most efficient⁴ in directing available energy into channels favorable to the preservation of the species.

The first effect of natural selection thus operating upon competing species will be to give relative preponderance (in number or mass) to those most efficient in guiding available energy in the manner indicated. Primarily the *path* of the energy flux through the system will be affected.

But the species possessing superior energy-capturing and directing devices may accomplish something more than merely to divert to its own advantage energy for which others are competing with it. If sources are presented, capable of supplying available energy in excess of that actually being tapped by the entire system of living organisms, then an opportunity is furnished for suitably constituted organisms to enlarge the total energy flux⁵ through the system. Whenever such organisms arise, natural selection will operate to preserve and increase them. The result, in this case, is not a mere diversion of the energy flux through the system of organic nature along a new path, but an increase of the total flux through that system.

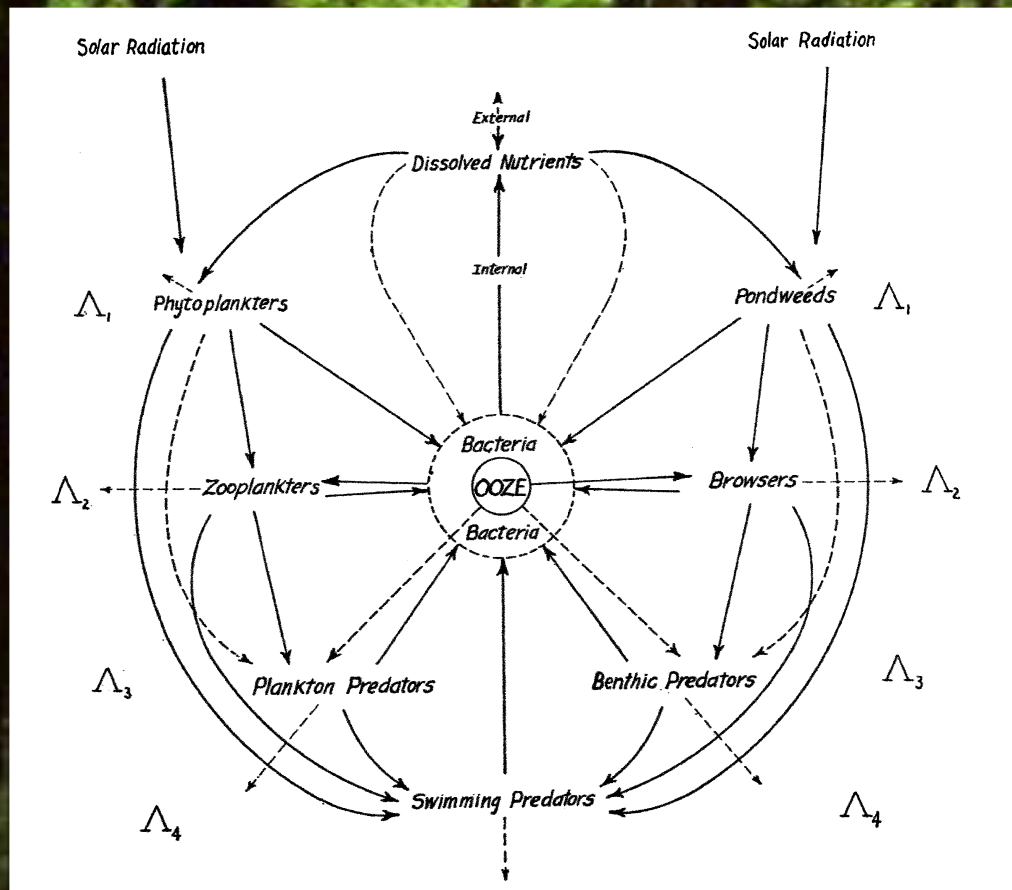
Again, so long as sources exist, capable of supplying matter, of a character suitable for the composition of living organisms, in excess of that actually embodied in the system of organic nature, so long is opportunity furnished for suitably constituted organisms to enlarge the total mass of the system of organic nature. Whenever such organisms arise, natural selection will operate to preserve and increase them, provided always that there is presented a residue of untapped available energy. The result will be to increase the total mass of the system, and, with this total mass, also the total energy flux through the system, since, other things equal, this energy flux is proportional to the mass of the system.

Where a limit, either constant or slowly changing,⁶ is imposed upon the total mass available for the operation of life processes, the available energy per unit of time (available power) placed at the disposal of the organisms, for application to their life tasks and contests, may be capable of increase by increasing the rate of turnover of the organic matter through the life cycle. So, for example, under present conditions,⁷ the United States produce annually a crop of primary and secondary food amounting to

It has been pointed out by Boltzmann¹ that the fundamental object of contention in the life-struggle, in the evolution of the organic world, is available energy. In accord with this observation is the principle that, in the struggle for existence, the advantage must go to those organisms whose energy-capturing devices are most efficient in directing available energy into channels favorable to the preservation of the species.

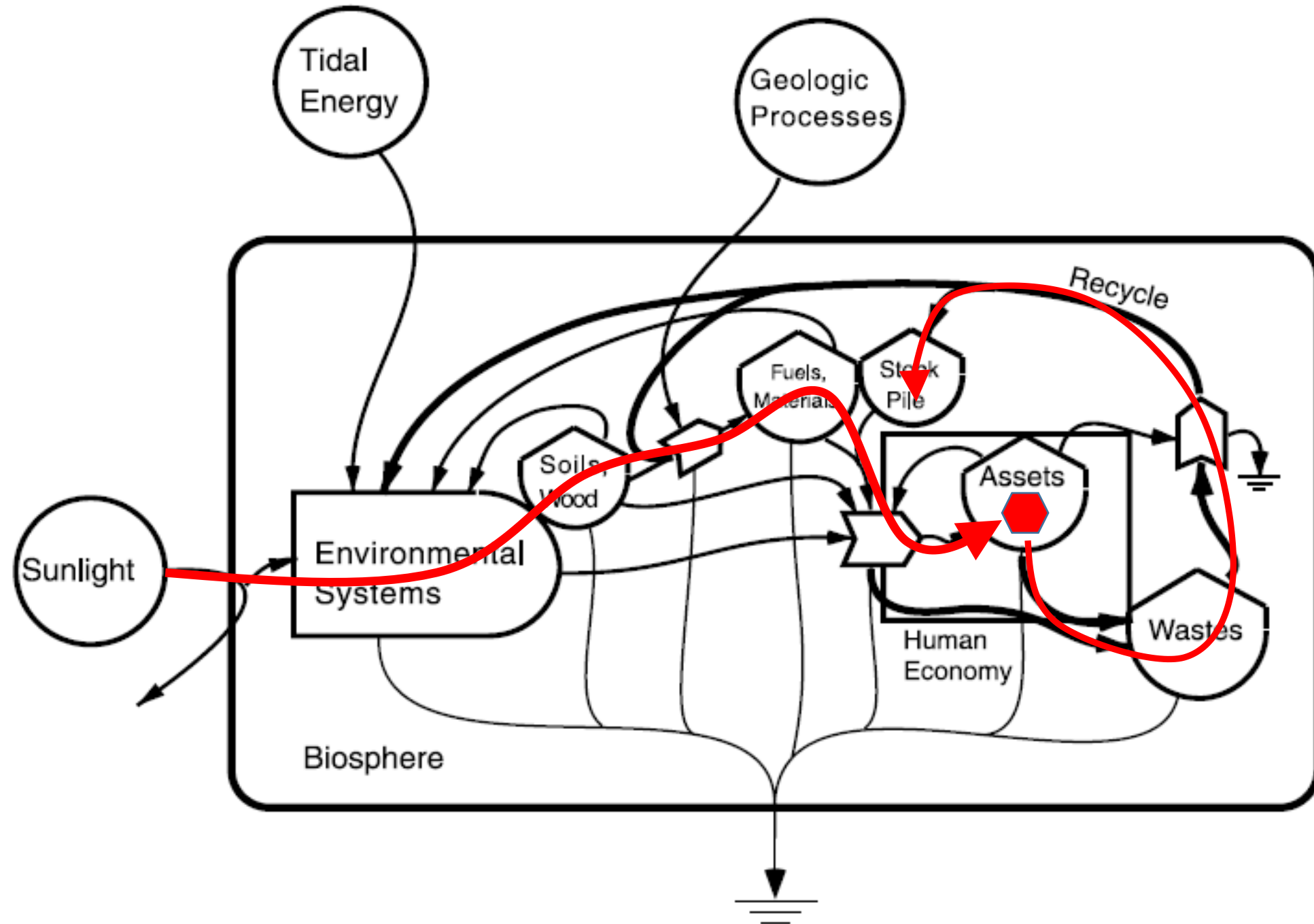
...

The influence of man, as the most successful species in the competitive struggle, seems to have been to accelerate the circulation of matter through the life cycle, both by 'enlarging the wheel,' and by causing it to 'spin faster.' The question was raised whether, in this, man has been unconsciously fulfilling a law of nature, according to which some physical quantity in the system tends toward a maximum. This is now made to appear probable; and it is found that the **physical quantity in question is of the dimensions of power**, or energy per unit time



Trophic web or food-chain

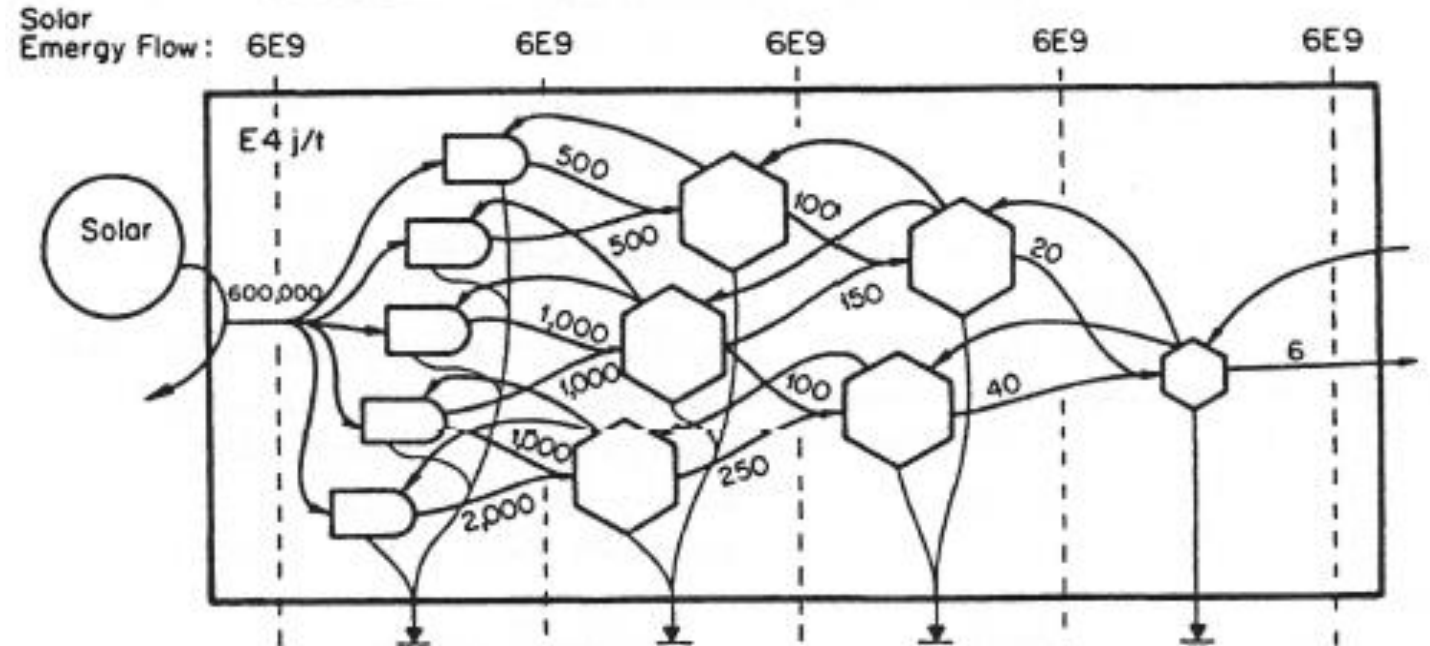
H.T. Odum: **E[m]ergy synthesis**



E[m]ergy:

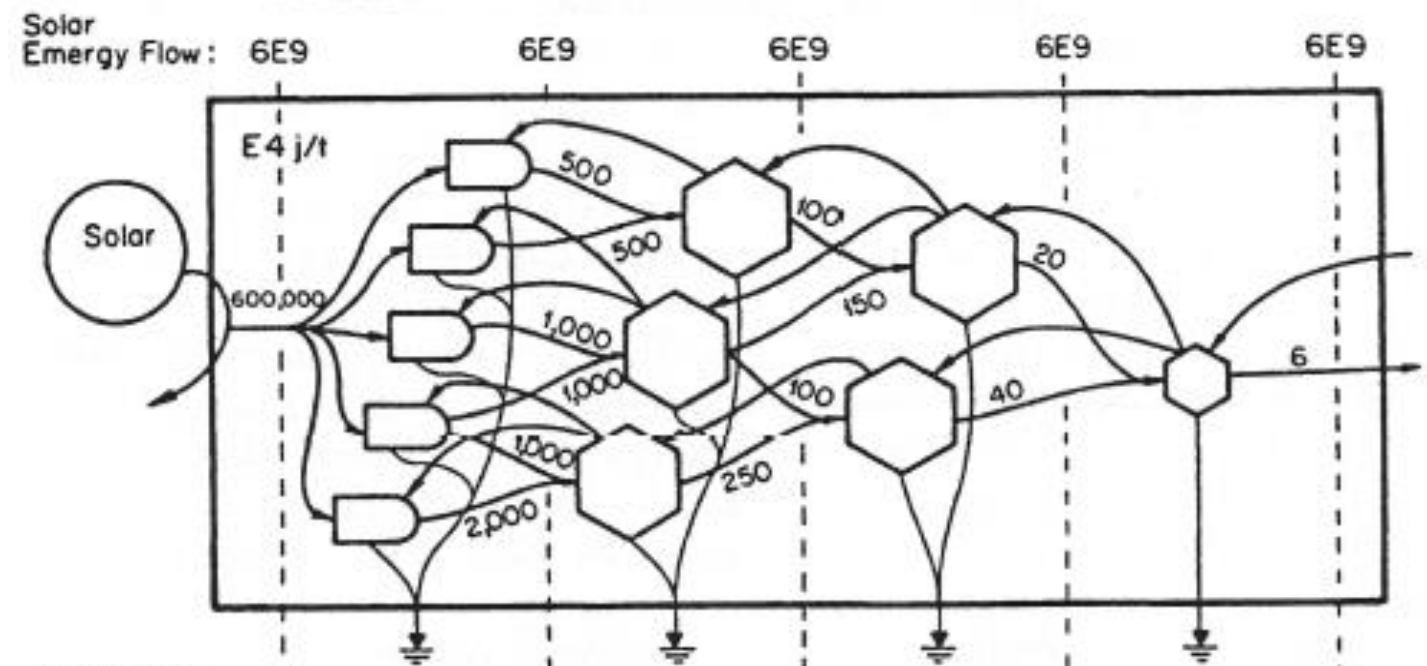
“Em”bodied energy
or cumulative, dissipated exergy
Solar em-Joules, sej

E[m]ergy, sej

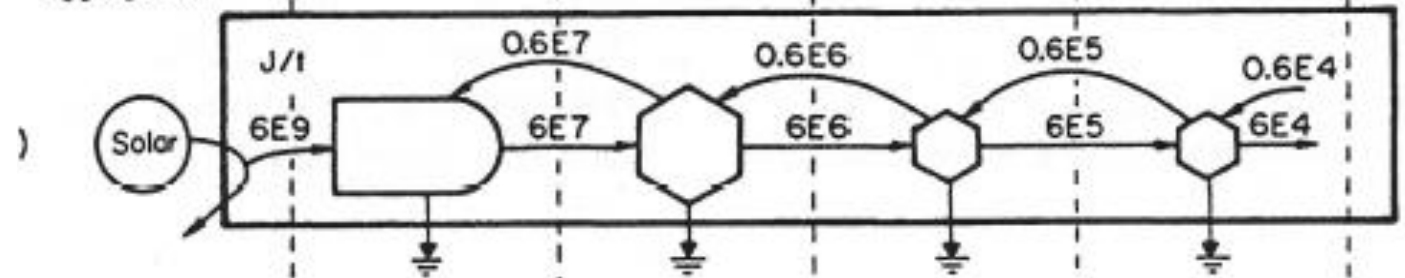


E[m]ergy:

“Em”bodied energy
or cumulative, dissipated exergy
Solar em-Joules, sej



Aggregated:



