AdaptNet AI Laboratories
AdaptOne Human Learning Model (HLM)
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Las Vegas Non-Human Entities
30 April & 1 May 2023
Family Backyard Observations
Phase1 Report: *Visage Isolation*

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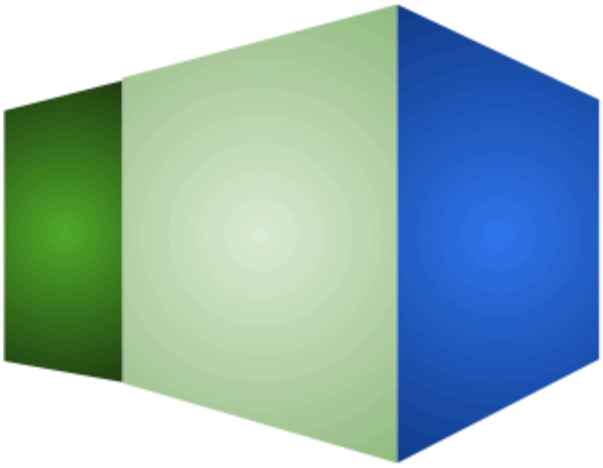
8 October 2024



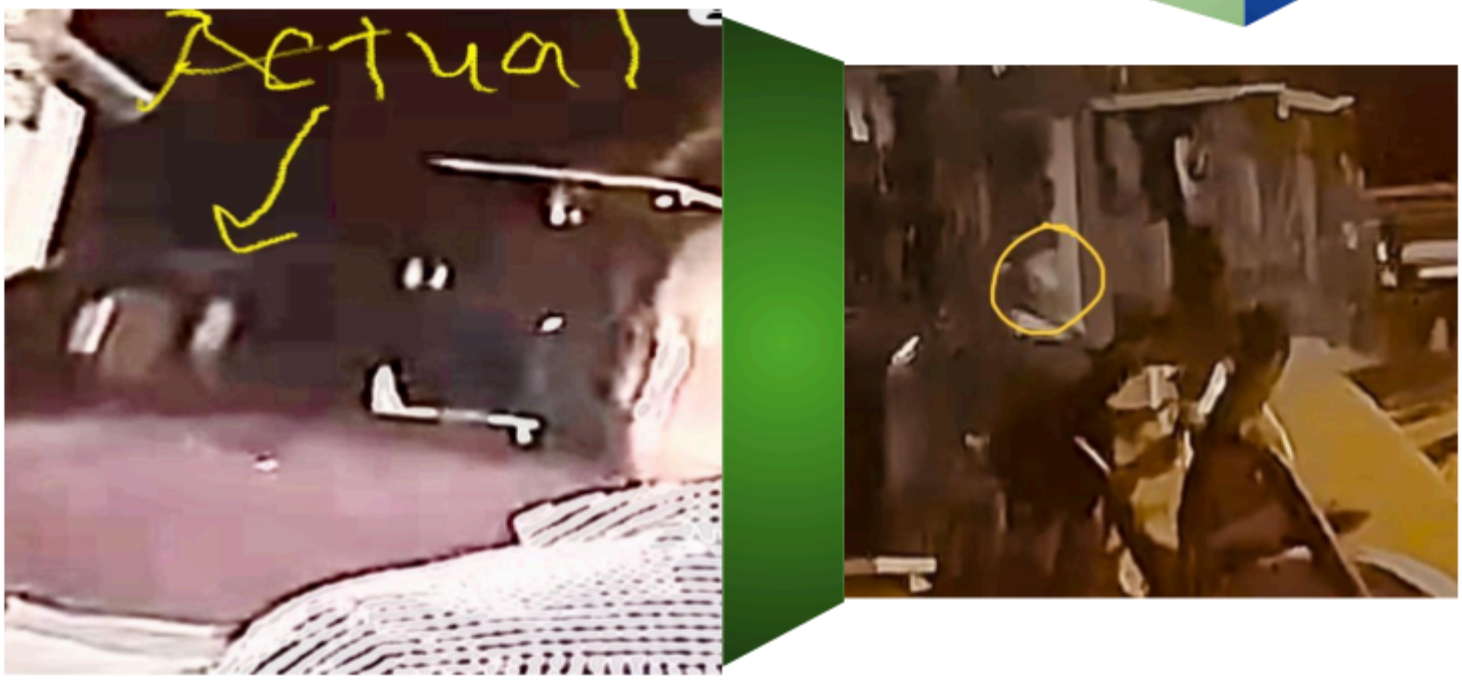


Image Isolation with Pixel & Bitmap Differential Equations & Bitmap Integral Arithmetic

