Memory Processing Architecture and Behavioral Expression

People often explain human behavior using simple labels. Someone is called violent or unstable, healthy or broken, good or bad. These labels feel efficient, but they hide how behavior forms. This framework starts from a different assumption: aggression is not a feature of memory itself. Instead, it is a downstream outcome that emerges from how different systems interact. Memory processing sits in the middle of those systems, shaping perception and reaction without directly dictating what someone does.

The model treats the mind as layered. At Level 1 Processing Architecture are the systems that manage regulation, decision-making, learning, and overall brain chemistry. These systems influence how strongly experiences are weighted and how much control a person has in the moment. At Level 2 Memory Processing Architecture are the systems that store and integrate experience, including conscious memory, emotional learning, habits, and survival encoding. These systems influence what feels threatening or important. At Level 3 Behavioral Output is what people do, including cooperation, withdrawal, or aggression. Keeping these layers separate matters because it prevents us from blaming memory for behavior it does not directly cause.

Within memory processing, the framework identifies four conditions. MPA-V Stable Functional Diversity in Memory Processing refers to normal differences in how people remember and integrate experience. Some people form strong emotional associations, others rely more on narrative memory, and others process more diffusely. These differences are stable and adaptive, not signs of dysfunction, and they explain why people respond differently without assuming instability.

MPA-F State-Dependent Memory Dysregulation describes what happens when stress, trauma activation, exhaustion, or emotional overload temporarily overwhelm the system. In these moments, survival memory takes priority and context fades. The world feels more dangerous than it is, and reactions become sharper. Importantly, MPA-F is temporary. When the system settles, memory processing usually returns to baseline.

MPA-X1 Axis-Mismatch Memory Phenomena covers behaviors that look memory-driven but are not. Reflexes, intoxication, instinctive reactions, and some developmental behaviors can all produce automatic responses that mimic learned behavior. Including MPA-X1 prevents memory from being blamed for reactions that come from chemistry or hardwired response systems.

MPA-X2 Memory Substrate Loss refers to real damage to memory architecture, such as from neurodegenerative disease or traumatic brain injury. In these cases, the system

itself is impaired. Behavior changes because parts of the structure no longer function, not because the system is temporarily overwhelmed or emotionally activated.

Aggression is explained separately using three descriptors that describe how control operates in the moment. EXA Executive-Centric Aggression is deliberate and strategic. The person knows what they are doing and uses harm to achieve a goal. AFA Affective-Centric Aggression is reactive and emotionally driven, often triggered by frustration or humiliation, with reduced but present self-control. AUT Autonomic-Centric Aggression occurs when survival systems take over completely, narrowing perception and suppressing reasoning, so the behavior feels defensive rather than chosen.

One of the most important ideas in this framework is the difference between short-term breakdowns and long-term patterns. The question is not simply whether someone became aggressive, but whether that aggression continues when the person is calm and regulated. If aggression only appears during MPA-F states, it reflects temporary dysregulation. If it appears consistently, it is more likely part of a learned strategy shaped by reinforcement and values at Level 1. This distinction allows us to take harm seriously without turning every episode into a permanent identity.

Because memory processing is defined separately from aggression, the framework applies far beyond violence. The same structure can be used to understand creativity, addiction, attachment, or moral decision-making. Aggression is just one possible outcome, not the core of the system. By keeping descriptors like MPA-V, MPA-F, MPA-X1, MPA-X2, EXA, AFA, and AUT intact, the model remains precise, scalable, and resistant to stigma while still being usable in real-world analysis.

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Disclosure Statement

This paper presents a conceptual and theoretical framework intended for educational and scholarly discussion. It is not a substitute for professional mental health diagnosis or treatment and makes no clinical or therapeutic claims. Certain technical, computational, and implementation details are proprietary and therefore not disclosed.