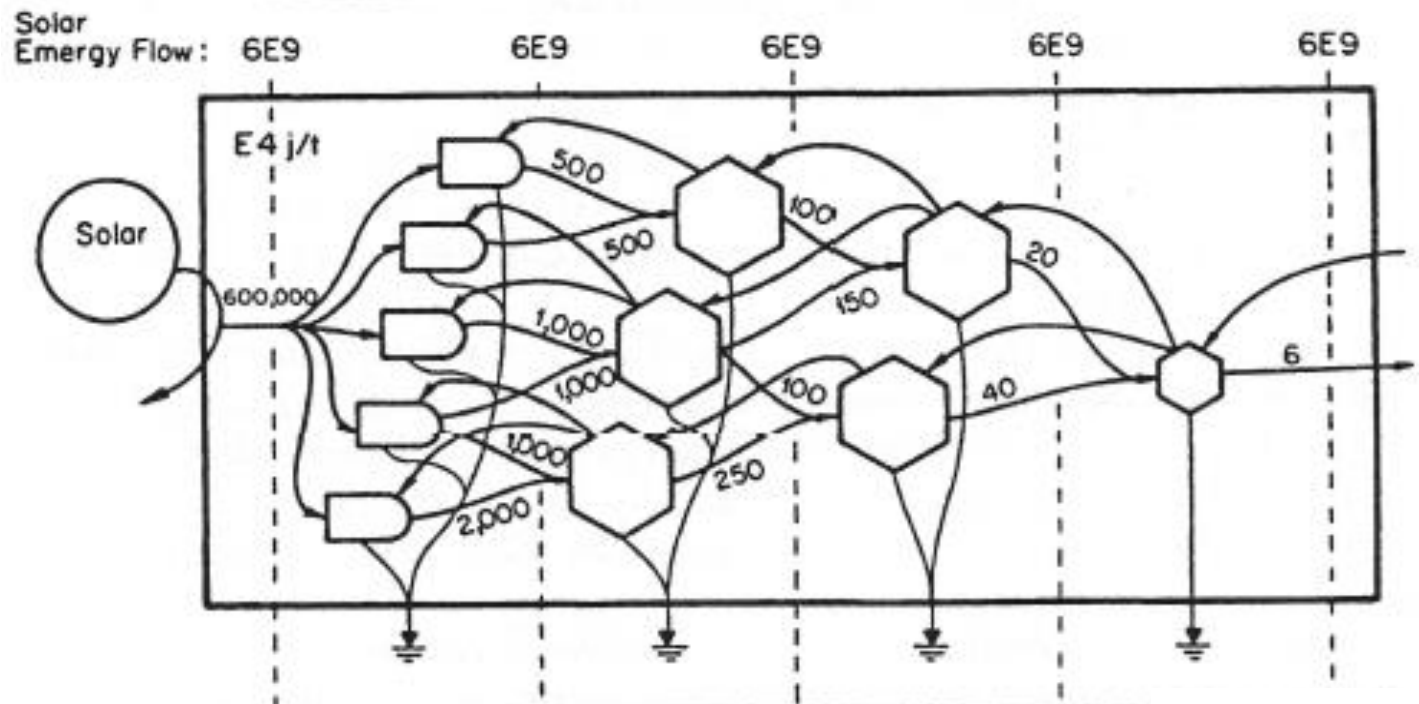
Solar ENERGY = $6E9$ Solar Emjoules/Time



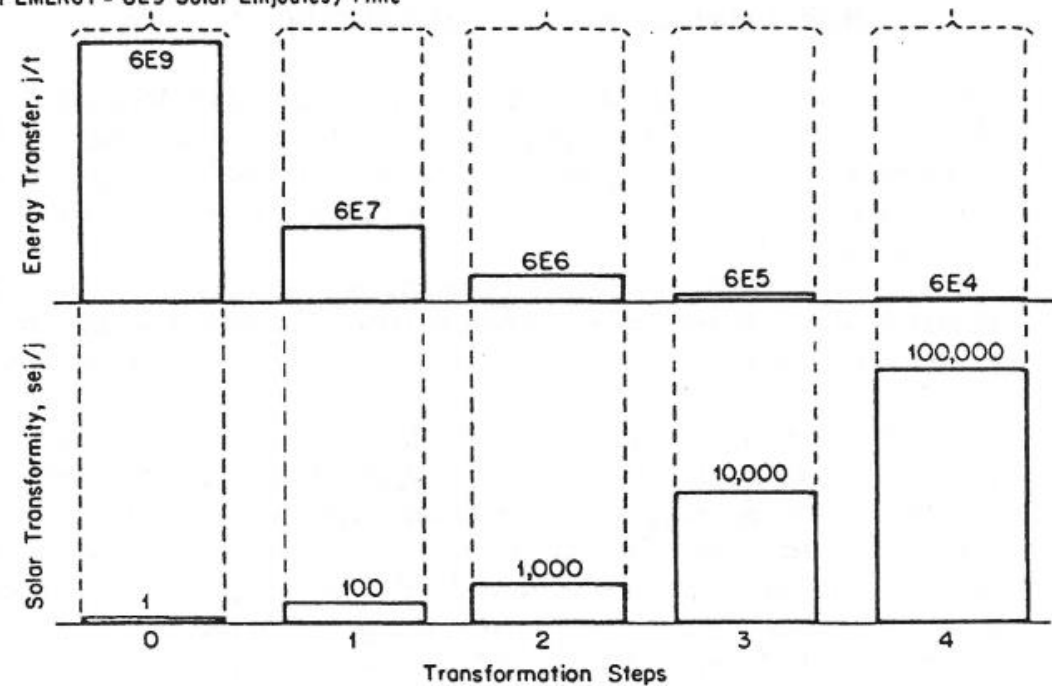
Energy, J

E[m]ergy:

“Em”bodied energy
or cumulative, dissipated exergy
Solar em-Joules, sej



Solar EMERGY = $6E9$ Solar Emjoules/Time



Intensity or Transformity

E[m]ergy/Energy, sej/ J

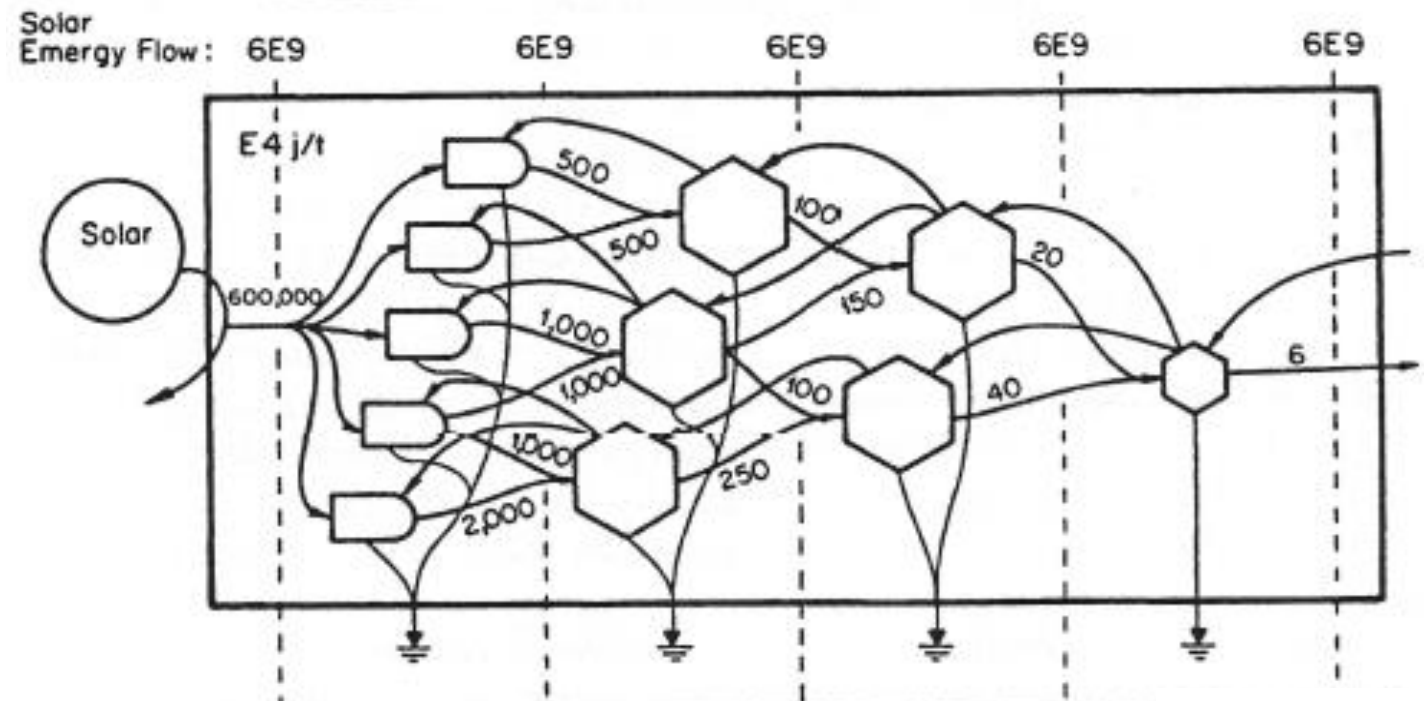
E[m]ergy:

“Em”bodied energy
or cumulative, dissipated exergy
Solar em-Joules, sej

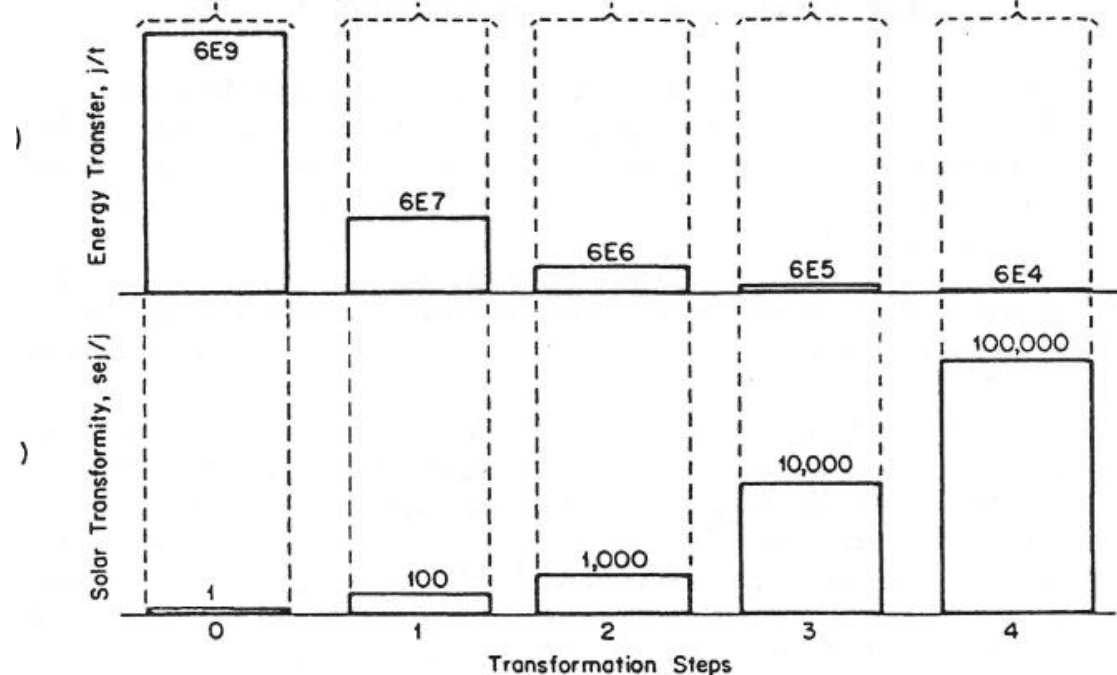
E[m]ergy, sej

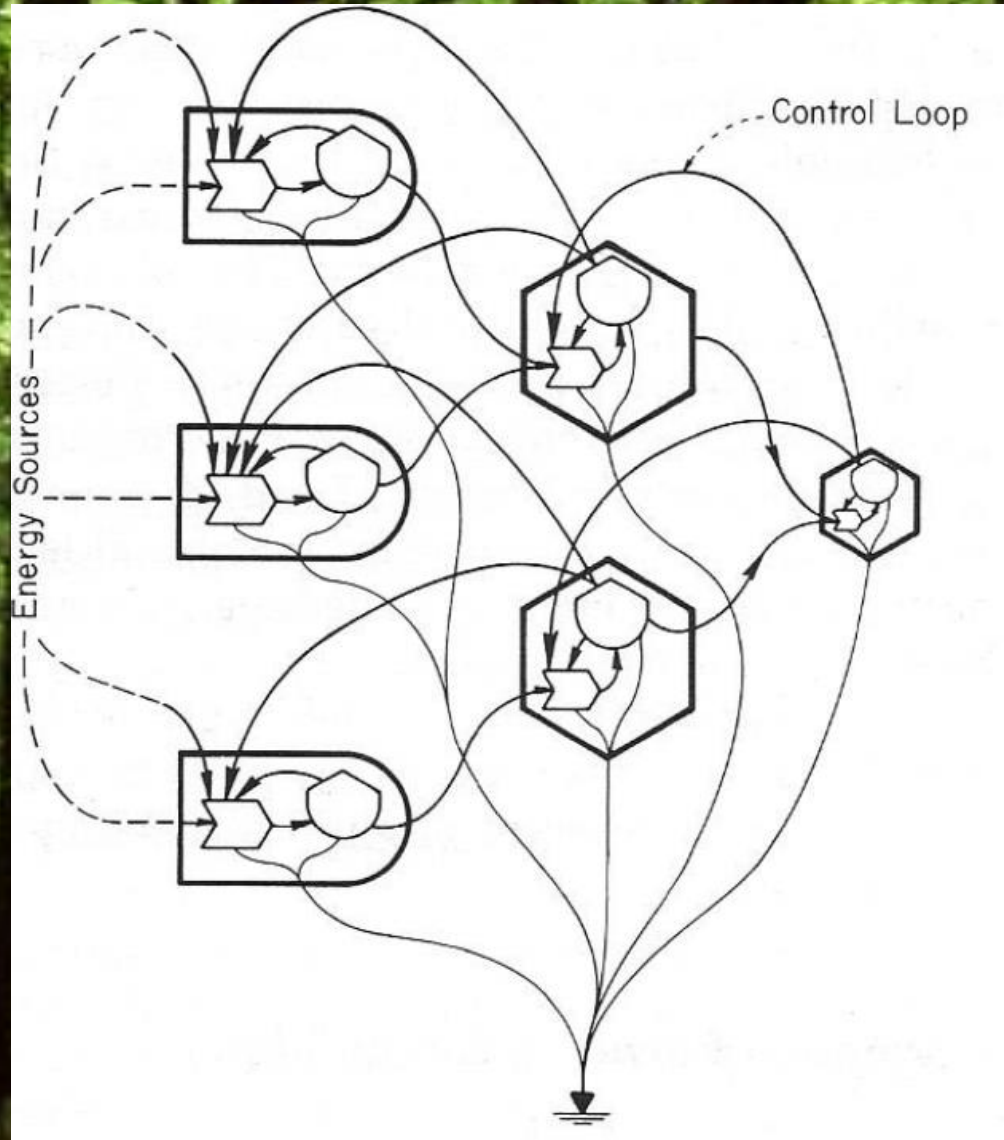
Energy, J

E[m]ergy/Energy, sej/J



Solar EMERGY = 6E9 Solar Emjoules/Time





Three system principles:

4 The Lotka–Odum principle of **maximum e[m]power** as the selection goal toward which self-organizing systems evolve over time.

5 The Lindeman–Odum principle of **energy transformation hierarchies**, which emerge over time to achieve maximum e[m]power.

6 The Odum–Holling principle of **material concentration hierarchies**, closely coupled to energy transformation hierarchies, which **cycle or pulse** at different spatial and temporal scales to achieve maximum e[m]power.

Carnot

Darwin

Laws

- 1** The Mayer–Joule principle of the conservation of energy measured as heat equivalents.
- 2** The Carnot–Clausius principle of the increase of entropy, or loss of available energy, in any energy conversion or work process.
- 3** The principle of an absolute zero temperature at which the entropy of a perfect crystal is zero.

System Principles

- 4** The Lotka–Odum principle of maximum empower as the final or selection goal toward which self-organizing systems evolve over time.
- 5** The Lindeman–Odum principle of energy transformation hierarchies, which emerge over time to achieve maximum power.
- 6** The principle of material concentration hierarchies, closely coupled to energy transformation hierarchies, which cycle or pulse at different spatial and temporal scales to achieve maximum power.