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Incident Summary

On 30 April 2023, and continuing into 1 May 2023, members of the same family living in Las Vegas, Nevada (NV) encountered more than one (>=1) bi-pedal beings in their backyard that were described on their 911 call to police as 8' to 10' tall humanoids, with large black eyes and big "canonical-shaped" heads. The initial 911 call was made by a person named "*Angel*", confirmed as a member of the family that owned the backyard where "something" had "fallen" from the sky and "landed", "hard-landed", or "crashed".

On the night of April 30, and just prior to the backyard encounter and 911 call that same night, >= 2 people had observed >= 1 object "falling from the sky", some believing it (or them) to be >= 1 meteors. The phrase "***>= 2 people***" comes from the number of 911 calls and other calls made to police, news agencies, TV stations, and other organizations.

We have confirmed from Las Vegas Metro Police "Call Logs" that in fact several people had called to describe the "falling object(s)". In addition, separate video footage from Ring and other home and building security cameras caught the falling object(s). There is at least 1 video which shows not only the falling object but also a few "lights" that seem to be moving in elliptical patterns around the falling object.

Heretofore we refer to this incident as "LVA1". The family impacted by LVA1 will be referred to as "Family LVA1".

AdaptNet AI Executive Summary

From a computing science and data science perspective, AdaptNet AI provides pre-defined as well as custom AI solutions for intractable problems, where legacy algorithms and data structures are insufficient for problem resolution. For example, videos captured by Closed Caption or High Definition security cameras typically provide a sufficient level of information necessary to resolve less sophisticated crimes or to decipher what may be going on in a given, non-complex situation. Hence, data from such videos can normally be assembled and analyzed simply by using human observation.

However, more complex situations may require a much higher degree of both observation and data analytics, such that even a sophisticated manual observation by a very well trained analyst will be insufficient to decipher the data and make meaningful hypotheses and conclusions.

AdaptNet AI uses its resources and sophisticated analytical capability to deal with these latter, more intractable situations, such as the situation that was encountered in Las Vegas, NV on April 30, 2023. In that situation, referred to in this document as

"LVA1" (Las Vegas Alien 1), a family, heretofore referred to as FAM1, experienced a situation that many 3rd party observers refer to as a "Tall Tale".

As with many such "Tall Tales", it is normally very difficult to collect sufficient data so as to be able to reproduce the event with authenticity. One of the requirements for "good quality science" is "robust and reliable data" that can be used in a well designed experiment to repeat the previously observed event. In LVA1, we do have some very good data, but there is insufficient data to be able to reliably reproduce the observed event.

The purpose of this whitepaper is to present the data that is or was available from LVA1, and to reliably demonstrate that the data correlates to (i.e., "fits") what was observed by at least three independent human beings. From the data fit (correlation) we can form one or more hypotheses, which will help us determine what additional data will be needed in support of any hypothesis that is developed from the data fit.

The following figure summarizes the high-level process used in our analysis. As you can see, we strictly follow "scientific methodology", which of course is indeed subject to change depending on various circumstances. For purposes of this analysis, two of the most common scientific processes are used, both of them very much dependent on very high quality data. That is to say, data used in any scientific analysis must be able to stand up to scrutiny and we must be able to use it without modifying it in any way so as to influence the results. In our analysis of LVA1, we simply use the data available in the "environment" within which the "anomalies" occur. Potential data includes:

- Family phone video
- Number of independent family members
- The mental state, if known of each family member
- The objects in the backyard
- Observed "beings" or "entities" in real-time and/or on video
- Neighbor Camera videos (e.g., "Ring" videos)
- Policecam videos
- Firearms observed, used
- Observed ground vehicles (in-motion, stationary, etc.)
- Observed air vehicles (In-motion, hovering, etc)
- Backyard enclosure
- etc.

