

Rebuild America and the World

ASCE Report Cards on America's Infrastructure

Infrastructure Category	2001	2005	2009	2013	2017
Aviation	D	D+	D	D	D
Bridges	C	C	C	C+	C+
Dams	D	D	D	D	D
Drinking Water	D	D-	D-	D-	D
Energy (Power Grid)	D+	D	D+	D+	D+
Hazardous Waste	D+	D-	D-	D-	D
Inland Navigable Waterways	D+	D-	D-	D-	D
Levees	-	-	D-	D-	D
Ports	-	-	C-	C-	C+
Public Parks & Recreation	-	C-	C-	C-	D+
Rail	-	C-	C-	C-	B
Roads	D+	D	D	D	D
Schools	D-	D	D	D	D+
Solid Waste	C+	C+	C+	B-	C-
Transit	C-	D+	D	D	D+
Wastewater	D-	D	D	D	D
Overall	D+	D	D	D-	D+

<https://maaw.info/ASCE2001Infrastructure.htm>

HERE'S WHY CONGRESS NEEDS TO REAUTHORIZE FUNDING TO REBUILD AMERICA'S INFRASTRUCTURE:

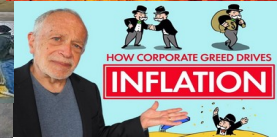
65% of America's major roads are rated in less than good condition

25% of our bridges require significant repair or can't handle today's traffic

45% of Americans lack access to transit

#RebuildAmerica

WH.GOV/REBUILD-AMERICA



- **Problems**
- 1) Old infrastructure everywhere
- 2) Obsolete infrastructure/buildings/facilities that don't serve today's needs
- 3) Bad quality ones that need repairs, upgrades, or replacements
- 4) Messy buildings, regions, utility lines/supplies, etc.
- 5) Crowded regions as traffic bottlenecks
- 6) Lack of new valuable development
- 8) Funding issues and political gridlocks due to corruption and stupidity
- 7) Pervasive needs for rebuilding America and nations everywhere, especially worst ones like India/Africa
- 9) Conflicts of interests with related businesses or people and governance stability issues
- 10) Human resources due to lack of relevant major developments/jobs/training for decades
- 11) Resources like equipment, technologies, platforms, etc. due to relevant human resource shortages
- 12) Misc other concerns such as sustainability, efficiency, cost, planning, etc.

Note: Most variables have positive effects but corruption, debt and environmental vulnerability have negative effects.

Rebuild America and the World

HSBC: 'Zombie companies' are killing the economy, so we should just let them collapse

Bob Bryan Mar 15, 2016, 2:32 PM PDT

The economies of developed countries have been stuck in a low growth gear ever since the financial crisis.

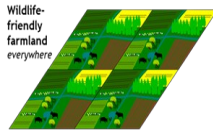


Participants take part at the Zombie Walk Düsseldorf along the Rheinuferpromenade on September 6, 2015 in Düsseldorf, Germany. Sascha Oberbach/Getty Images

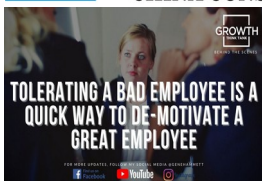
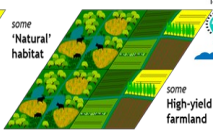


Common Cause

Land sharing



Land sparing



Funding and support

- 1) Absorb money from the worst/worse/bad quality or most/super greedy businesses like top tech giants and other greedy businesses with our Linux innovations
- 2) Absorb money from the richest or super greedy people and the worst, overpopulated, or worse quality people with our Linux and government platforms
- 3) American/local businesses/people share or donate relevant lands, equipment, materials, resources, skills, etc.
- 4) Government/business/people directly raise mass awareness, promote/urge mass participation, and mobilize/share/manage resources intensively and efficiently for key projects
- 5) Heavily pervasively utilize/employ lots of most experienced cheapest best Chinese human, equipment, and other resources in most of our big/small projects/plans
- 6) Exchange resources instead of money for compensations with mobile smart self sustainable communities to produce major consumptions of all kinds cost effectively efficiently for people/resources involved and promote full employment everywhere
- 7) Train and utilize migrants, refugees, long term homeless or jobless, poorest, illegal immigrants, bad quality people, etc. and order them to work cost effectively for demanding/dangerous jobs or get expels, punishment, or assisted suicides