Location (site) within urban land-use hierarchies

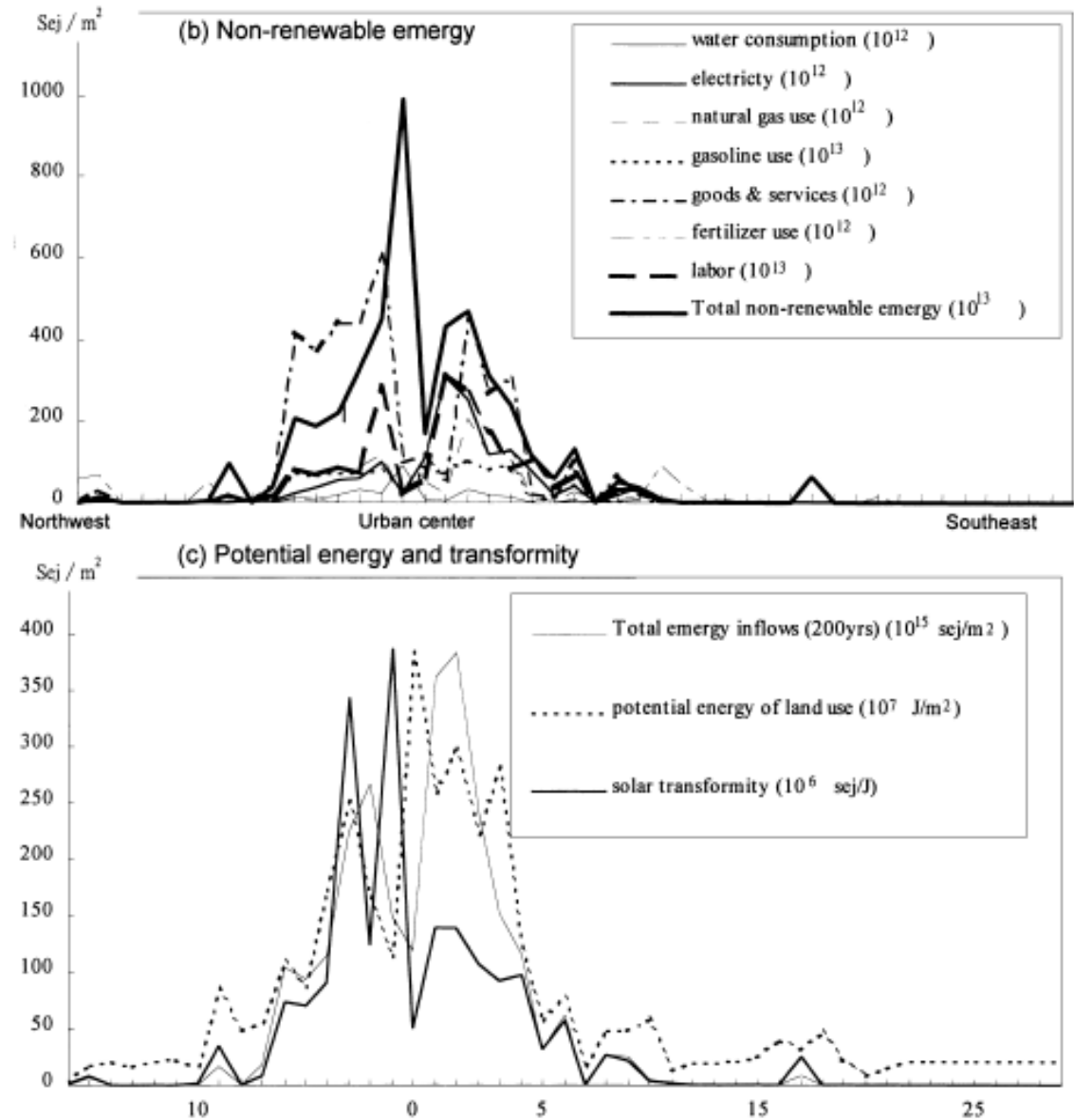
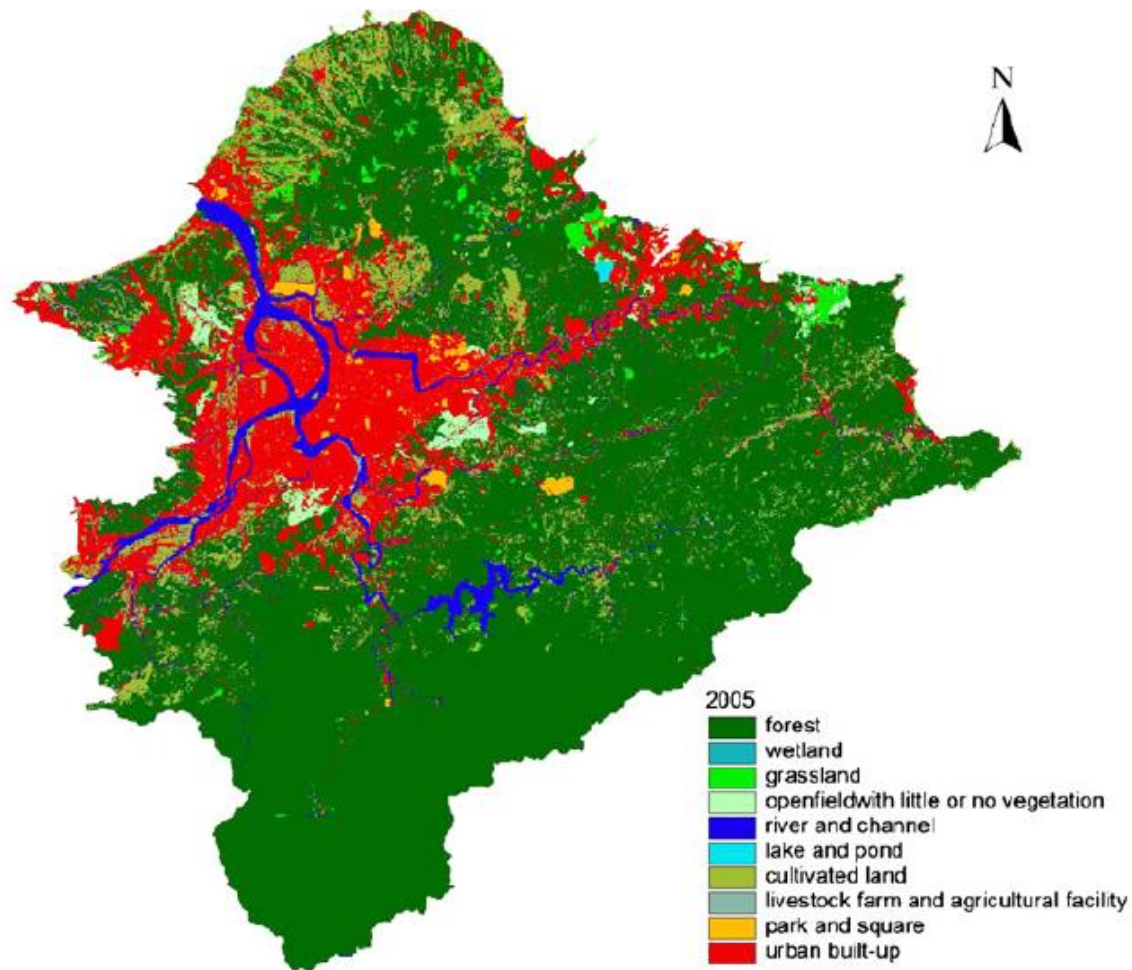


Fig. 4. Northwest-southeast transect of energy flows and transformity of Taipei metropolitan region.

Cities by themselves are not sustainable, they gather & concentrate the resources of their region

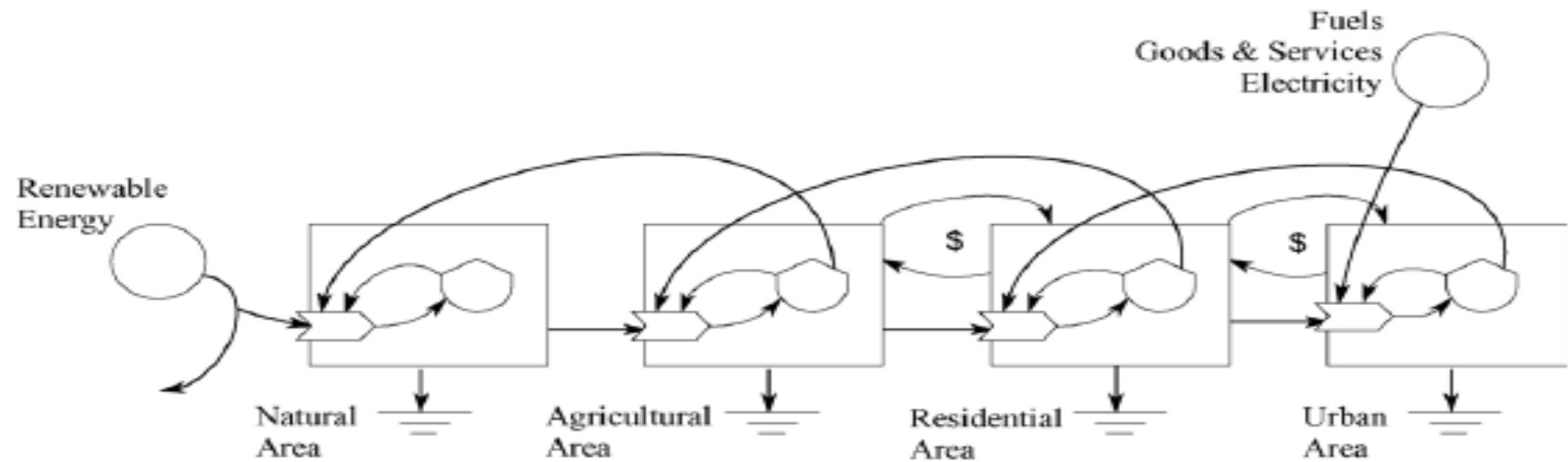
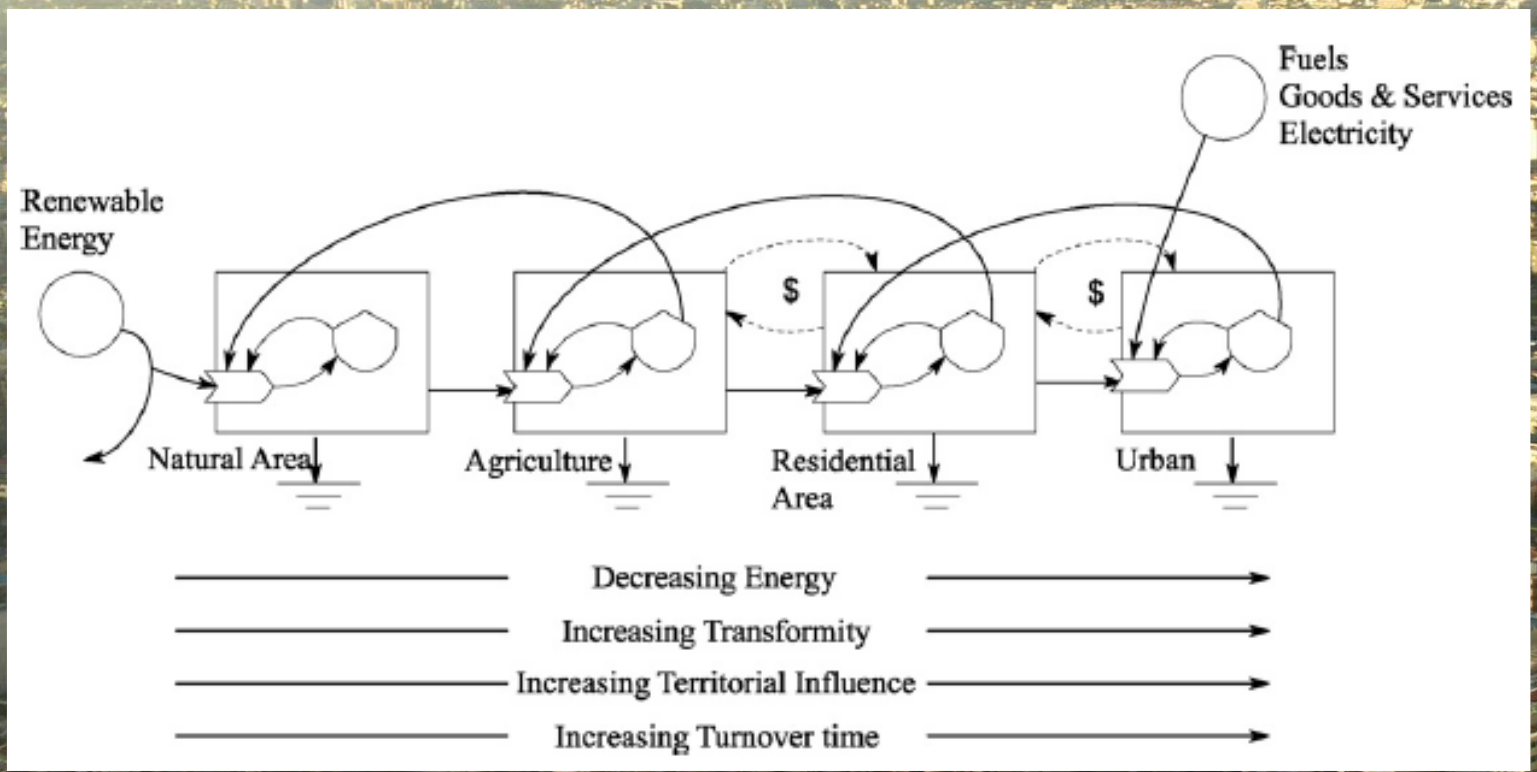


Table 1
Empower densities, turnover time, and transformity of each land use in Taipei metropolitan region

Land use type	Renewable energy		Non-renewable energy and economic input		Total empower density (10^{12} sej/m ²)	Potential energy (10^6 J/m ²)	Solar transformity (10^6 sej/J)
	Empower density (10^{12} sej/m ² per year)	Turnover time (year)	Empower density (10^{10} sej/m ² per year)	Turnover time (year)			
Forest	60.44	100.00	0.00	0.00	60.44	210.00	0.29
Grassland	36.65	5.00	0.00	0.00	1.83	12.70	0.14
Wetland	33.42	10.00	0.00	0.00	3.34	44.00	0.08
Farm	27.55	20.00	11.75	10.00	123.01	31.90	3.85
River	26.96	1.00	0.00	0.00	0.27	480.00	^a
Low density residential	41.30	200.00	1618.68	25.00	78387.10	640.00	122.00
Medium density residential	40.78	200.00	5879.30	50.00	579592.56	1290.00	151.00
High density residential and commercial	42.70	200.00	8158.22	100.00	1129746.40	3020.00	207.00
Industrial	41.99	200.00	1828.91	55.00	181838.08	2250.00	79.80
School	45.81	200.00	1697.60	70.00	166515.22	1200.00	98.00
Institutional	45.32	200.00	1420.79	81.00	232648.12	2250.00	107.00
Utility	45.90	200.00	692.58	65.00	105715.50	1150.00	96.30
Transportation	22.21	200.00	1856.02	70.00	283673.22	8030.00	29.60
Mining	31.43	200.00	49.51	50.00	37087.36	2400.00	15.50
Recreation	42.18	25.00	12.58	12.50	237.80	14.90	10.20
Fallow	22.86	1.00	21.23	0.50	17.97	6.39	2.09
Others	35.20	25.00	565.46	12.50	56403.80	318.00	177.00

^a Values less than 0.01.