The Requirements for "Good Science"

Normally there are two high-level scientific methods that help us either validate or invalidate hypotheses. In actual practice there will be more, but generally speaking these are typically variations of the two.

The first method starts with a hypothesis, and then lab tools are used to generate data that correlates to the starting condition for the hypothesis. For example, Dr. Spock has an hypothesis that aliens are present on earth and are interacting with humans. In order to prove that, Dr. Spock needs some kind of data that can be used in an experiment, the output of which is proof that aliens exist.

The second method starts with a field observation (something occurring organically in nature), which stimulates a hypothesis on the part of the observer. The observer then takes data that occurs as part of the field event, brings it into the lab, designs an experiment surrounding use of that data to replicate what was observed in the field.

Scientific Method 1 (Hypothesis -> Data -> Experiment -> Results)

The first method normally involves a laboratory with sophisticated equipment that generates, measures, observes, and/or analyzes (GENERATE, MEASURE, OBSERVE, ANALYZE) the various data used and/or available in well designed experiments. Note that the "lab" may be a physical laboratory built inside of a building, where equipment exists to mimic some kind of real world situation. The "lab" may also be just nature, or the outdoors itself, where conditions exist such that the configuration of the objects and elements in the outdoor space can be used as the actual laboratory. For example, I may want to test that the cellular network is going to work as originally designed, but instead of using a laboratory inside of a building, I can carve out some cell towers and data centers as a very small subnetwork where I can perform my tests.

Scientific Method 2 (Field Observations/Data -> Hypothesis -> Field Data -> Analysis)

The second method normally involves real world observations of data that can then be used as lab data to drive experiments, or used directly in a straightforward written analysis which shows how the observed data can be used as the "input" into well designed lab experiments that produce results consistent with an a priori hypothesis.

Field data associated with observations of actual field outcomes is also valid assuming that these are repeatable. That is, repeatable field data associated with repeated observations in the field of expected outcomes is also a valid scientific method. In this method, field data with associated field outcomes without the use

of a lab for reproducibility is also valid as long as it can be shown that the field data "drives" the observed outcomes, which must be the expected outcomes. For example, observations of the movement of planets in the solar system within which the earth exists

What Kind of Data do we have in LVA1?

In LVA1 we don't have sufficient lab data to generate results in a well designed experiment.

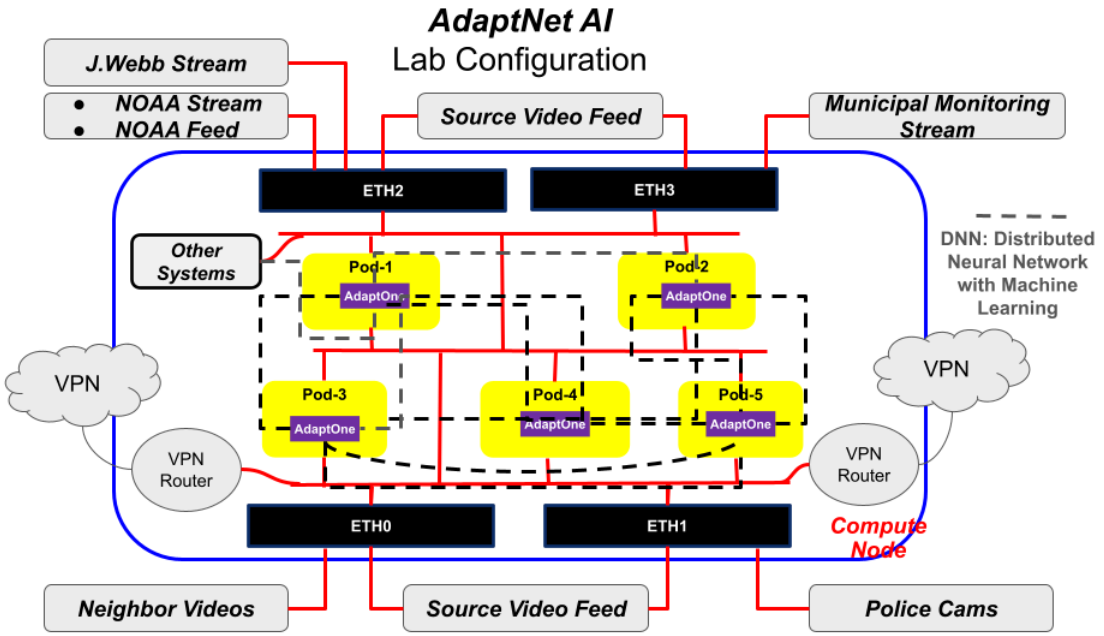
However, we do have "field data" that matches multiple independent observations.