Rebuild America and the World



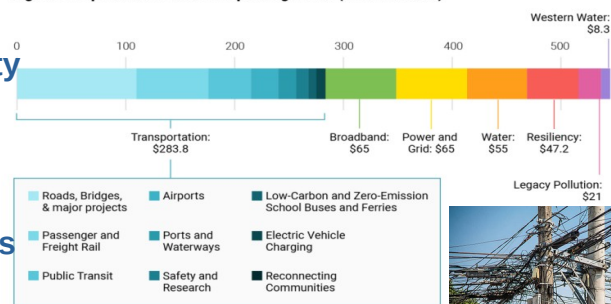
- **Planned Efforts & Plans**
 - 1) Pervasive anti-corruptions over most/more greedy businesses and people by priority leveraging major tech innovations as the prerequisite for a better America/world and also to get several-trillion-dollar funding
 - 2) Contact American politicians to launch the political campaigns for our projects & plans and get the official approval and support from Americans
 - 3) Work with China to come up with:
 - a. Political campaign materials such as inspiring videos like China's decade of height/depth/velocity/breadth/etc. development
 - a. Plans to rebuild key old/broken US infrastructure
 - b. Plans to rebuild Chinatown and downtown of New York/San Francisco/ Washington DC
 - c. Plans to rebuild the poorest cities such as Detroit, Michigan, Baltimore, Maryland
 - d. Build several new self sustainable smart communities/cities of varieties and scales including those for many Chinese construction workers deployed in the US
 - e. High level and detailed designs and plans to rebuild the entire America
 - f. High level and detailed designs and plans to rebuild the entire world

Rebuild America and the World

Infrastructure Bill Follow Up

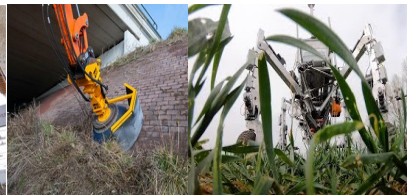
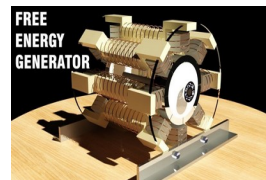
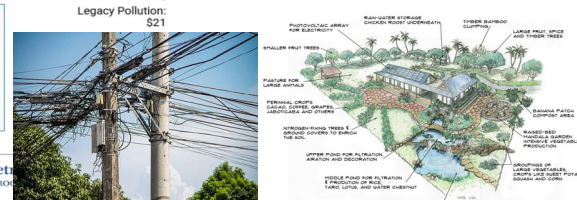
- 1) Generally leverage cost effective Chinese resources with mainly Chinese Americans supervising/assisting for majority infrastructure jobs
- 2) Apply other funding and support solutions
- 3) Roads, bridges, & major projects
 - a. Cracked/broken/old roads or bridges
 - Build sustainable long lasting ones out of recycled materials
 - b. Messy or ugly power/cable lines/poles
 - i. Adopt off-grid free energy generator per household for distributed power
 - ii. Deploy solar panels with home battery backups to some households
 - iii. Eliminate power lines like those transporting renewable energies with optimal population
 - iv. High speed satellite communications for Internet, TVs, etc.
 - v. Off-grid water collection, treatment, and disposal systems
 - c. Old/messy/bad quality shops/buildings around
 - i. Upgrade to improve appearance and usability
 - ii. Remove and rebuild with relocation, community participation, and cost effective construction
 - c. Wild messy grasses around
 - Robots to remove weeds along the road or in a piece of land

Figure 1. Topline above-baseline spending in IIJA (billions of USD)



Source: Bipartisan Infrastructure Investment and Jobs Act Summary

B Met at BROI



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● **Infrastructure Bill Follow Up**

- 4) Passenger and Freight Rail, Public Transit, Airports, Ports and Waterways
 - a. Upgrade the heavily used ones
 - b. Add a few cost effective ones along very popular new routes
 - c. Terminate and clean up least/less used, redundant, expensive, or inefficient ones and their routes
- 5) Clean Energy School Busses/Ferries and Electric Vehicle Charging
 - a. Try rebuild such vehicles with clean energy engines
 - b. Free energy generators or solar power system on the vehicles for charging instead of building charging stations
 - c. Apply similar solutions to other public transportation
- 6) Reconnecting Communities
 - a. Electric transportation with free energy generators or solar panels
 - b. Self-driving transportation
 - c. Transportation of major consumption goods across community members or regions
 - d. Integrate mobile/stationary facilities/factories to meet the major consumption/production needs for members of self sustainable smart community scattered around and achieve better survival/living experiences



Rebuild America and the World

● Housing/building/property/shop renovation/rebuild

1) Houses

Repair, renovate, rebuild, clean energy, smart/unique home, appliances, disaster proof recyclable prefab aluminum/steel houses, farm, etc.