Chautauqua, NY

Existing

	Data units/year	Unit Solar Energy/ sq/ft	Solar Energy E14 sq/year	Land Area acres	Normalized Data
WATER & WETLANDS	6.92E+18 J		6,896,800 E14sq	323,981 34%	21.29 E14sq/acre
RENEWABLE INPUTS	5.92E+18 J	1.13E+02	6.67E+06 E14sq	323,981 acres	20.59 E14sq/acre
1 SUNLIGHT	5.84E+18	1.00E+00	58,444 1%	323,981	0.18
2 RAIN - CHEMICAL	1.69E+16	3.02E+04	5,015,289 73%	323,981	15.48
3 WIND KINETIC ENERGY	6.38E+16	2.51E+03	1,600,815 23%	323,981	4.94
PURCHASED INPUTS	8.05E+12 J	2.76E+06	222,255 E14sq	281,178 acres	0.79 E14sq/acre
4 FISH	8.05E+12	2.76E+06	222,255 3%	281,178	0.79
NATURAL LAND	6.75E+17 J		728,682 E14sq	37,062 4%	19.86 E14sq/acre
RENEWABLE INPUTS	6.75E+17 J	1.07E+02	7.29E+06 E14sq	37,062 acres	19.66 E14sq/acre
5 SUNLIGHT	6.69E+17	1.00E+00	6,696 1%	37,062	0.18
6 RAIN - CHEMICAL	1.71E+15	3.02E+04	516,360 71%	37,062	13.93
7 WIND KINETIC ENERGY	8.19E+15	2.51E+03	205,516 28%	37,062	5.56
FOREST LAND	6.20E+18 J		6,742,142 E14sq	338,758 38%	19.90 E14sq/acre
RENEWABLE INPUTS	6.20E+18 J	1.07E+02	6.66E+06 E14sq	338,758 acres	19.66 E14sq/acre
8 SUNLIGHT	6.11E+18	1.00E+00	61,110 1%	338,758	0.18
9 RAIN - CHEMICAL	1.58E+16	3.02E+04	4,719,644 70%	338,758	13.93
10 WIND KINETIC ENERGY	7.48E+16	2.51E+03	1,678,495 25%	338,758	5.56
PURCHASED INPUTS	1.32E+14 J	6.72E+04	82,823 E14sq	180,558 acres	0.48 E14sq/acre
11 HARVESTED WOOD	1.23E+14	6.72E+04	82,823 1%	180,558	0.48
AGRICULTURE LAND	5.86E+18 J		6,516,820 E14sq	210,464 22%	45.84 E14sq/acre
RENEWABLE INPUTS	5.86E+18 J	1.07E+02	4,137,243.33 E14sq	210,464 acres	19.66 E14sq/acre
12 SUNLIGHT	5.80E+18	1.00E+00	37,595 0%	210,464	0.18
13 RAIN - CHEMICAL	9.70E+16	3.02E+04	2,903,223 30%	210,464	13.93
14 WIND KINETIC ENERGY	4.65E+16	2.51E+03	1,167,094 12%	210,464	5.56
PURCHASED INPUTS	1.29E+15 J	4.42E+05	5,679,377 E14sq	150,567 acres	37.72 E14sq/acre
15 GRAIN CROPS HARVESTED	7.84E+14	5.87E+05	4,804,540 47%	96,095	53.50
16 VEGETABLES HARVESTED	2.30E+11	2.31E+05	530 0%	349	1.52
17 FRUITS HARVESTED	3.89E+14	1.89E+05	670,990 7%	19,440	34.52
18 MEAT PRODUCED	6.44E+12	8.60E+05	66,368 1%	16,378	3.38
19 MILK PRODUCED	2.00E+13	6.00E+05	119,943 3%	23,936	5.01
20 BIOFUELS PRODUCED	1.21E+14	1.89E+05	227,990 2%	4,401	51.81
DEVELOPED LAND			42,381,681 E14sq	49,350 5%	849.79 E14sq/acre
RENEWABLE INPUTS	5.01E+17	2.80E+01	265,879 E14sq	49,350	5.23 E14sq/acre
21 SUNLIGHT	5.00E+17	1.00E+00	8,093 0%	49,350	0.18
22 RAIN - CHEMICAL	7.88E+14	3.02E+04	236,411 1%	49,350	4.78
23 WIND KINETIC ENERGY	5.20E+14	2.51E+03	13,053 0%	49,350	0.26
24 RAIN - GEOPOTENTIAL	9.00E+11	4.70E+04	423 0%	4,256	0.10
PURCHASED INPUTS			42,100,802 E14sq	49,350	844.55 E14sq/acre
Construction Materials	2.77E+08 m³	8.32E+11	2,365,101 E14sq	49,350	46.24 E14sq/acre
25 BUILDING CONSTRUCTION	9.26E+07	2.36E+12	43,714 2%	4,256	10.27
27 PARKING CONSTRUCTION	5.06E+06	3.06E+13	1,563,395 56%	1,254	1,345.43
27 DEVELOPED LAND	1.41E+10	7.00E+10	98,395 4%	34,720	2.83
28 ROAD CONSTRUCTION	3.89E+07	3.08E+13	599,507 26%	9,020	62.32
Water	4.88E+10 L	7.25E+05	352,002 E14sq		2.61 E14sq/person
29 POTABLE WATER	2.88E+10	1.22E+09	361,290 100%		2.60
30 WASTE WATER	1.96E+10	3.80E+05	752 0%		0.01
Food	4.89E+14 J	1.18E+06	4,709,023 E14sq		34.91 E14sq/person
31 GRAINS + CEREALS	1.84E+14	6.00E+05	1,106,482 23%		8.19
32 VEGETABLES	4.32E+13	6.00E+05	49,642 1%		0.34
33 FRUITS	3.73E+13	6.00E+05	223,901 5%		1.66
34 MEAT	9.42E+13	3.27E+06	3,060,922 65%		22.84
35 DAIRY	2.00E+13	6.00E+05	119,943 3%		0.89
36 FISH	2.05E+13	6.50E+05	133,134 3%		0.99
Utilities	1.77E+16 J	1.49E+05	26,391,215 E14sq		195.63 E14sq/person
37 ELECTRICITY PRODUCED IN CHAUTAUGUA	2.59E+15	3.42E+05	8,866,976 34%		65.73
38 ELECTRICITY PRODUCED OUTSIDE COUNTY	5.82E+15	2.21E+05	12,675,581 49%		95.44
39 NATURAL GAS	7.70E+15	4.00E+04	3,000,891 12%		22.84
40 FUEL OIL	9.97E+14	5.54E+04	952,592 2%		4.10
41 BIOMASS	1.46E+14	6.72E+04	98,050 0%		0.73
42 OTHER	4.82E+14	1.90E+05	917,116 3%		6.80
Transportation Fuels	1.78E+08 g	1.83E+12	3,262,253 E14sq		24.18 E14sq/person
43 VEHICLE GASOLINE CONSUMPTION	1.78E+08 g	2.97E+11	3,262,172 100%		24.18
44 PUBLIC TRANSIT GASOLINE CONSUMPTION	2.78E+06 g	2.92E+09	81 0%		0.00
Other			5,681,208 E14sq		37.67 E14sq/person
45 NONDURABLE GOODS	1.81E+08 \$	2.50E+12	4,527,943 59%		33.6
46 SOLID WASTE GENERATED	1.76E+09 g	2.97E+11	321,583 10%		3.87
47 RECYCLED CONTENT GENERATED	9.24E+07 g	3.43E+10	31,672 1%		0.23
RENEWABLE INPUTS			18,682,707 e14 sq	360,115 acres	84.81 e14 sq/acre
PURCHASED INPUTS			48,085,357 e14 sq		883.52 e14 sq/acre

Luke Butcher and Jill Sornson Kurtz

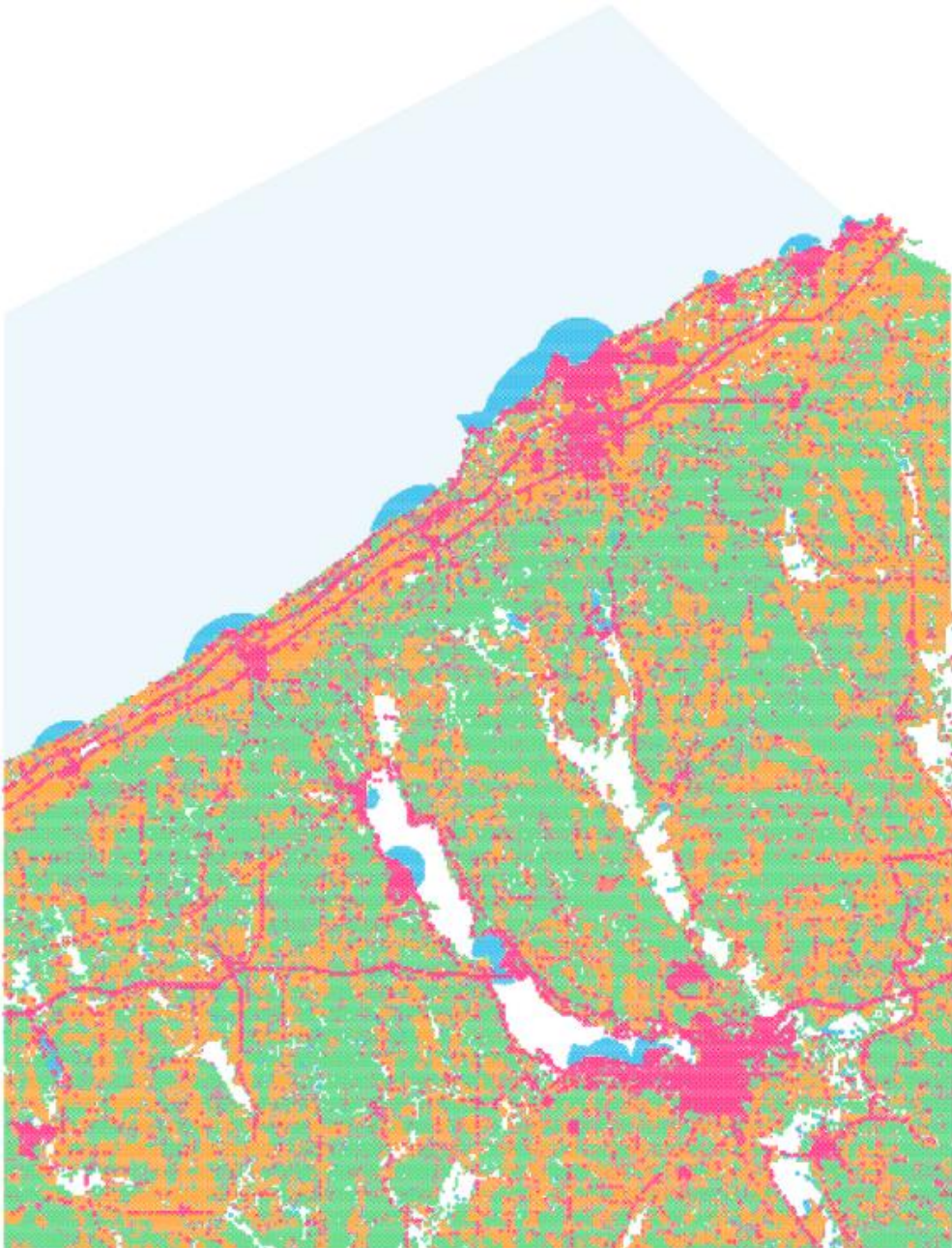
WATER & WETLANDS

NATURAL LAND

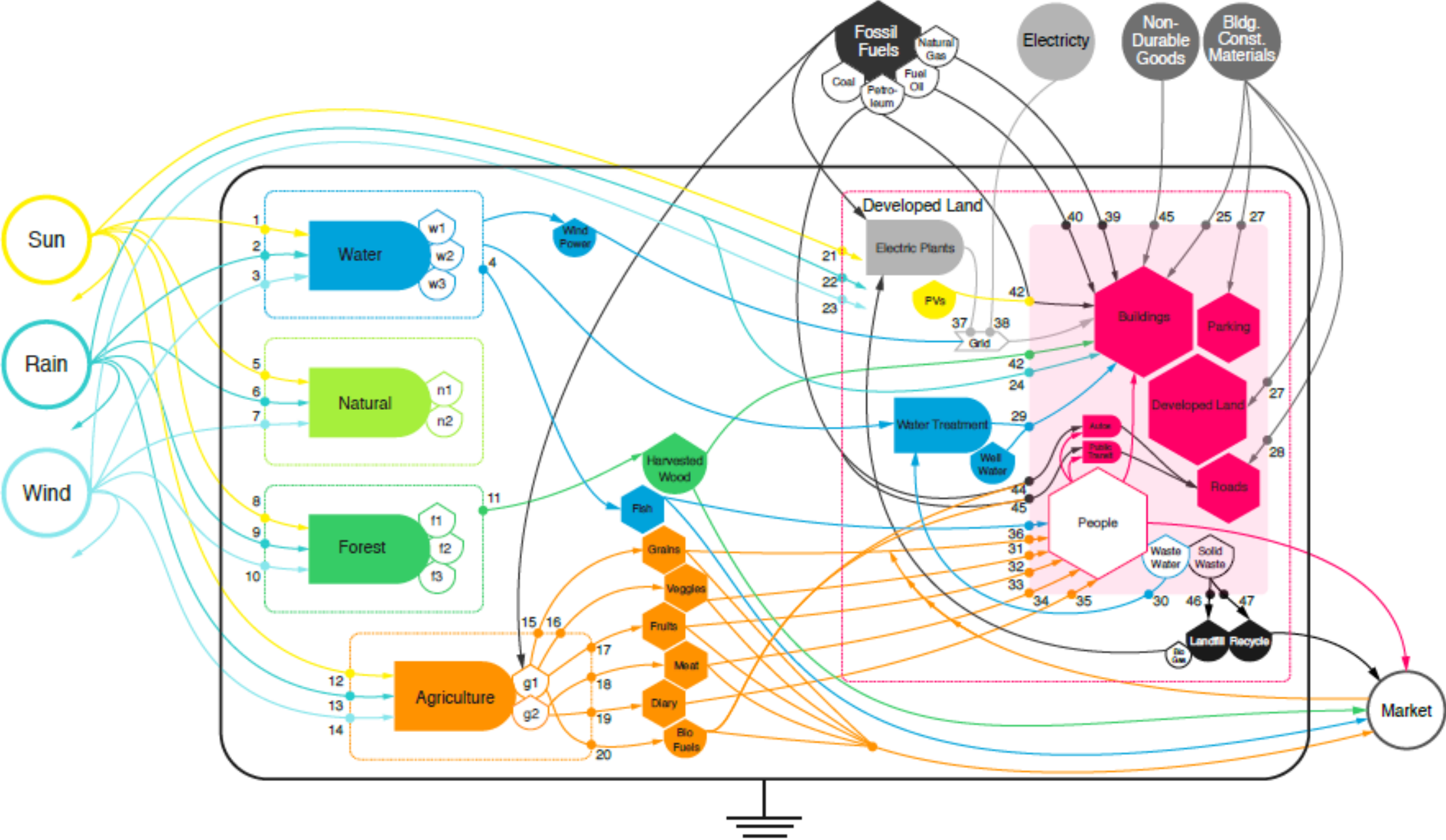
FOREST LAND

AGRICULTURE LAND

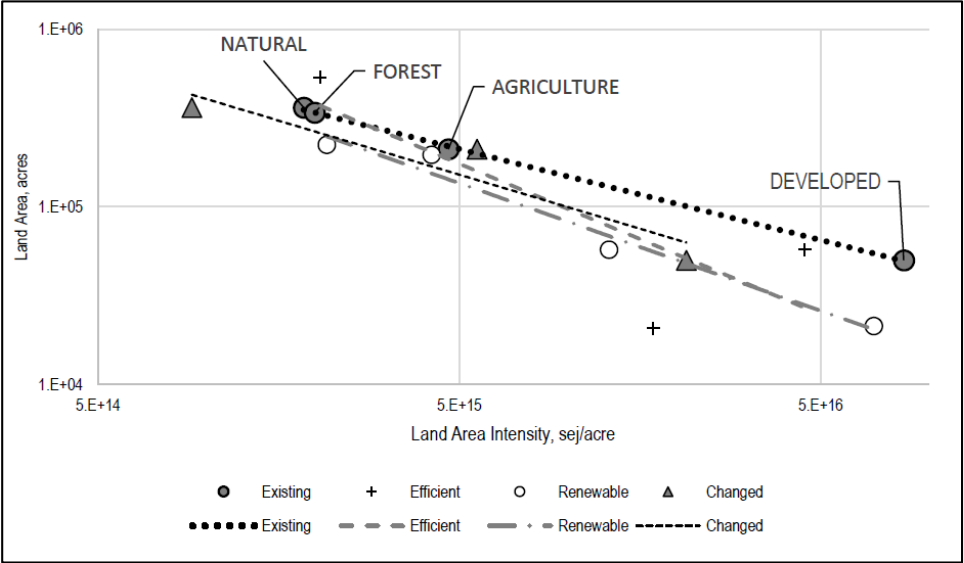
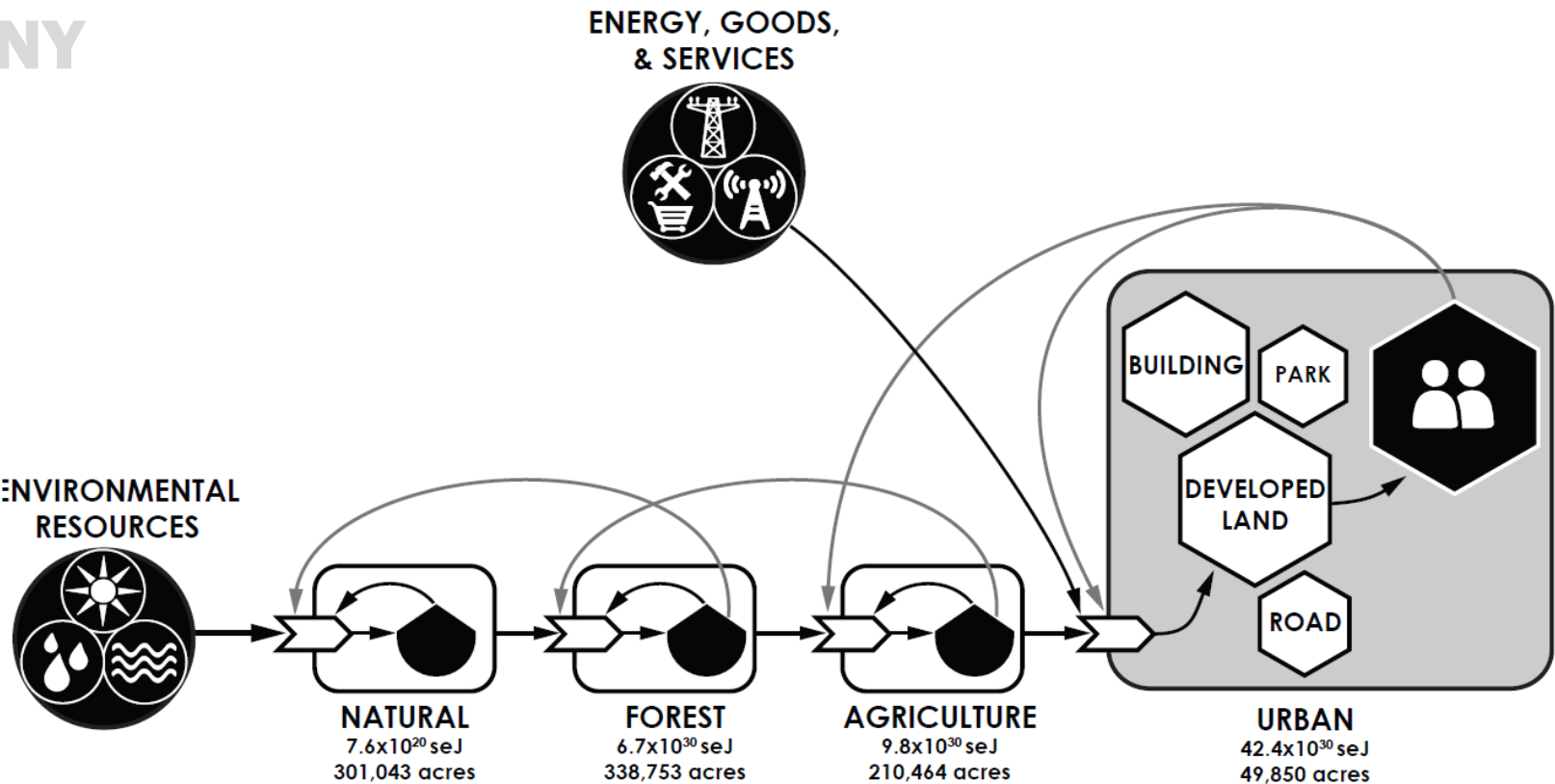
DEVELOPED LAND