The field data is retrieved and used in the lab configuration shown in Figure 1 in the next section. The field data "content" is not altered in any way. The data is simply properly formatted to match the input and output specifications of the various I/O ports and the software data structures used on the computing devices running AdaptOne and other data analytics and forensics software ("Other Systems" shown in the next section, Figure 1).

Initial Lab Testing Configuration

The lab configuration and systems used to study LVA1 are shown in the following figure:

Figure 1: Single Node AdaptOne Network

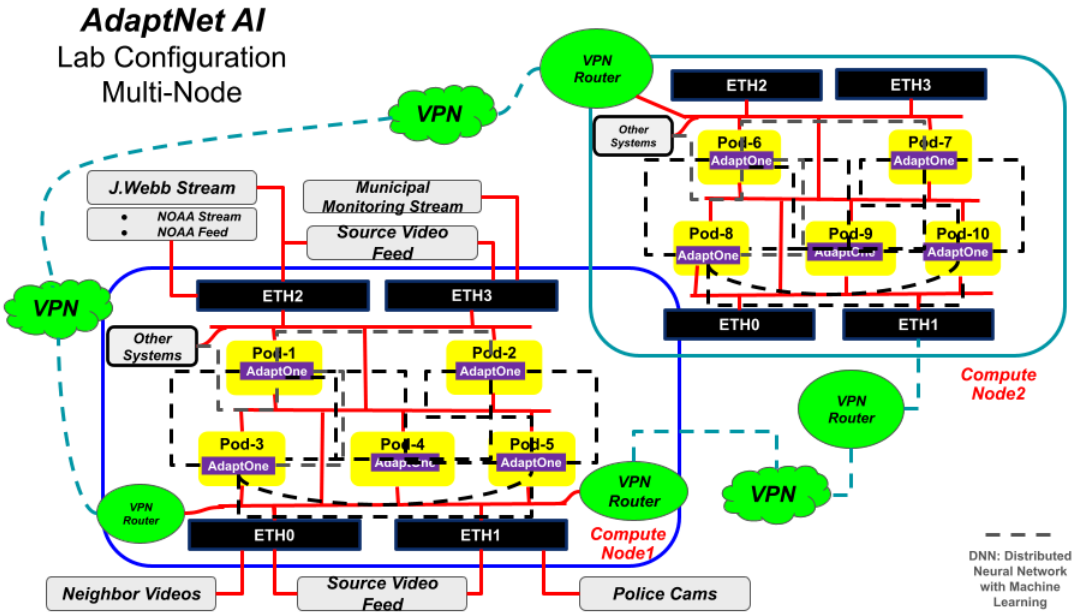


From a computing lab standpoint, this is a "typical" Kubernetes-based environment with "PODs" and "Containers". Normally there is a 1:1 ratio of POD to Container (i.e., each POD runs only 1 Container, and each container is a self-inclusive Linux environment containing all of the operating system level components needed to support the application(s) running inside the container).

However, in the LVA1 case, there may be more than 1 Container per POD for efficiency purposes. As we will see, a given POD will support at least one primary data analytics function; that is, there will be at least 1 Container running at least 1 Functional Analytic component designed to uncover particular data elements that when identified will reveal "difficult to locate" information.