2) Apartments

Repair, renovate, rebuild, clean energy, utilities, smart modern green buildings, roof farm/recreation

3) Lands, farms, other properties

Land management/sharing for rebuilding America and better communities

Modern shared fun/creative farms for better family/local economy

Management and sharing of other properties for better utilization or experiences/opportunities

4) Shops, markets, shopping centers

Remove old/messy/bad quality ones and build modern advanced ones

5) Commercial buildings

Repair, renovate, rebuild, clean energy, utilities, smart modern green buildings, roof farm/recreation

6) Community centers, libraries, parks, other community facilities etc.

a. Expand community facilities to make community and optionally neighbor/remote ones together as self sustainable/sufficient and smart/automated as possible besides renovation/rebuilding if needed

b. Integrate/maximize resource sharing, mutual help, social and other activities across community households



Payback Period

5.92 Years



20-Year Savings

\$64,605



Cost per Watt

\$2.97



Rebuild America and the World

Urban renewal/renovation

Aimed at treating parking difficulty, dirty/messy/bad spots, climbing upstairs, no property management, outdated pipelines, obsolete supporting facilities, etc. Renovations and constructions over appearances, modern utilities, elevators, parking, elderly care, and other facilities

1) Downtown

Maintain the same street counts and areas. Integrate various functions for people with different classes. Add high end commercial building like shopping center, pedestrian streets, and bridges. Must improve the consumption and real estate returns. Reserve historic buildings/sceneries and fully utilize relevant businesses and public spaces. Break into several periods of renovations to surrounding regions if necessary to reduce costs

2) Historical/cultural sites

Treasures, personalities, and key advantages for a city/county. Restore them to the new or better states with more attractions instead of removals

3) Hybrid areas

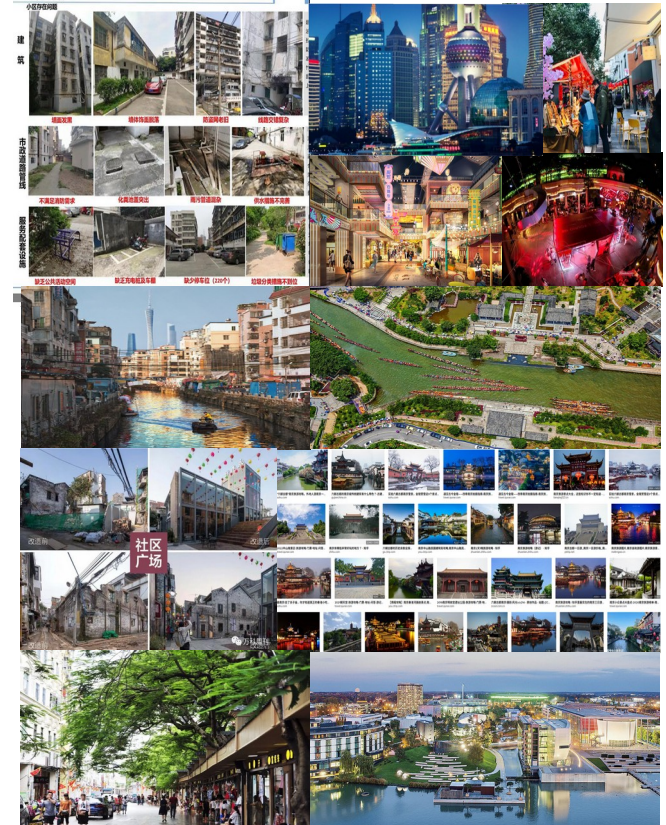
Issues of mixture of residential, commercial, industrial, and government buildings. narrow old streets, dense buildings, low purchase power, etc. Expand or renovate streets, add public utilities/facilities. Often bound with better regions to renovate together

4) Urban villages

Funding and policy support from government and businesses, active participation of residents, relocation, restoring/adding key facilities to benefit residents and villages

5) Industrial aggregation areas

Adopt the industrial upgrading models and encourage similar or highly related enterprises to settle in, and form an industrial cluster effect again



Rebuild America and the World

Poverty Alleviation/Elimination

Comprehensive evaluation of people/regions. Aggressive overpopulation treatment, anti-corruptions, and providing affordable major consumptions to good quality ones: food, clothing, education, medical care, housing, income, transportation, water, electricity, communication, etc. to good quality ones