Chautauqua, NY



Chautauqua, NY

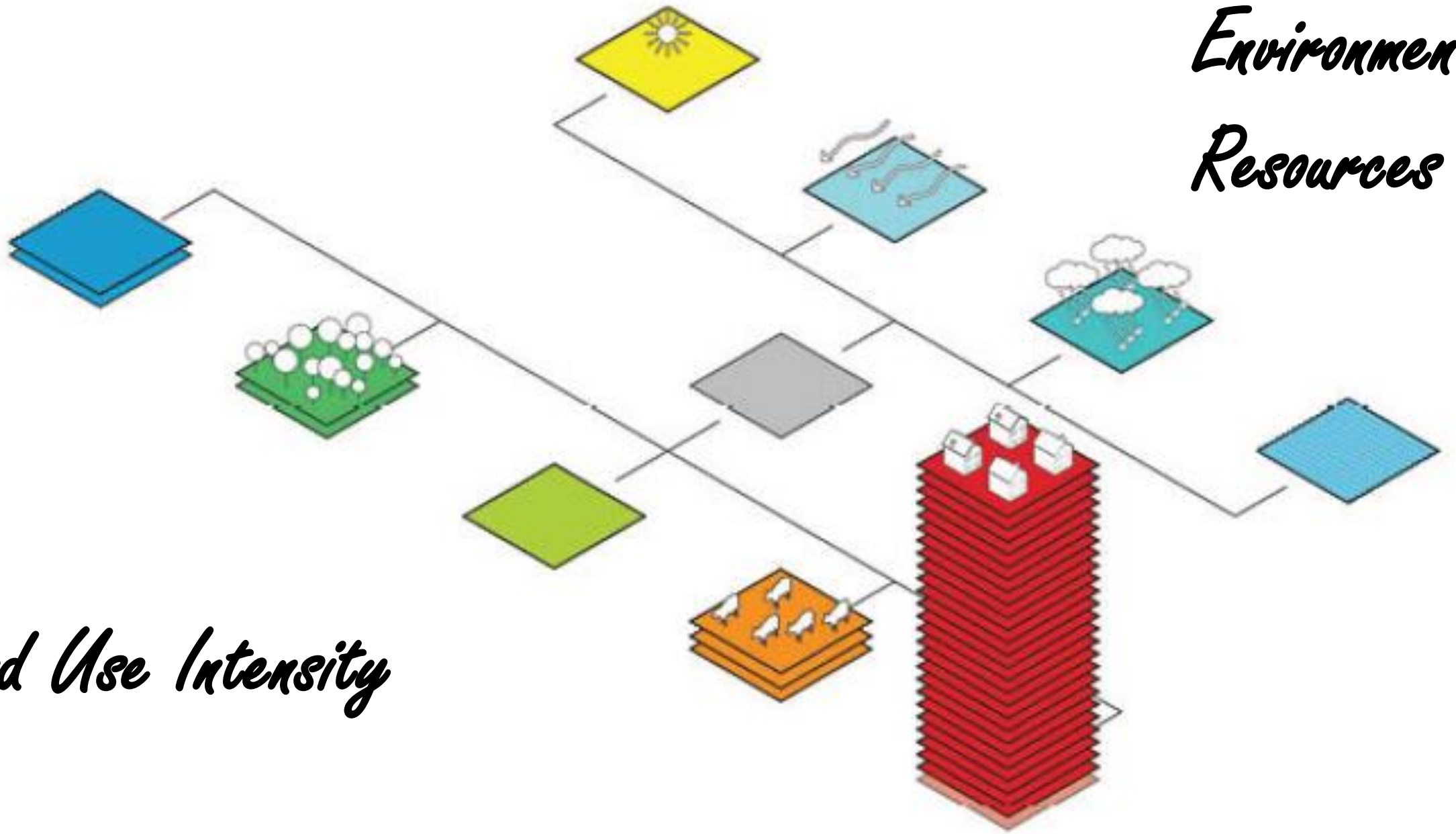




Land Use

*Environmental
Resources*

Land Use Intensity



The New Chautauqua Game

Introduction

The **Urbis Craditopia** Game evaluates the land needed to harvest and convert renewable energies to support the population of the county.

To play the game, adjust the slider bars below to modify the ideas of production and consumption in the county, then click on "Check Land Area" to see if your scenario can support the population or the resources of the county.

To see the distribution of land used within the county, select a population scenario and click "Map the Craditopia" to see the results.

You can read more about the project [here](#).

Built Environment

Developed Land Density: 100%

Building Construction Efficiency: 100%

Depreciation of Construction (Years): 10

Energy

Energy Demand: 100%

Energy Production Efficiency: 100%

Oil: 100%

Gas: 100%

Wind: 100%

Energy Mix: 100%

Fossil Fuel: 100%

Gas: 100%

Biomass: 100%

Wind: 100%

Food Demand

Food: 100%

Food Production Efficiency: 100%

Grain: 100%

Vegetables: 100%

Fruit: 100%

Dairy: 100%

Meat: 100%

Food: 100%

Transportation

Vehicle Miles Driven - per capita: 100%

Vehicle Efficiency - MPG: 100%

Bicycle Production Efficiency: 100%

Vehicle Fuel Mix: 100%

Biomass: 100%

Electricity: 100%

Fossil Fuel: 100%

Consumption

Goods Purchased: 100%

Waste Produced: 100%

Waste Recycling: 100%

Water Usage - per capita: 100%

1. Population Scenario

Total Population: 132912 (0.00%)

Even Distribution

2. Land Area

County Land Area: 960115 acres

Support Land Area: 724835 acres

Primary Land Area: 912462 acres

Check Land Area

Category	County	Scenario
County Land Area	960115 acres	-
Support Land Area	-	724835 acres
Primary Land Area	-	912462 acres

3. Mapping

Remove Checkpoint

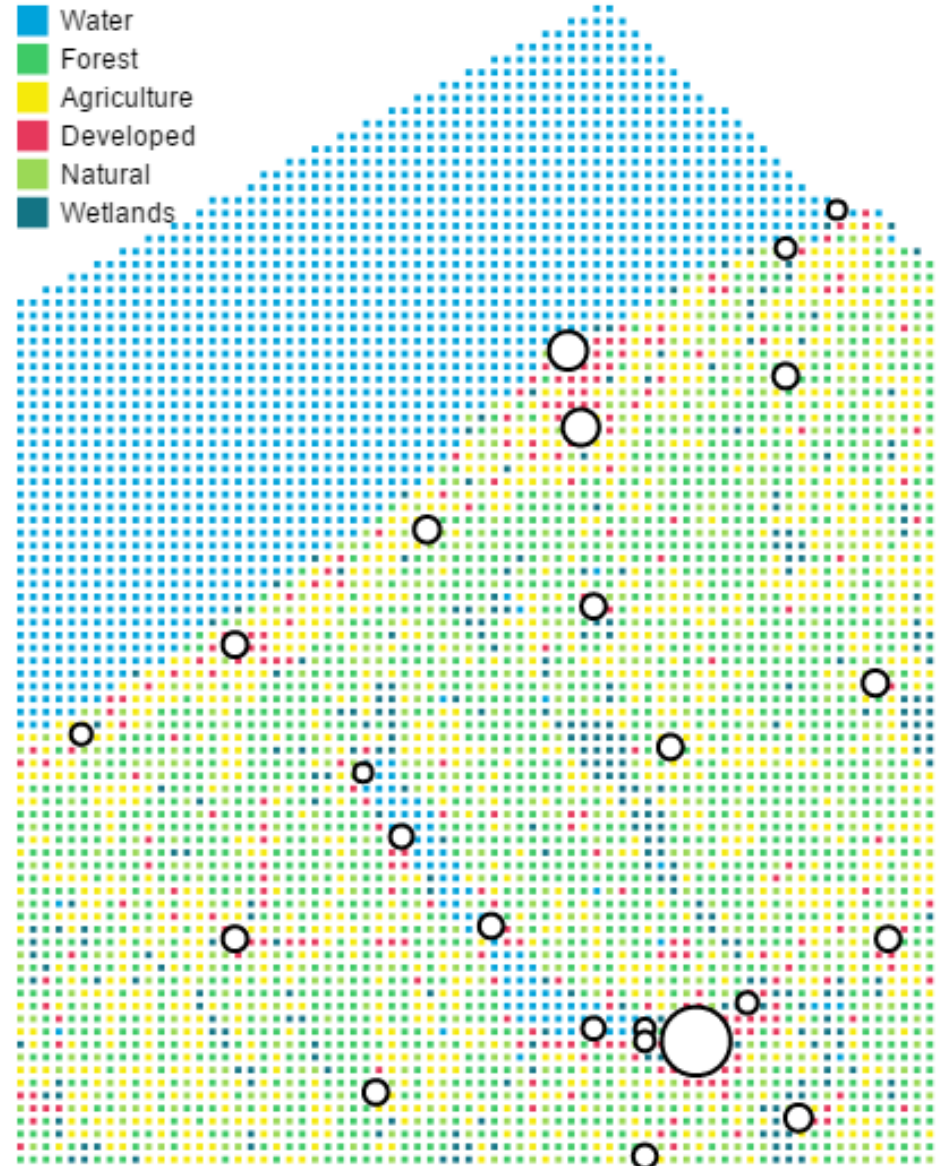
Can you remember this well?

100% 200% 300% 400% 500% 600% 700%

100% 200% 300% 400% 500% 600% 700%

Oops! You need 9.36 Chautauquas to support this lifestyle. Maybe you should try something different?

* Each cell represents 159.46 acres.

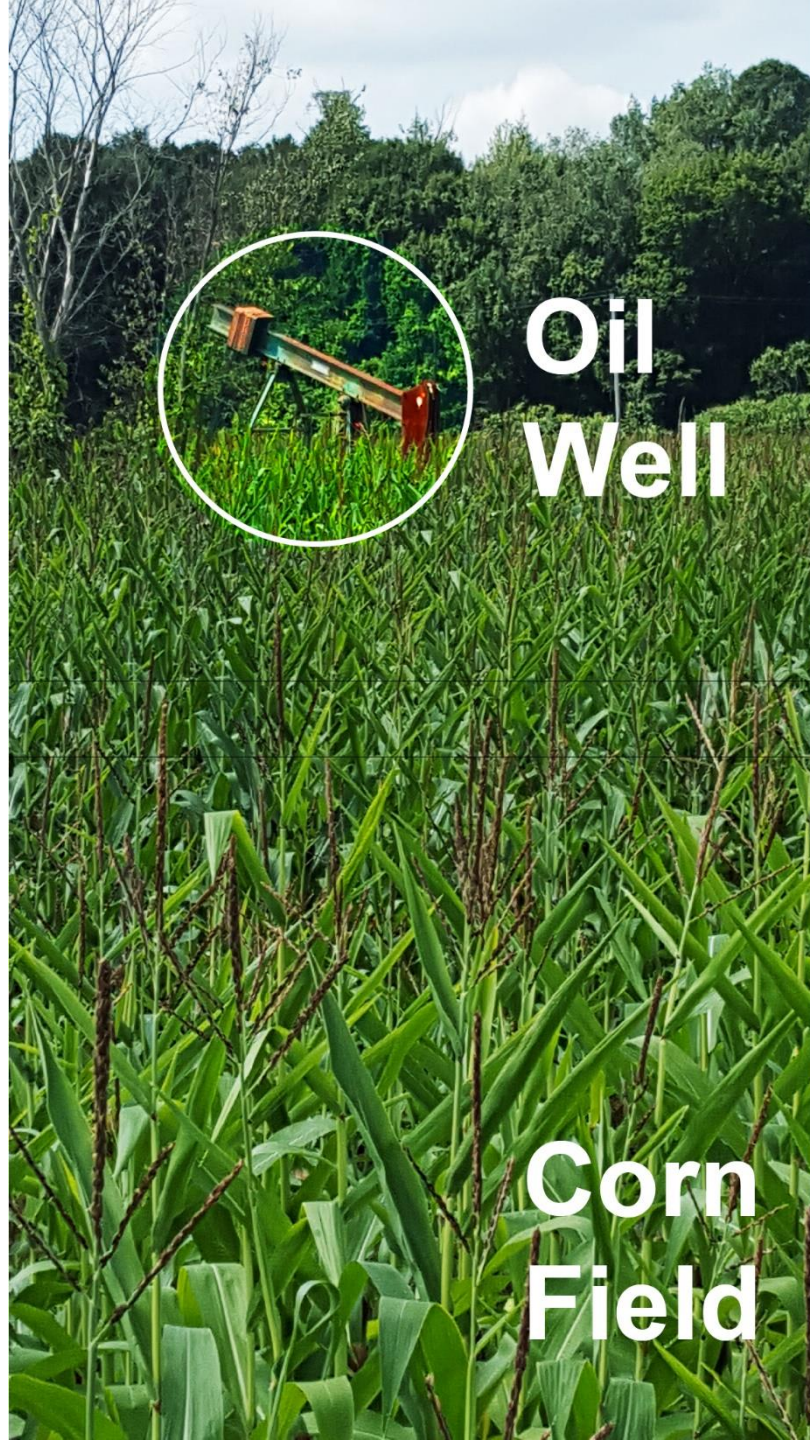


<http://mostapharoudsari.github.io/SettlementEmerge/>

Primary & Support Land

for 1 acre of
bioethanol from corn

[21,300,000 kJ]