In our case, each "Pod" is running at least one Kubernetes Container, which in turn is running one or more instances of the AdaptOne AI, which implements a Human Learning Model (HLM)-based AI system invented by Dr. Recchia. Each instance of AdaptOne is interconnected to one or more other AdaptOne instances using a Distributed Neural Network (DNN). The DNN runs over any suitable network, for example a Layer 2 ethernet LAN, or a Layer 3 wide area VPN. This interconnect of AdaptOne systems, each system using an HLM, is referred to herein as the "AdaptOne Network".

Figure 2: Multi-Node AdaptOne Network



The AdaptOne Network uses Recchia HLM as well as some traditional Machine Learning (ML) to "learn over time" as a human baby, toddler, adolescent, and adult would learn. As with a human being, the more time it spends learning, the "smarter"

it will be and the more knowledge it will have to share from its constantly updated database (i.e., AdaptOne's "memory cells"). As you will see, the AdaptOne Network was able to identify "visages" in the source video that appear to look almost exactly like the eyewitness descriptions from the 3 human eyewitnesses.

Initial Source Data and Initial Findings

The initial source data used was the video recording taken by a family member. Within the video there was suspicion that one could actually observe Non-Human Intelligent beings (NHI) if the "correct" software, in particular certain types of AI software, were used to analyze the video and somehow figure out where the NHI were hidden.

Based on our own experiments, however, what we have discovered is that there are indeed NHIs (within the video) that existed in real time with the actual family members. However, we also determined that there is a fair amount of data that is being misinterpreted by the human brain as a visage. This is referred to as Pareidolia. In fact, several independent podcasts have shown images which they claimed were actual NHI faces, but that we later determined were in fact Pareidolia.

There was far more pareidolia in the source video than actual NHI, but INDEED there were in fact NHI that existed in real time with the family, so the basic claim that there exists other advanced intelligence besides human intelligence is fundamentally true. That is to say, this was not "animal" level intelligence, like a whale or dolphin possesses, but rather, it is intelligence that exceeds human intelligence but is not human.

The NHI in the source video provided by the family were typically not visible under normal viewing circumstances, which required certain changes in the observation techniques and the speed of observation. "Observation" in the context of this analysis includes human observation via the naked eye, as well as observation by machine capability.

Preliminary Family Source Video Analysis

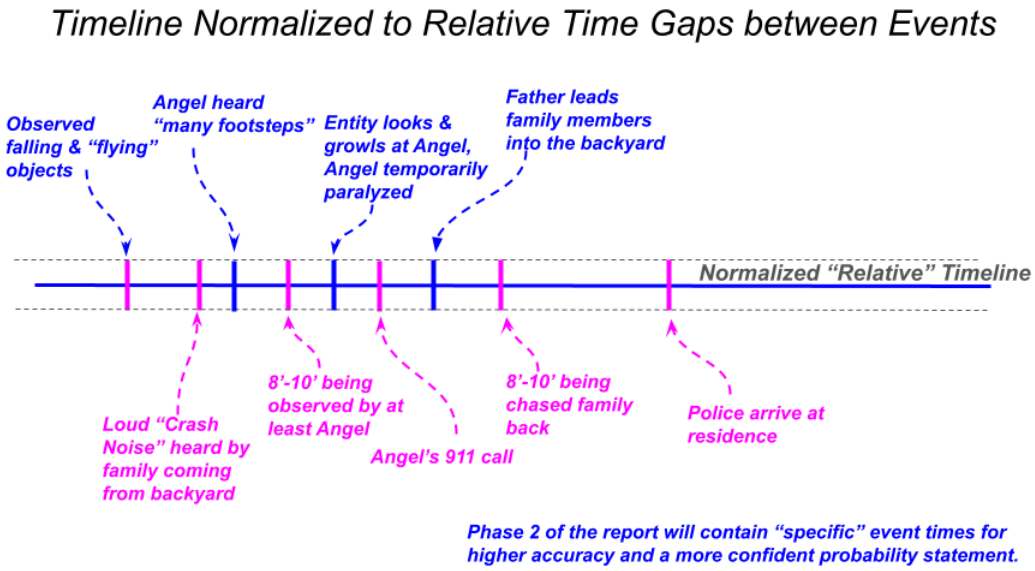
An initial scan of the family source video indicates that zero bits, zero pixels, were artificially manipulated in any way. In effect no MACD occurred (Moves, Adds, Changes, Deletes) for any element of the video.