- 1) Comprehensive evaluation of competitiveness/potentials for the poor/rich people/regions. Aggressive planned parenthood for overpopulated poorest regions like India/Africa. Assisted suicides for the worst quality people
- 2) Pervasive anti-corruptions to efficiently and fairly help the poor
- 3) Employment. Guide/support people to be self reliant base on local resources and achieve local poverty alleviation
- 4) Organized relocation for those difficult to achieve local poverty alleviation to guarantee the stable expected results
- 5) Ecological compensation. Increase ecological protection/restoration intensities and investments in key ecological function areas, and expand the policy implementation scope and environment protection jobs
- 6) Education. Improve basic/vocational education and education standards/conditions. Give special cares to young children
- 7) Social security, comprehensive coordination, subsistence allowances, rural cooperative medical care, and serious illness insurance policies
- 8) Self sustainable smart communities/cities of varieties and scales for full employment and poverty elimination

The collage contains several key elements:

- 21 Employee Performance Metrics:** A circular chart with 21 numbered metrics such as 'Sales/Revenue', 'Productivity', 'Customer Satisfaction', etc.
- Potential Assessment:** A pyramid diagram with levels like 'Quality of Life', 'Economic Performance', 'Social Performance', and 'Environmental Performance'.
- Population and the Planet:** A complex flowchart showing the relationship between population growth, resource consumption, and environmental impact.
- Planned Parenthood:** A large image of the organization's logo.
- Assisted Suicide:** An image of a medical syringe with the text 'ASSISTED SUICIDE'.
- Infrastructure Jobs:** An image of a construction worker with a text box about 'BEST CONSTRUCTION JOBS'.
- Careers in Environmental Protection:** An image of a person working in a field with a text box about 'CAREERS IN ENVIRONMENTAL PROTECTION'.
- Why China:** A text box titled 'WHY CHINA' with the subtitle 'How education helps alleviate poverty in China?'.
- Social Welfare:** A diagram showing the relationship between 'TECHNOLOGY', 'POLITICAL SCIENCE', 'SOCIAL WELFARE', 'ECONOMICS', 'PSYCHOLOGY', and 'PHYSICS'.

Rebuild America and the World

● Poverty Alleviation/Elimination

- 1) Enhance economy development of contiguous poverty-stricken areas
- 2) More major infrastructure/ecological projects such as transportation, water conservancy, electric power, and information
- 3) Appropriately raise the subsidies for rural road construction
- 4) Implement projects to consolidate/improve rural drinking water safety
- 5) Formulate/implement plans for connecting power to poor villages
- 6) Accelerate the promotion of satellite broadband networks
- 7) Adjust/improve resource share/management to benefit more local people and regions
- 8) Spread new urbanization and agricultural modernization solutions widely to benefit others quickly
- 9) Relocate eligible agricultural migrants and their families for employment
- 10) More state's policies/funds/projects toward promising regions
- 11) Implement the plans of one village, one/several major products
- 12) Promote precise assistance and employment through exporting labor/services, economy development, training, and entrepreneurship
- 13) Strengthen education, free standard education, and expand enrollments in key colleges/universities
- 14) Provide universal medical insurance coverage for serious diseases, improve medical services, strengthen plague prevention/treatment
- 15) Accelerate the renovation of dilapidated houses in rural/impoverished areas



New Earth Diversities and Development

New Earth Diversities

- ◆ Mobile, hybrid, and stationary communities
- ◆ Land, ocean, and space communities
- ◆ Small, medium, and large scale communities
- ◆ Minimal, medium grade, and luxury communities
- ◆ Residential, government, and business communities
- ◆ Specific consumption oriented communities
- ◆ Special interests and hobbies communities
- ◆ East, north, center, west, and south communities
- ◆ Kid, teen, youth, adult, and elderly communities
- ◆ Female, unisex, hybrid, and male communities
- ◆ Geological, cultural and historic communities
- ◆ Cold, mild, hot, wet, and dry communities
- ◆ Local, regional, national, and global communities
- ◆ Specific technology oriented communities
- ◆ Horizontally and vertically hybrid communities

Planning & development, resource acquiring, sharing, and management, etc.

- ◆ Prototyping the basic community templates for each type till success or abortion/archived
- ◆ Store them into shared databases for incremental or major upgrades to other types
- ◆ Build different communities based on types, templates, resources, existing features, requirements, and updates that optimally intelligently retrieved and evaluated
- ◆ Avoid building redundant, expensive, failed, trivial communities to minimize expenses
- ◆ Proactive intelligent resource sharing and management platforms and tools
- ◆ Performance metrics: innovations, popularity, revenues or profits, social or environmental impacts etc.
- ◆ Repeat the planning and development process