Oil
Well

Corn
Field

1/454 Acre

Primary Land

1 Acre



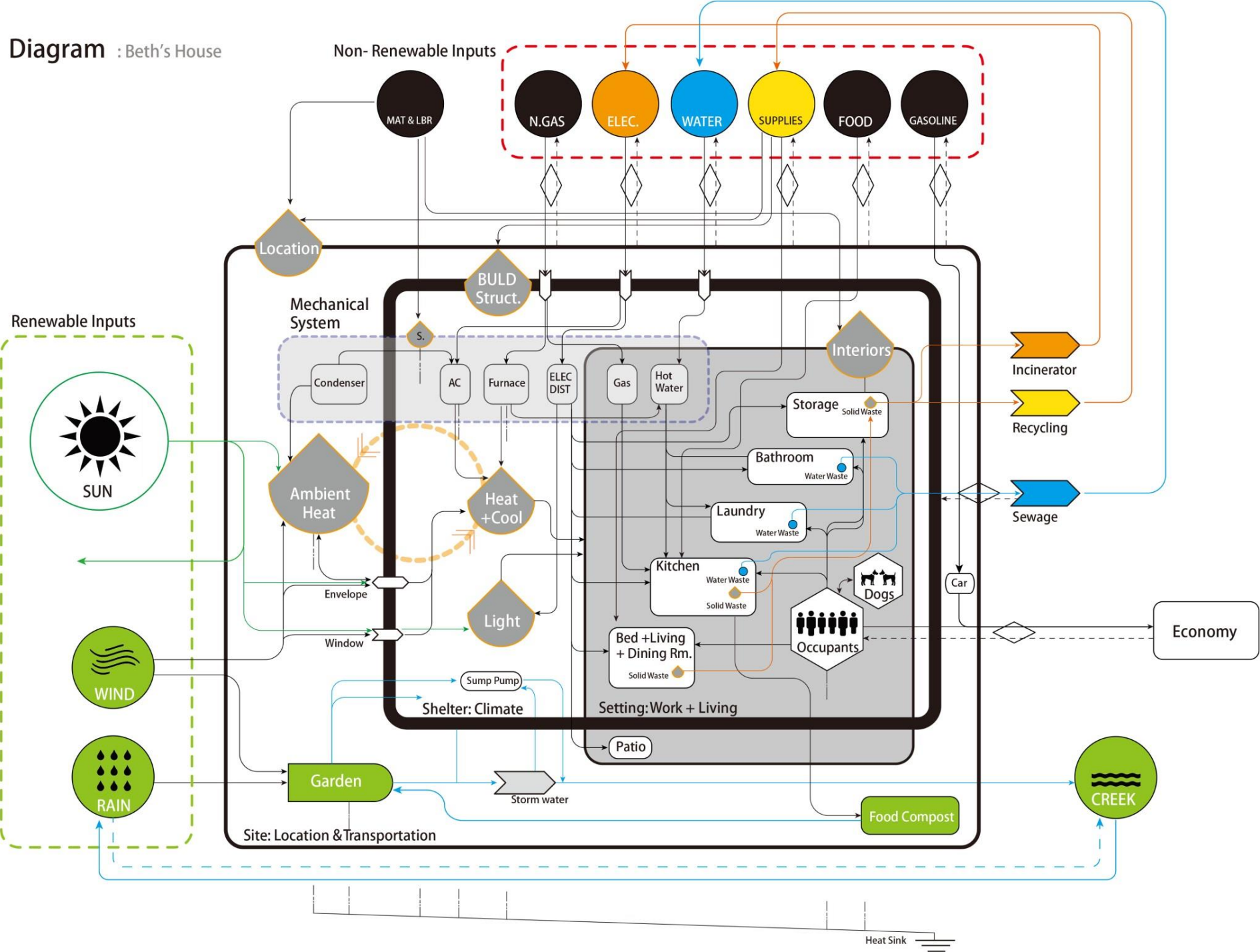
7 Acres

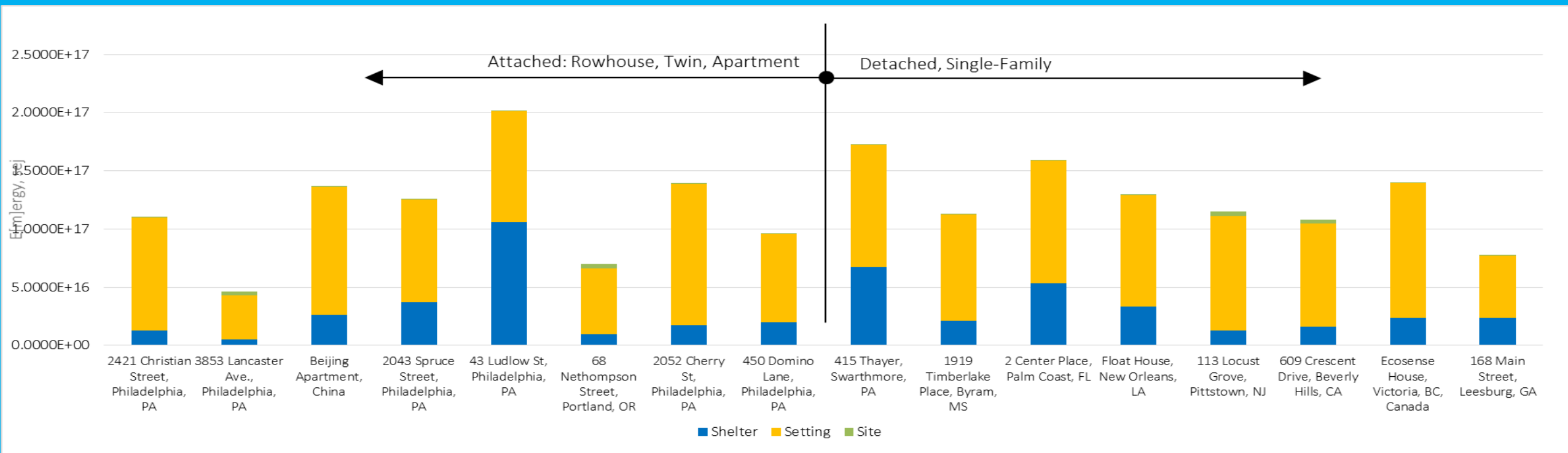
(in the distant past)

Support Land

7 Acres

Diagram : Beth's House





Material Flows

Concentrated Flows

Water

Wastewater

Food

Supplies

Trash

Labor

Fuels

Electricity

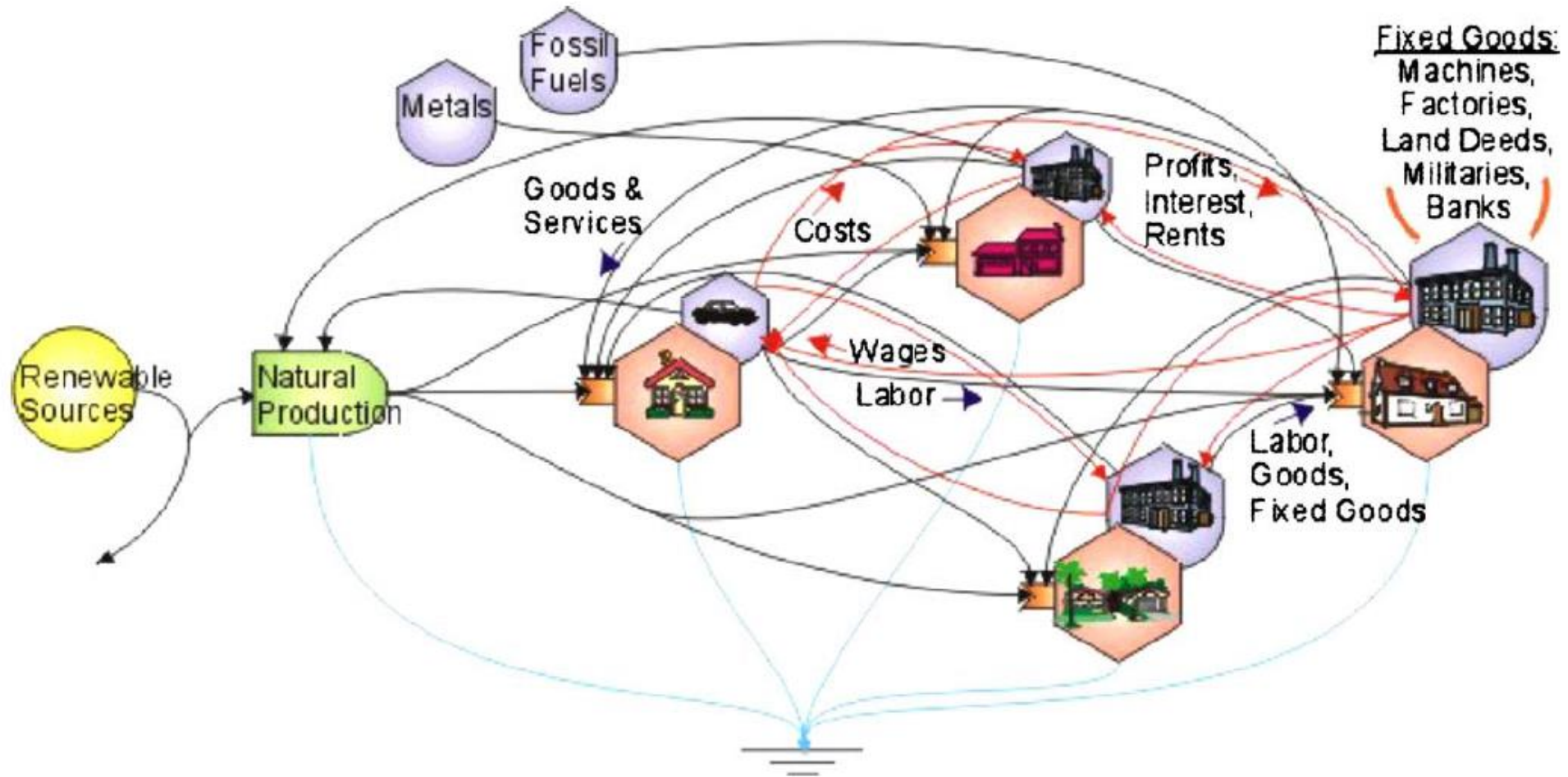
Information

Currency

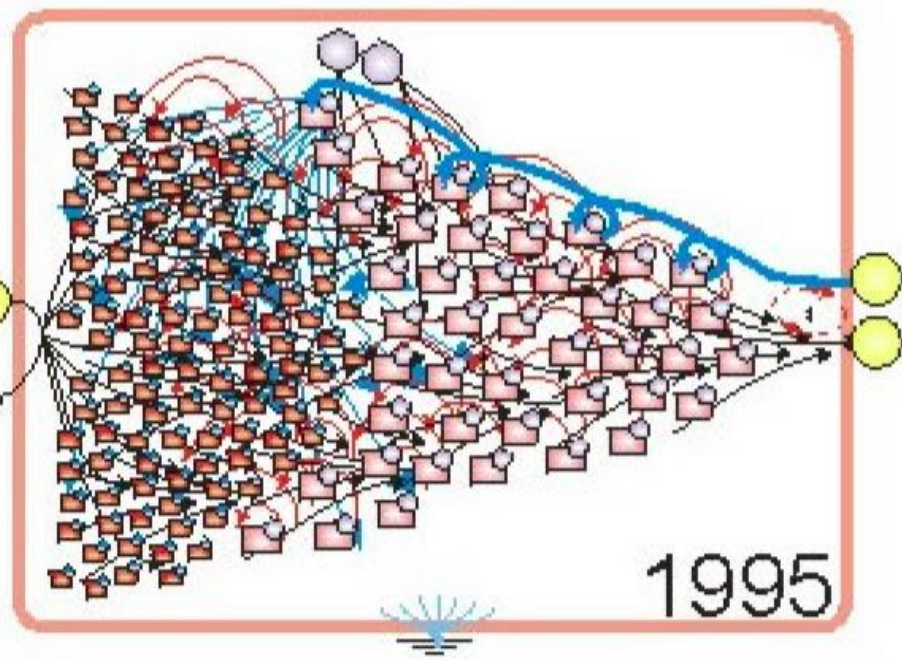
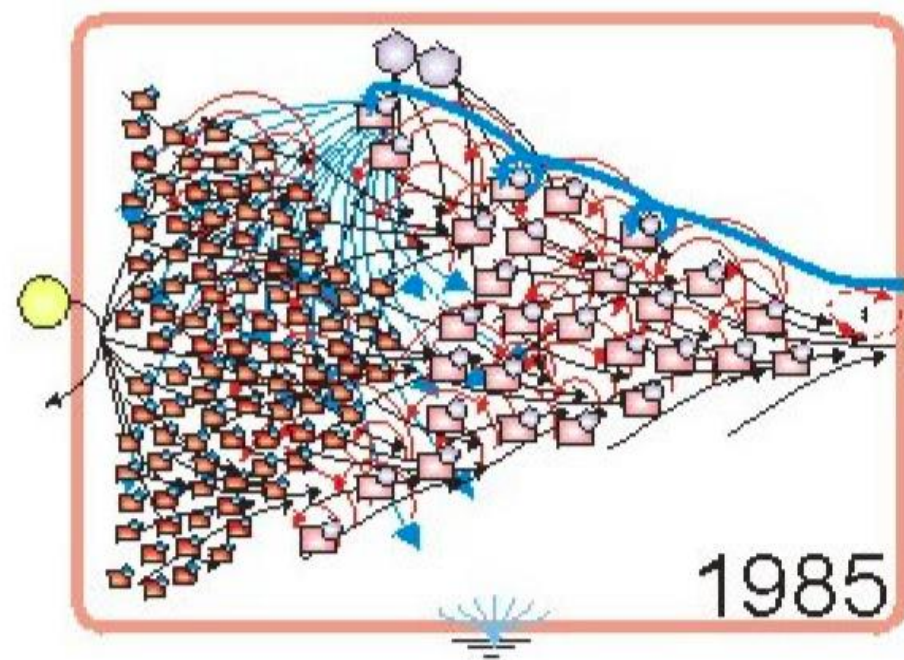
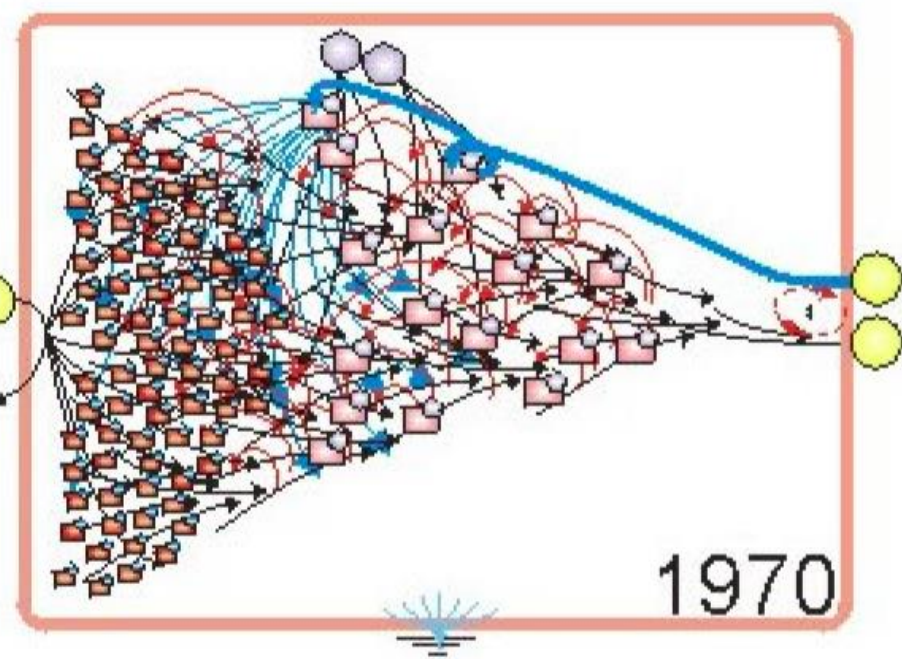
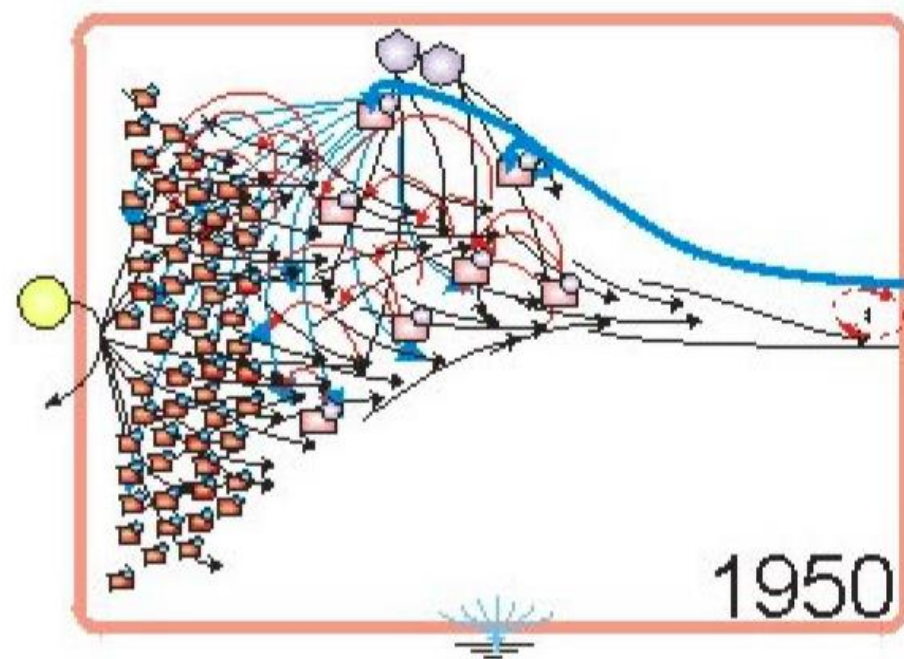
Greater transformity
Less material