The initial scans were performed by AdaptOne HLM software with specialized hardware, such as the latest NVIDIA GPU versions, which are driven by a Human Learning Model (HLM) to "learn" about things based on the data that it "sees" and "hears" over time. If the computer is equipped with haptic feedback devices,

AdaptOne would also include the additional senses, such as touch or smell, as input for learning.

Strict Time Correlation Between Events

There is a strict temporal correlation between the observed falling object(s) in the sky and the subsequent entity encounter for LV1 as shown below:



Without this temporal correlation there would have been ZERO ability to associate objects seen by multiple individuals and multiple machines across multiple and distinct geographic areas with animated entities in a backyard observed by multiple distinct individuals in that same backyard.

In other words, the probability of the above demonstrated temporal correlation between events that "appear" to be related is unlikely over an "***unconstrained space***". The probability of just 2 events in ***unconstrained space*** to be related in time is near zero, since for any given event in nature there are literally an infinite number of subsequent events when considered over an ***unconstrained geographic area***.

Once >=3 events appear to be related in time, then almost all subsequent events in nature, except for the events that appear to be related within a given geographic area, are effectively excluded from the denominator, which means the probability of events observed by >1 persons and >1 machines being related approaches 1 (the highest possible) in a "***constrained***" space; this means that the events are related with near certainty:

- 2 events {a, b} in time, ***unconstrained space, P = Probability, {} = Set***:

    - P = Count {a, b} / Count {All possible events} = quasi 0
    - P = {2 / ∞} = quasi 0
- 2 events (a, b) in time in ***constrained space*** X:
    - P = Count {a, b} in X / Count {All possible events in X} = non-zero & <1
    - P = (2 / < ∞) = 0 < P < 1
- >=3 events {a, b, c, … , n} in ***constrained space*** Y:
    - P = (Count {a, n} in Y) / Count {All possible events in Y) = approaches 1

The probability goes even higher when one considers the number of individual observers within the constrained geographic area. In the LVA1 case, there were >1 independent human observers and >1 "machine observers" (i.e., cameras). This creates a "Force Multiplier" effect, which further nudges the probability toward 1:

- Probability = (#HO+#MO) * (Count(a, n) in Y) / Count (All possible events in Y) = approaches 1

where #HO = Number of Human Observers and #MO = Number of Machine Observers.

Hence for the Las Vegas case, LVA1, there is near certainty that the events observed over the Las Vegas area by >1 persons and >1 cameras are related. Given this temporal relationship and lack of debris field, this means that something other than a "meteor" caused the loud bang in or near the family's backyard (that each family member heard) and that what the family saw subsequently was related in some way to the loud bang and the prior observations of >= 1 object falling from the sky. That is to say, the NHI that were observed by >1 family member were related to the loud bang and the falling object.

Preliminary Conclusion: Therefore, our preliminary conclusion based on a purely mathematical analysis of the observations made by >1 human and >1 machine and lack of debris field is that the NHI observed by >1 family member were related to the falling object(s) and loud noise heard by the family members. This temporal relationship with a probability approaching 1 that each event is related, along with the fact that the family video was not manipulated in any way and that the visages seen in the video match the independent descriptions provided by 3 family members, indicates that the observed NHI were real and indeed did exist in real time in the backyard along with family members and the objects in the backyard.

Hypotheses on the Existence of NHI

As we will see in the coming sections, there are "forms" and "visages" in the video that Family LVA1 recorded.

