

Future Suffering and the Non-Identity Problem

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Person-Affecting View: Whether an act is morally permissible depends on whether there'd be something to be said against this act, from the point of view of any particular person.

Procreation Asymmetry: There's no moral requirement to create happy people (in virtue of their being happy), but there *is* a moral requirement *not* to create miserable people (in virtue of their being miserable).

A *morally requiring reason* to do an act serves to make this act morally required.

A *morally permitting reason* to do an act serves to make this act morally permissible (by *serving to defeat* the wrong-makingness supplied by countervailing requiring reasons) without serving to make this act morally required. Such a reason also *favours*.

Reasons-Wrongness Link: It is wrong to do an act *A* if and only if there is an *overall* morally requiring reason to do an alternative *B* instead, and insufficient permitting strength supporting this act *A* over the alternative *B*.

Person-Affecting View (requiring reasons interpretation): There is a requiring reason to do act *A* if and only if there would be something to be said against *not-A* from some particular individual's point of view.

Five Key Claims:

- (i) There is a requiring reason not to bring about miserable lives insofar as they are overall miserable (based on overall complaints).
- (ii) There is a requiring reason not to bring about happy lives insofar as they contain suffering (based on pro tanto complaints).
- (iii) There is no requiring reason to bring about lives insofar as they contain happiness.
- (iv) There is a *permitting* reason to bring about happy lives insofar as they contain happiness. That is, there is a permitting reason to [create a happy person] *rather than* [create someone else or create no one at all], insofar as the former alternative brings about more happiness than the latter.
- (v) There is a requiring reason to create a happy person with more happiness rather than create this *same* person with less happiness.

No Double-Counting: Once a pro tanto complaint plays a role in grounding an overall *overall-complaint-based* requiring reason to do *A* rather than *B*, this pro tanto complaint cannot go on to ground a requiring reason to do *A* rather than *B* (or to do *B* rather than *A*).

Same-Life Antinatalism: When your only two alternatives are to create *X*, or create no one, it is wrong to create *X* just in case *X*'s life contains *any* suffering—even if *X*'s life is overall *well* worth living.

Different-Lives Antinatalism: When your only two alternatives are to create the *A*-people & *Z*, or create no one, it is wrong to create the *A*-people & *Z*, if *Z*'s life is overall *barely* miserable—even if there are many *A*-people whose lives are overall *well* worth living.

Happy Amy: You can press a button that will, at no cost or benefit to anyone who exists independently, cause Amy to pop into existence. Her life would contain 60 years of happiness and 6 months of suffering. Overall, her life is worth living.

Happy & Miserable: You can press a button that will cause *two* people to pop into existence, Albert and Zara. While Albert's life would contain 60 years of happiness and no suffering, Zara's life would contain 6 months of suffering and no happiness.

Same-Life Improvement: Create no one,
Create Amy with 40 years of happiness and no suffering, *or*
Create Amy with 60 years of happiness and no suffering.

Overall Welfare Non-Identity: Create no one,
Create Amy at overall welfare level 40, *or*
Create Bobby at overall welfare level 60.

Basic Non-Identity: Create no one,
Create Amy with 60 years of happiness and 6 months of suffering, *or*
Create Bobby with 60 years of happiness and no suffering.

Basic Non-Identity II: Create no one,
Create Amy with 60 years of happiness and 6 months of suffering, *or*
Create Bobby with 60 years of happiness and 1 month of suffering.

Basic Non-Identity III: Create no one,
Create Amy with 60 years of happiness and 6 months of suffering, *or*
Create Bobby with 40 years of happiness and 1 month of suffering.

Non-Suffering Non-Identity: Create no one,
Create Amy with 40 years of happiness and no suffering, *or*
Create Bobby with 60 years of happiness and no suffering.

Equal Suffering Non-Identity: Create no one,
Create Amy with 40 years of happiness and 6 months of suffering, *or*
Create Bobby with 60 years of happiness and 6 months of suffering.

Miserable Non-Identity: Create no one (very bad for existing people),
Create Amy with no happiness and 60 years of suffering, *or*
Create Bobby with 50 years of happiness and 60 years of suffering.

Miserable Non-Identity II: Create no one (very bad for existing people),
Create Amy with no happiness and 60 years of suffering, *or*
Create Bobby with 1,000 years of happiness and 70 years of suffering.

Future Death: We can invest in vaccines that will prevent future deaths. If we don't invest, many future people will die at the age of 40. If we do, *these particular future people will never exist*, and the same number of *different* future people will die at the age of 60.