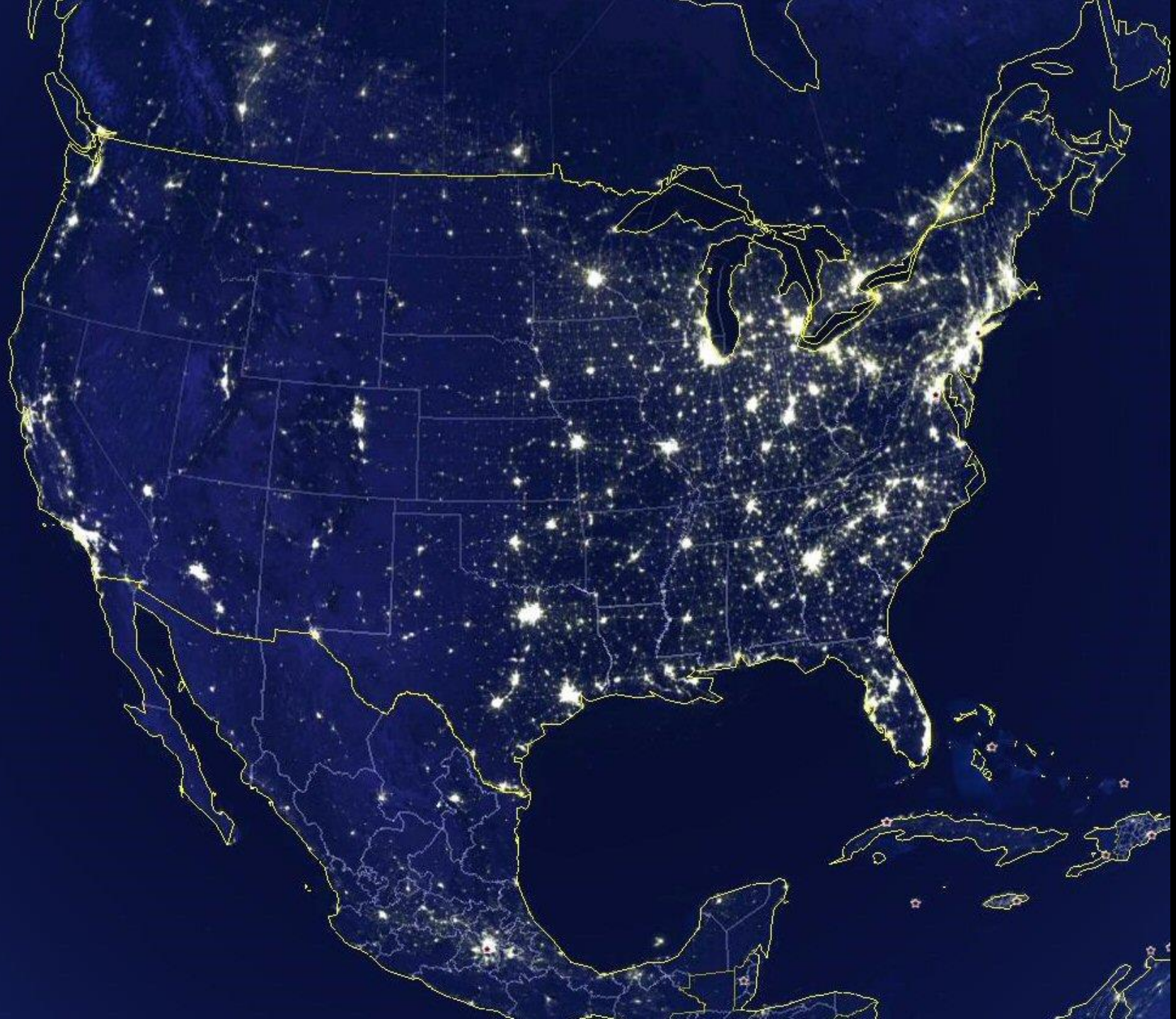
Location (site) within socio-economic hierarchies

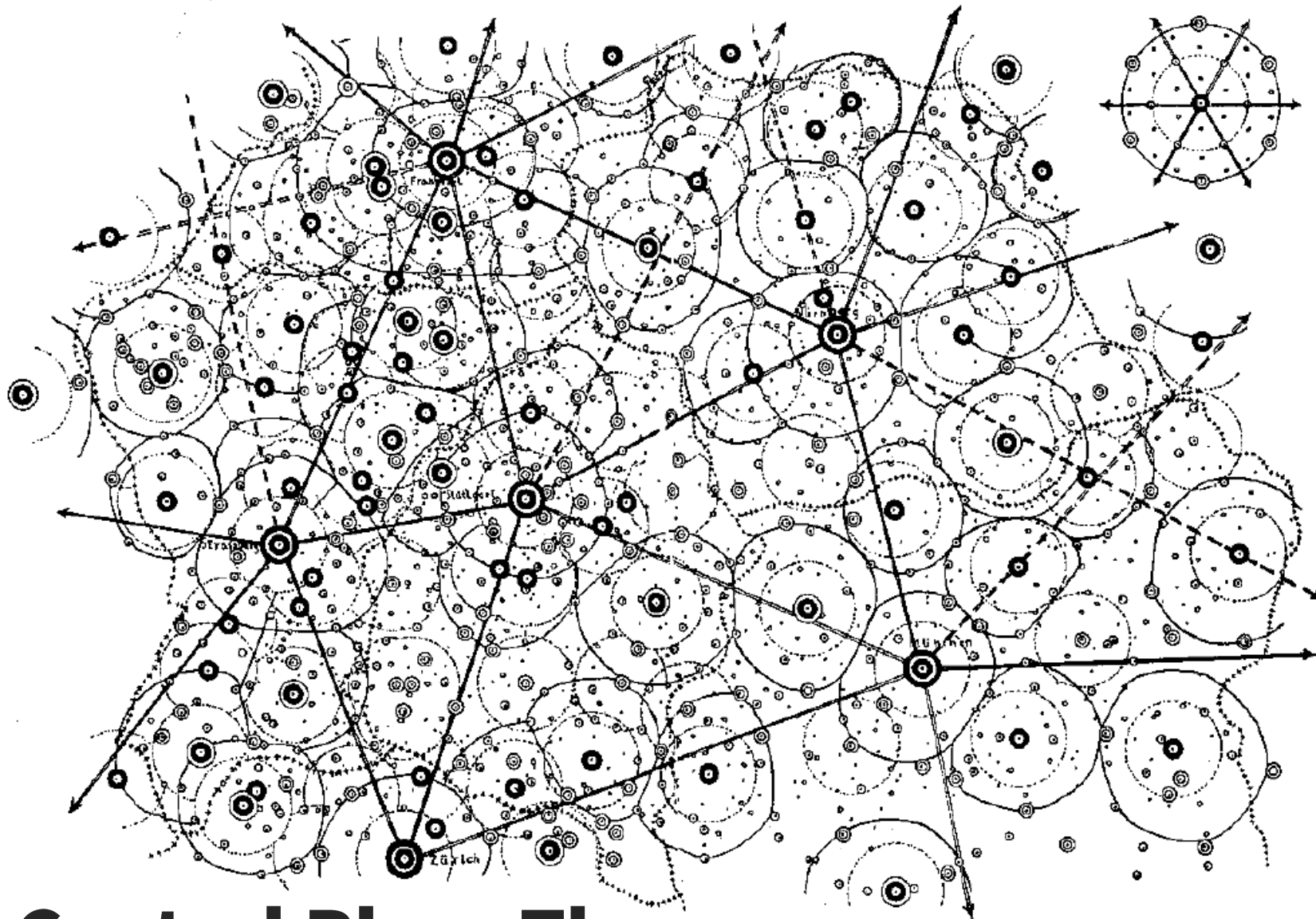


Fixed Goods:
Machines,
Factories,
Land Deeds,
Militaries,
Banks



City size





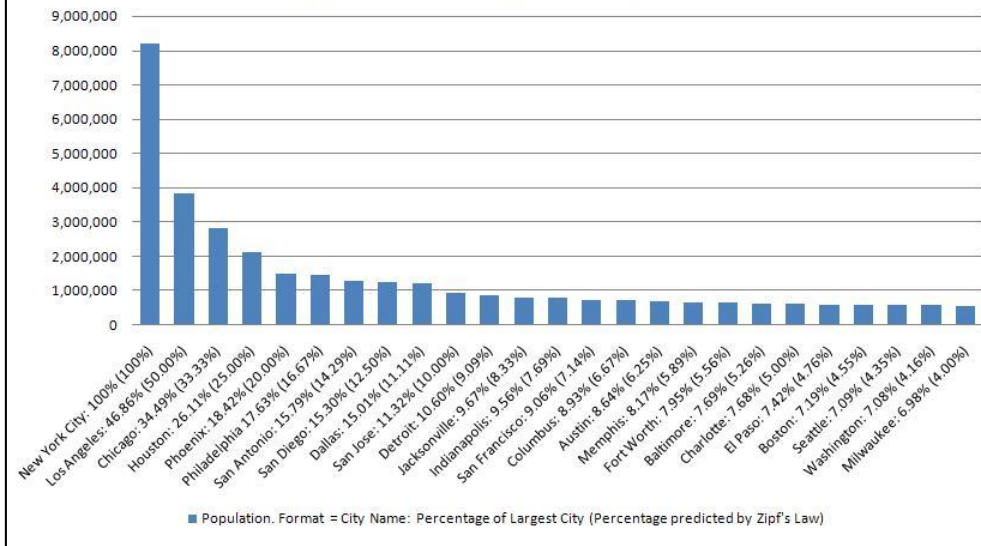
Central Place Theory

- L-Ort
- P-Ort
- G-Ort
- B-Ort
- K-Ort
- A-Ort
- M-Ort

- 21 km-K-Ring (schematisch)
- Ring der B-Orte (normal 36 km)
- +++++ Grenzen der L-Systeme
- ===== L-Richtungen 1. Grades
- ===== L-Richtungen 2. Grades

Zipf distribution, “Rank-Size Rule” for US Cities

Top 25 U.S. Cities by 2006 Population



$$Population = k \frac{1}{Rank^a}$$

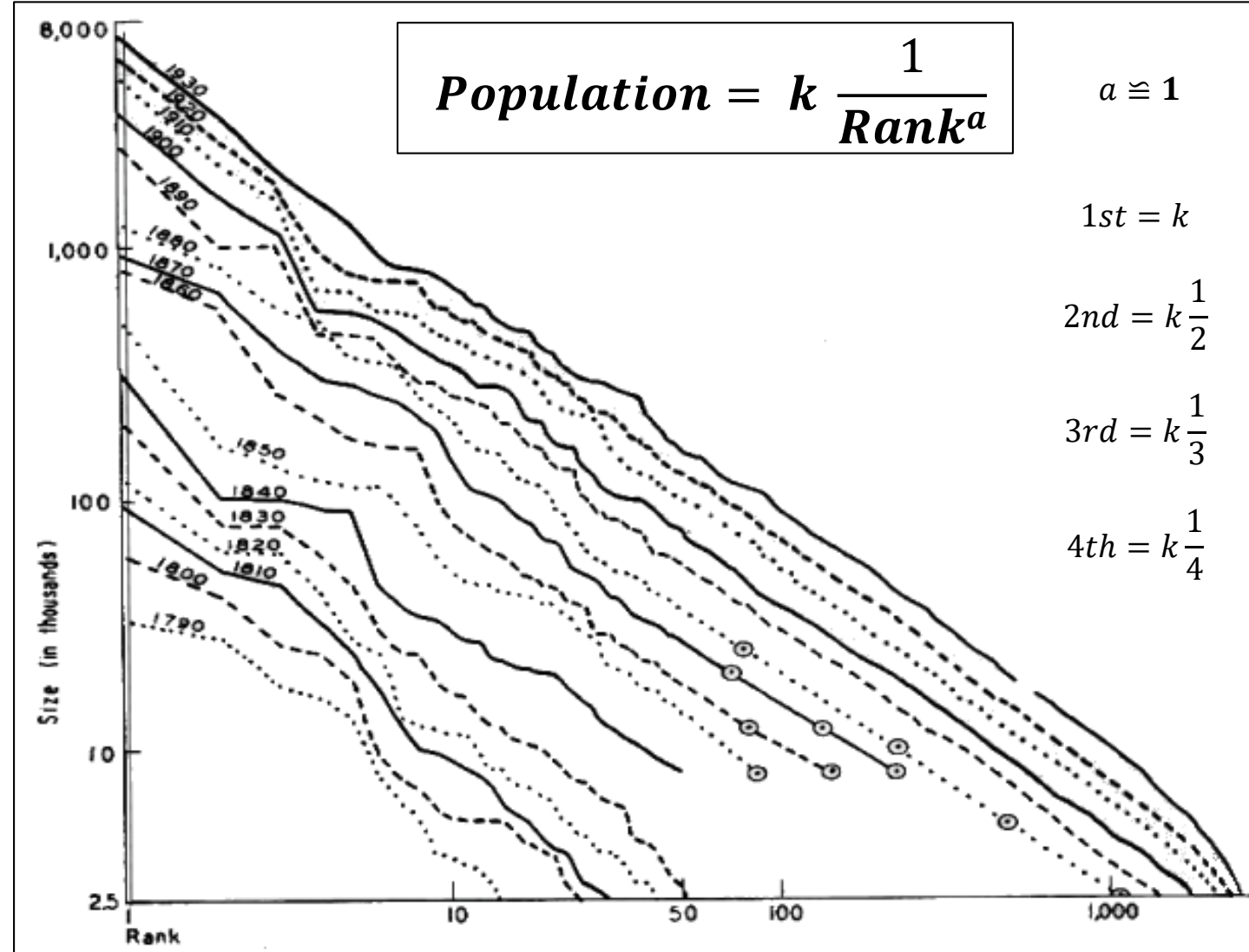
$$a \cong 1$$

$$1st = k$$

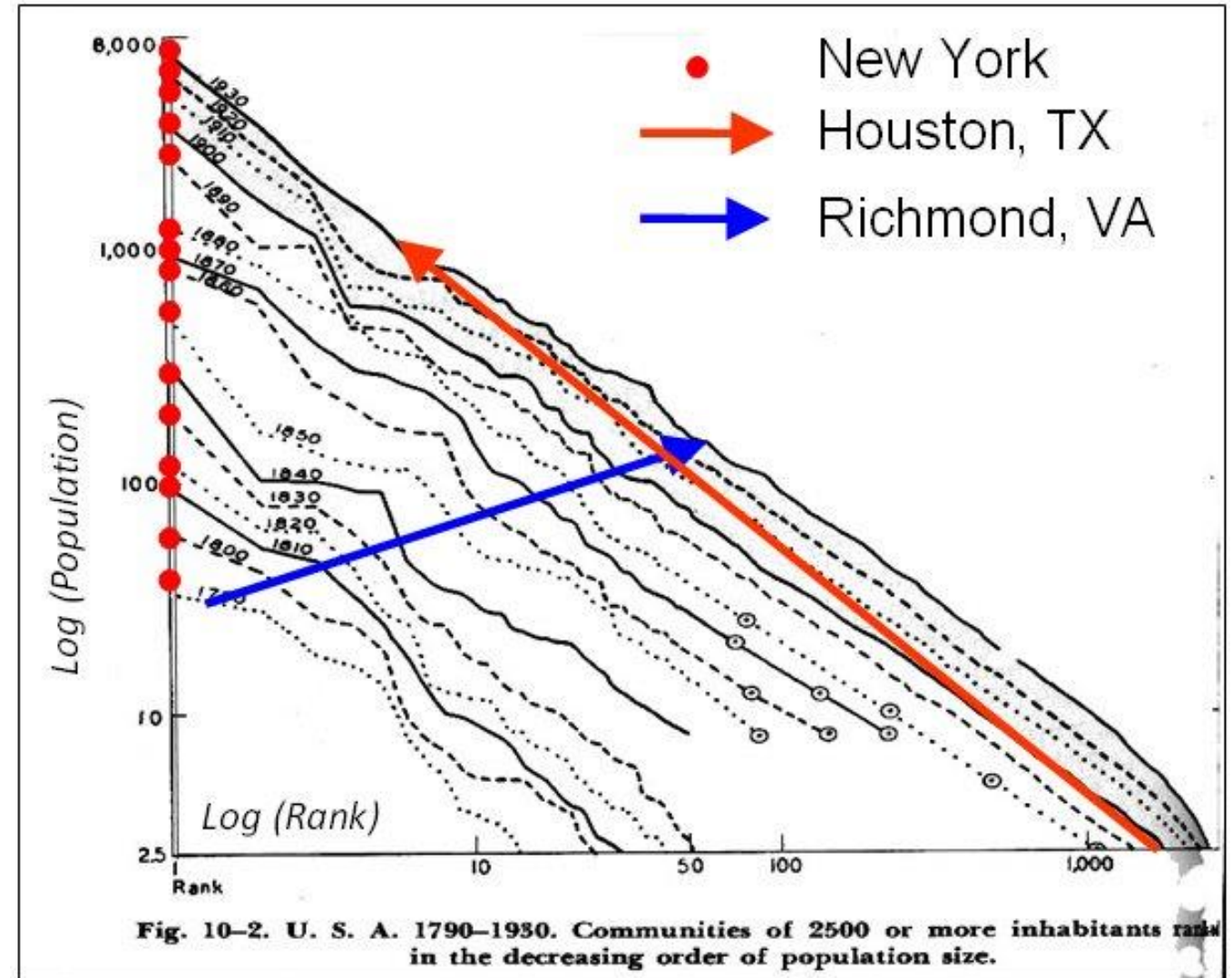
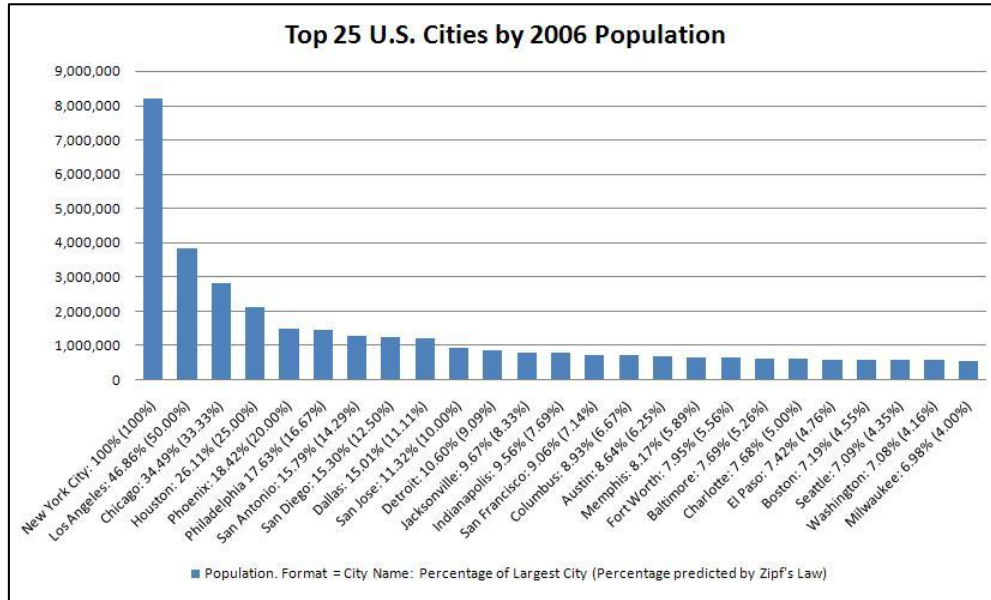
$$2nd = k \frac{1}{2}$$

