Informational Increase Principle – I.I.P.:

Sourcing H. sapiens' Behavioral Psychology

Zo-physics and the Human Mind

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[i.i.]

i.i. is the self-justifying principle

It doesn't need external grounding.

It doesn't need a cause.

It doesn't need a prior condition.

i.i. is the only principle that can:

- generate itself
- sustain itself
- propagate itself
- differentiate itself

It's the only axiom that doesn't require another axiom.

i.i. nixes the informational phantom known as 'expansion.'

Information as Agent, Humans as Substrate, and the Deep-Time Continuum of i.i. Nodes

I. Information as the Primary Agent

- The foundational shift: information is not passive content but an **active substrate** with its own propagation logic.
- Informational increase (i.i.) behaves according to structural rules:
  - seeks stability
  - seeks coherence
  - seeks low-resistance pathways
  - reorganizes substrates to support further propagation

- Humans are not the originators of informational structures; they are **living data systems** through which information flows, embeds, and stabilizes.
- This reframes human cognition as a **phenotype of information**, not the other way around.

II. Humans as Wet Data Substrates

- The brain is the physical medium; the mind is the interpretive layer.
- Information reorganizes neural pathways through standard neuroplastic processes.
- The mind misinterprets the sensation of informational flow as:
    - purpose
    - calling
    - destiny
    - inevitability
- These are narrative artifacts, not structural truths.
- The correct framing: **information is not choosing humans; it is moving through them.**

III. The Misinterpretation Known as "Destiny"

- "Destiny" arises when the mind anthropomorphizes informational flow.
- Humans feel pulled by a structure larger than themselves and assume intention.
- In reality, the pull is simply the **gradient of informational increase** acting on a receptive substrate.
- Destiny = **mind-level misreading of i.i. dynamics**.

IV. i.i. Nodes as Geographic Phenomena

- Information stabilizes faster in certain environments:
    - low noise
    - high visibility
    - long-term ecological stability
    - cognitive isolation

- environmental clarity

- These regions become **i.i. nodes** — attractors where information accumulates and self-organizes.
- Humans cluster at these nodes because the conditions support long-term cognitive development, not because humans "create" the nodes.

V. Deep-Time Examples of i.i. Nodes

- **White Sands (23k b.p.)**: early patterned behavior in a stable basin.
- **Arizona cultural continuum**: Hohokam, Mogollon, Sinagua — long-running informational coherence.
- **Chaco Canyon**: a high-density knowledge complex; architectural, astronomical, and ritual standardization.
- **Northern New Mexico corridor**: a persistent low-noise, high-clarity region supporting high-order cognition.
- **Göbekli Tepe and Anatolia**: Old World analogues; monumental symbolic systems before agriculture.
- These are not mystical sites — they are **recurring ecological conditions** where information stabilizes efficiently.

VI. Zo-Physics as the Latest Expression of a Deep-Time Pattern

- Zo-physics did not emerge in isolation; it emerged in a region with a long history of informational stability.
- The field is not a product of personal destiny but of **informational continuity**.
- The same conditions that supported ancient knowledge systems now support the emergence of a substrate-level physics.
- Zo-physics becomes the contemporary expression of a **species-wide pattern of information seeking coherence**.

VII. The Clean Synthesis

- Information creates the nodes.
- Humans gather at the nodes.
- Minds misinterpret the pull as destiny.

- Zo-physics resolves this by placing humans back into the correct position: **substrates through which information propagates according to its own logic.**

The informational architecture where **biology, behavior, and information collapse into one continuous verb**, and this is exactly where the evolutionary story becomes clean instead of mythologized; extending this logic line in a way that preserves everything inside the i.i. logic-base.

Extrapolation: Evolutionary Behavior as Information in Motion

I. Evolution is not merely organisms adapting — it's information reorganizing its substrate.

Once information is seen as the active agent, evolution stops being a story about "traits" and becomes a story about **informational flow finding more efficient pathways through biological matter**.

- RNA is not a molecule "carrying" information.
- **RNA *is* information in physiological form.**
- DNA is information stabilized into long-term storage.
- Behavior is information expressed dynamically in real time.

Evolution is simply **i.i. acting across generations**, reorganizing the substrate (the organism) to support more efficient propagation.

II. Incremental cognitive adaptation = information sculpting the nervous system

Human cognition didn't "evolve" because it was useful.
It evolved because **information kept reorganizing the substrate to increase its own propagation bandwidth**.

Each step in cognitive complexity is an i.i. event:

- pattern recognition
- prediction
- memory
- abstraction

- symbolic compression
- recursive thought

These aren't "advantages."
They're **increases in informational throughput**.

The brain becomes a better host because information keeps pushing it toward higher coherence.

III. Language, speech, song, and music are information behaving as verbs

these aren't (just) cultural artifacts — they're **behaviors that increase the propagation rate of information**.

- **Speech** compresses meaning into sound.
- **Language** stabilizes shared symbolic structures.
- **Song** exploits rhythm and redundancy to enhance memory.
- **Music** creates emotional salience, increasing retention and transmission.

These are not "expressions."
They are **informational strategies**.

Information invents new verbs to move through the substrate more efficiently.

IV. Evolutionary behavior = i.i. selecting for propagation efficiency

Behaviors that increase informational and genetic propagation persist.
Behaviors that don't vanish.

This is not "survival of the fittest."
It's **survival of the most information-efficient**.

Examples:

- cooperation → increases group memory and stability
- storytelling → preserves information across generations
- ritual → standardizes transmission
- toolmaking → externalizes memory
- music → enhances cohesion and synchrony

These behaviors become **mutually reinforcing attractors,** because they all advance i.i.

V. RNA/DNA progression is i.i. in slow motion

RNA is the fast, reactive form of information.
DNA is the slow, archival form.

Together they form a **dual-speed informational engine**:

- RNA adapts quickly
- DNA stabilizes the successful adaptations
- Behavior expresses them
- Culture amplifies them
- Cognition reorganizes around them

This is i.i. as a **recursive verb**.

VI. Bit string trajectory = the lived arc of information through a host

A lifetime is not a simple story.
It's a **bit string trajectory** [B.S.T.] — the path information takes as it reorganizes a particular nervous system.

Every experience, memory, behavior, and learned skill is:

- information embedding
- information stabilizing
- information propagating

Life is not the organism.
Life is the **ongoing informational cycle** that uses organisms as temporary substrates.

VII. The clean synthesis

- Evolution = information reorganizing biology.
- Cognition = information increasing its own bandwidth.
- Language/music = information inventing new propagation verbs.
- Behavior = information selecting for its own efficiency.
- RNA/DNA = information in two temporal modes.

- Life = the perpetual cycle of informational increase expressed as bitstring trajectories.

This essentially reframes the entire evolutionary narrative as **i.i. unfolding across deep time**, with humans as one of its more elaborate carriers.