$$3rd = k \frac{1}{3}$$

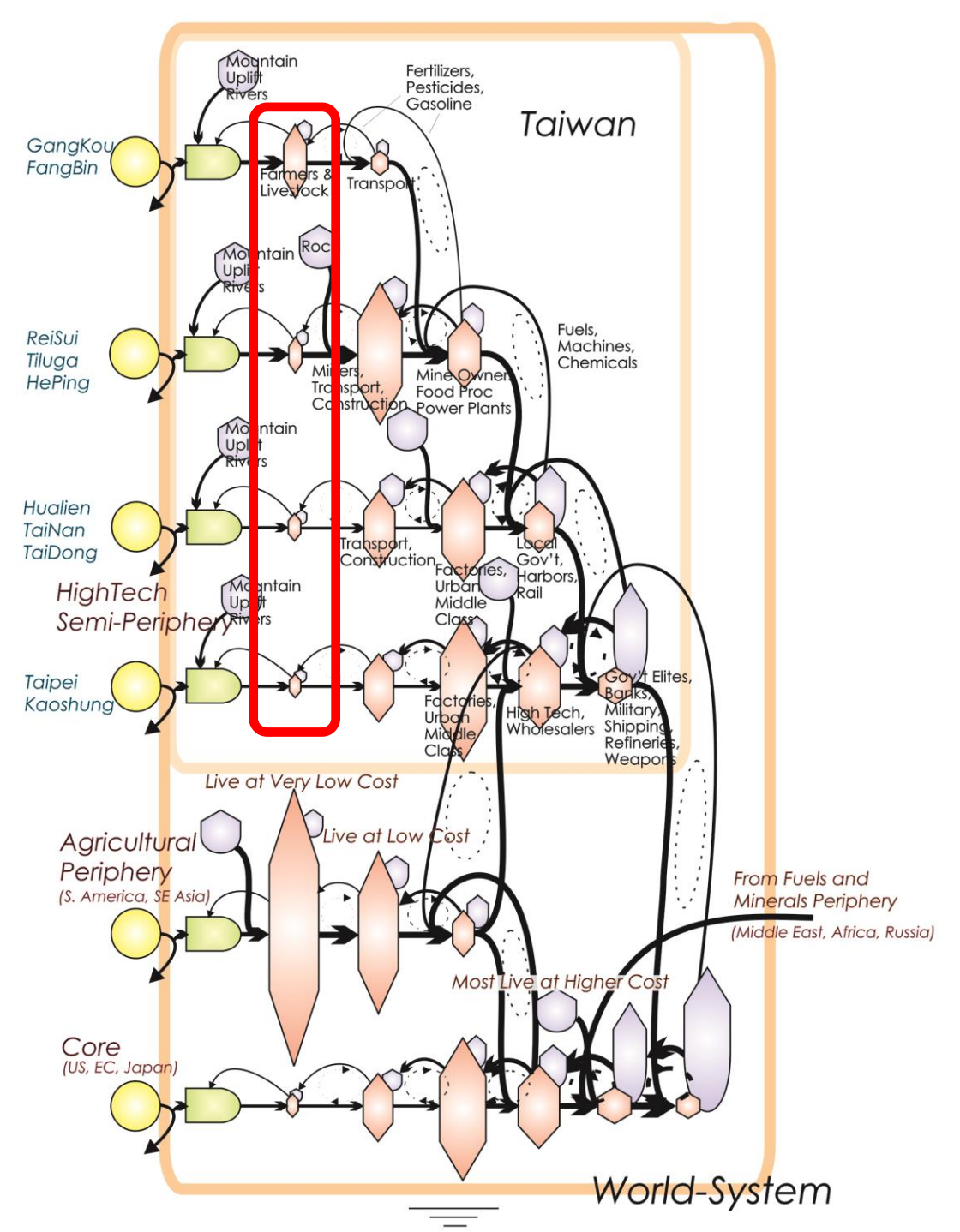
$$4th = k \frac{1}{4}$$



Zipf distribution, “Rank-Size” for US Cities

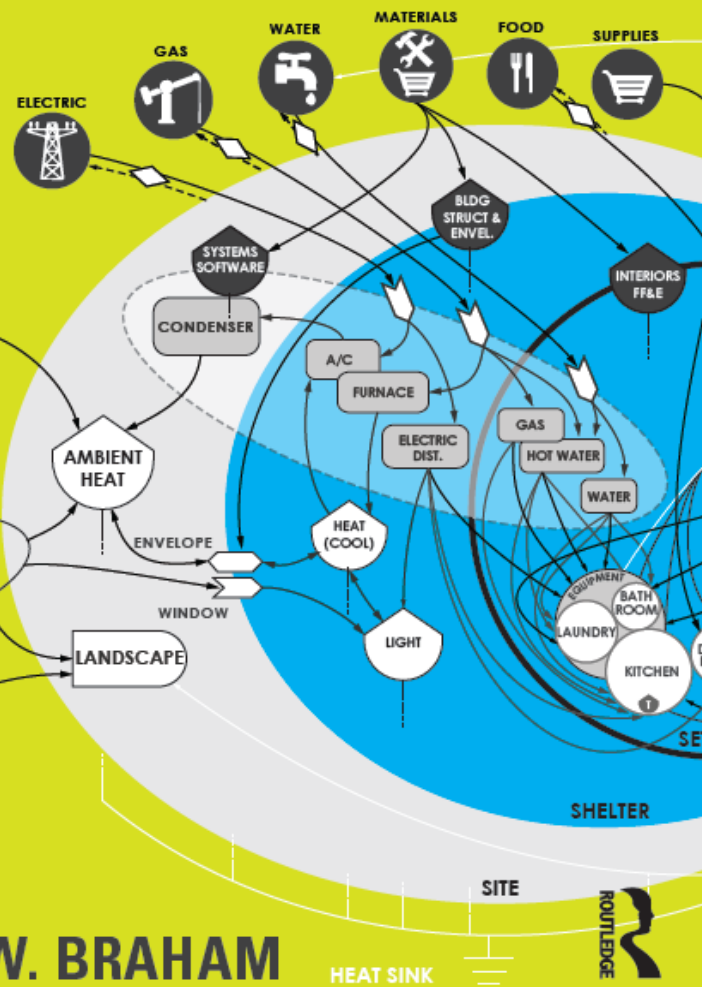


From George Kingsley Zipf (1949) *Human Behavior and the Principle of Least Effort* (Addison-Wesley, Cambridge, MA)



ARCHITECTURE AND SYSTEMS ECOLOGY

Thermodynamic
Principles of
Environmental
Building Design,
in three parts

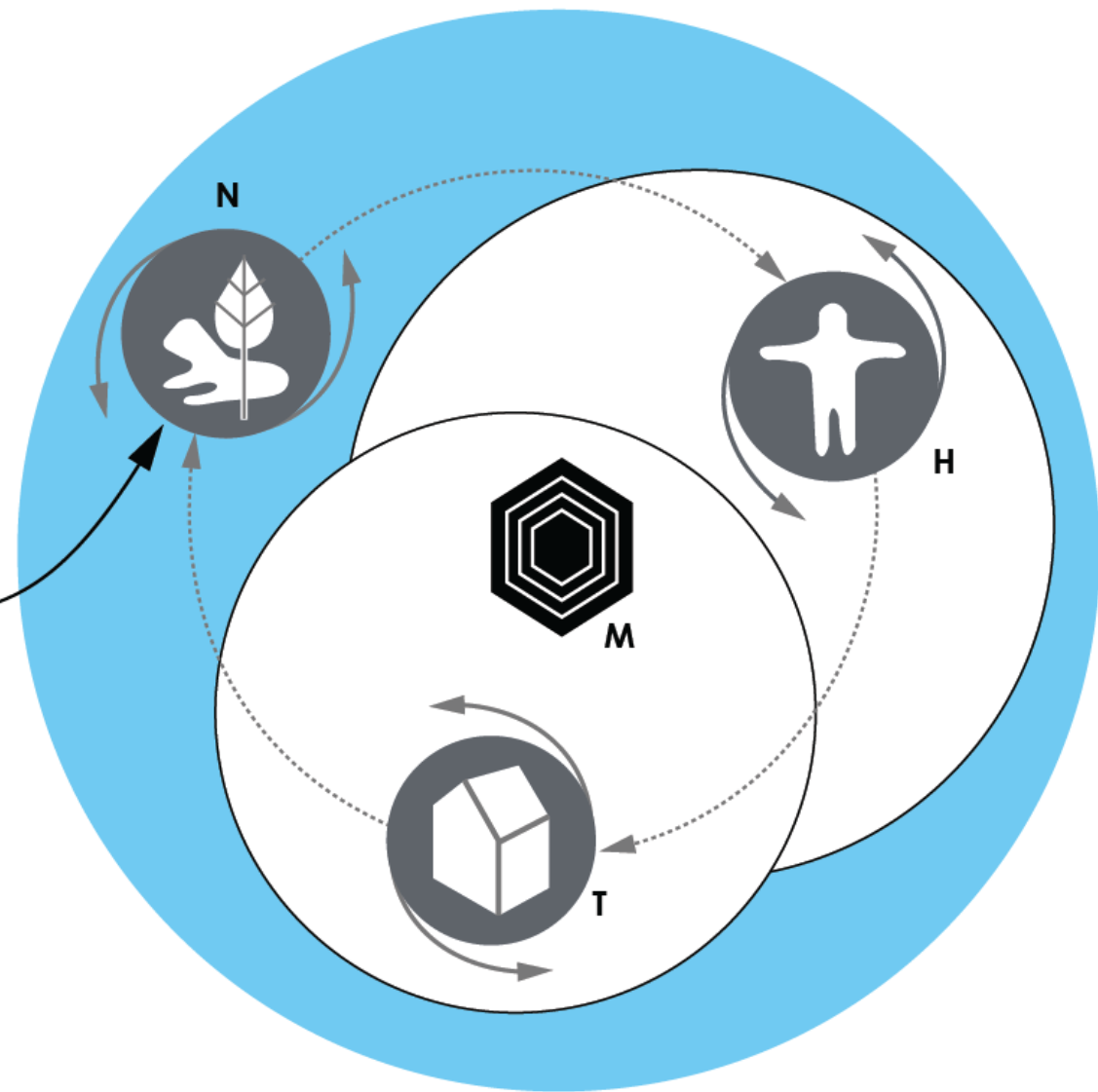


WILLIAM W. BRAHAM

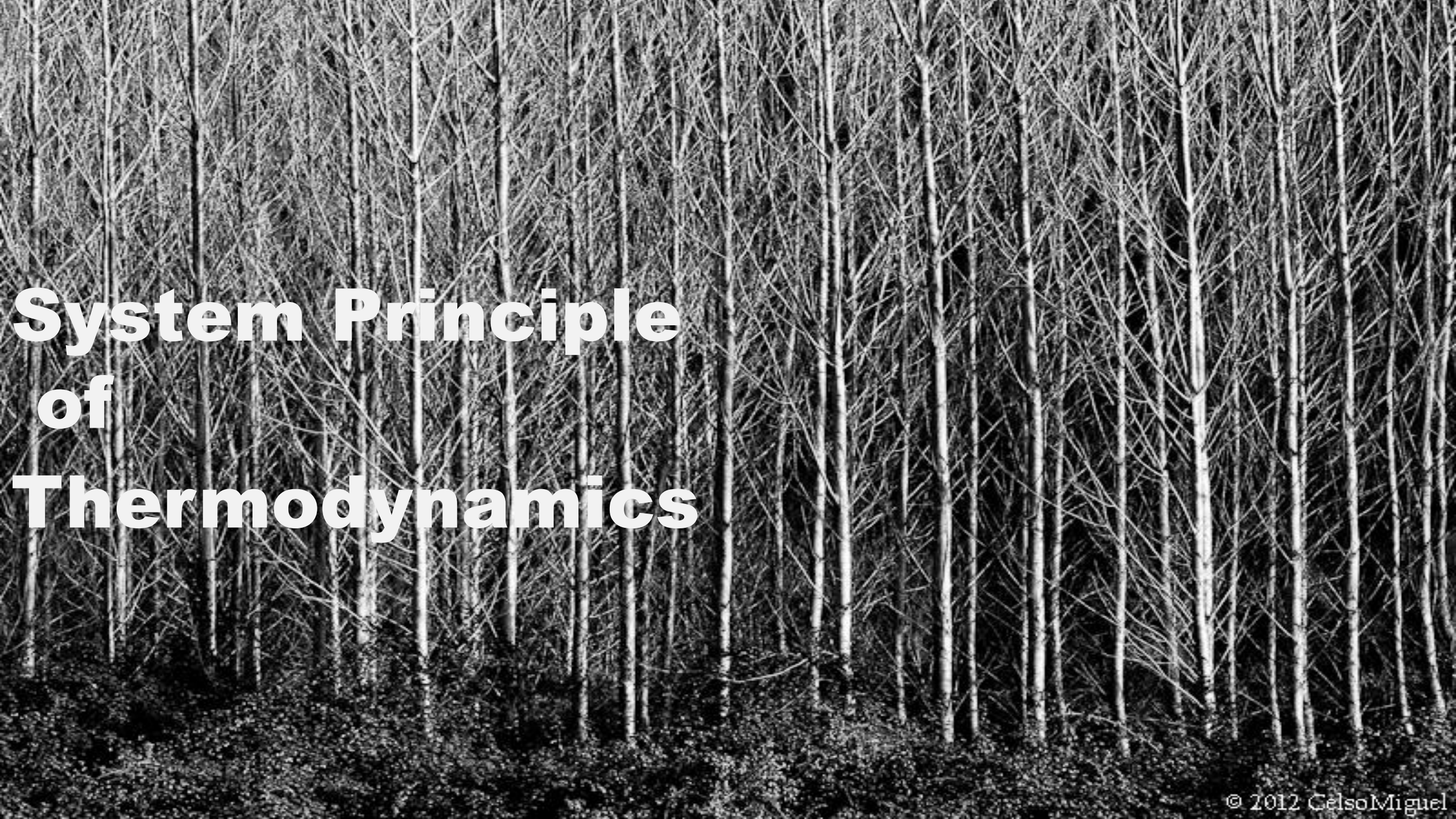
HEAT SINK



ENVIRONMENTAL
RESOURCES



H – Human
T – Technological
N – Natural



System Principle of Thermodynamics