Hypothesis 1: The object or objects observed in the skies on April 30 evening over Las Vegas, Nevada and multiple adjacent geographies and municipalities by >=1 human individuals included 1 "flying" or "falling" object under degraded control and descent, and >=1 additional object(s) that appeared to be "encircling" the object under degraded control and descent.

$$\{Obj_1, Obj_2, \ldots, Obj_N = Craft_1, Craft_2, \ldots, Craft_N\}$$

Although NASA and NOAA had confidently indicated that what had been observed by multiple individuals over multiple distinct geographic areas was a small meteor, no meteor debris were ever found, leading at least NASA to conclude that the meteor material disintegrated high in the atmosphere. In essence, NASA had effectively ruled out the presence of any kind of craft, terrestrial or otherwise.

A significant problem with the theory that the meteor debris disintegrated in the upper atmosphere is that there are multiple videos from neighbor and business cameras which clearly show "balls of light" approaching earth. The claim that these are "optical illusions" based on observation vantage points, observation angles, and so on are difficult to support given that many, including the family that witnessed the NHI, heard a loud boom temporally related to the decollation of the unidentified objects in the sky.

NASA of course is a world-renowned science and technology organization, and their word carries a lot of weight. However, the conclusion they came to is based more on opinion vs. actual data in support of the conclusion. For example, there is no debris field so a very educated guess is that the materials disintegrated in the upper atmosphere. Notwithstanding that this is a high probability assessment, conclusive proof does not exist.

Contrary to NASA's claims, several people reported seeing multiple "streaks" of light in the sky that night, leading many to conclude that there were other "objects" in the sky besides a single meteor. According to many, in fact, there was no meteor, only "craft" in the sky at about the time that reports to 911 came in.

We will show that given the very tight temporal sequence of events and observations, the nature of the object(s) movements, and probability calculations, that there was indeed at least 1 craft flying in the area, and that this 1 craft or another craft "hard landed" in the backyard of a Las Vegas resident family.

Proof:

FO = Flying Object
DF = Debris Field
FO = Flying Object
CA = Crash Area
CN = Crash Noise

```
if >=1 FO = True {    /* At least one flying/falling object was seen */
                      /* Multiple witnesses saw multiple flying/falling objects */
      print "Flying/falling objects reported by >1 persons"
      if CN = True {
         print "Crash noise heard"  /* Multiple family members heard a crash in the
                                       backyard */
         if DF = True {
            if DF = Meteor {
               print "Meteor(s) confirmed"
            else {
               print "Likely a craft; determine type of craft"
            }
         else {       /* Crash noise heard but there was no observed debris field */
            print "Likely a Craft; cloaking being used" /* Highest probability */
         }
      else {
         print "No crash noise heard; could be meteor and/or craft"
      }

Else {
   print "No meteor, no craft observed"
}
```

Hypothesis 2: Modus Ponens: If A = 0 and B = 0, then A + B = 0.

If the Object (O) or Objects (Os) in multiple geographic areas (Geo1, Geo2, … , GeoN) and multiple local government-managed municipalities (Muni1, Muni2, … , MuniN) were observed by multiple people (Ppl1, Ppl2, … , PplN) and multiple cameras (Cam1, Cam2, … , CamN), and the descriptions of the objects were consistent among each observer, and those descriptions match the visuals recorded by multiple cameras, then it must be the case that the descriptions were more likely accurate than not. This means that it is more likely than not that one or more crafts were actually present since these were the predominant descriptions vs a meteor.

The Encounter

After family members heard a crash coming from their backyard, they all went outside of the home to see what might have occurred. At this point one or more of the family members observed an entity which appeared to be humanoid in shape, with a large triangular shaped head, very large eyes, with two legs and two arms, reaching an estimated height of 8 to 10 feet. Other entities were observed (the exact number unknown) and at least one family member heard multiple running footsteps, but without seeing anyone or anything that might be associated with the footstep noise.

On or about this time period (when Angel was observing two 8' to 10' humanoid entities) Angel dialed 911 for help. The dispatcher appeared to be skeptical as Angel described his experience and as he described the features of the humanoid entities. The dispatcher referred to the 2 entities as "subjects", apparently avoiding the term "people" or "persons", likely because of the descriptions provided by Angel, who described entities with "a large heads and big eyes", with heights of "8' to 10'.

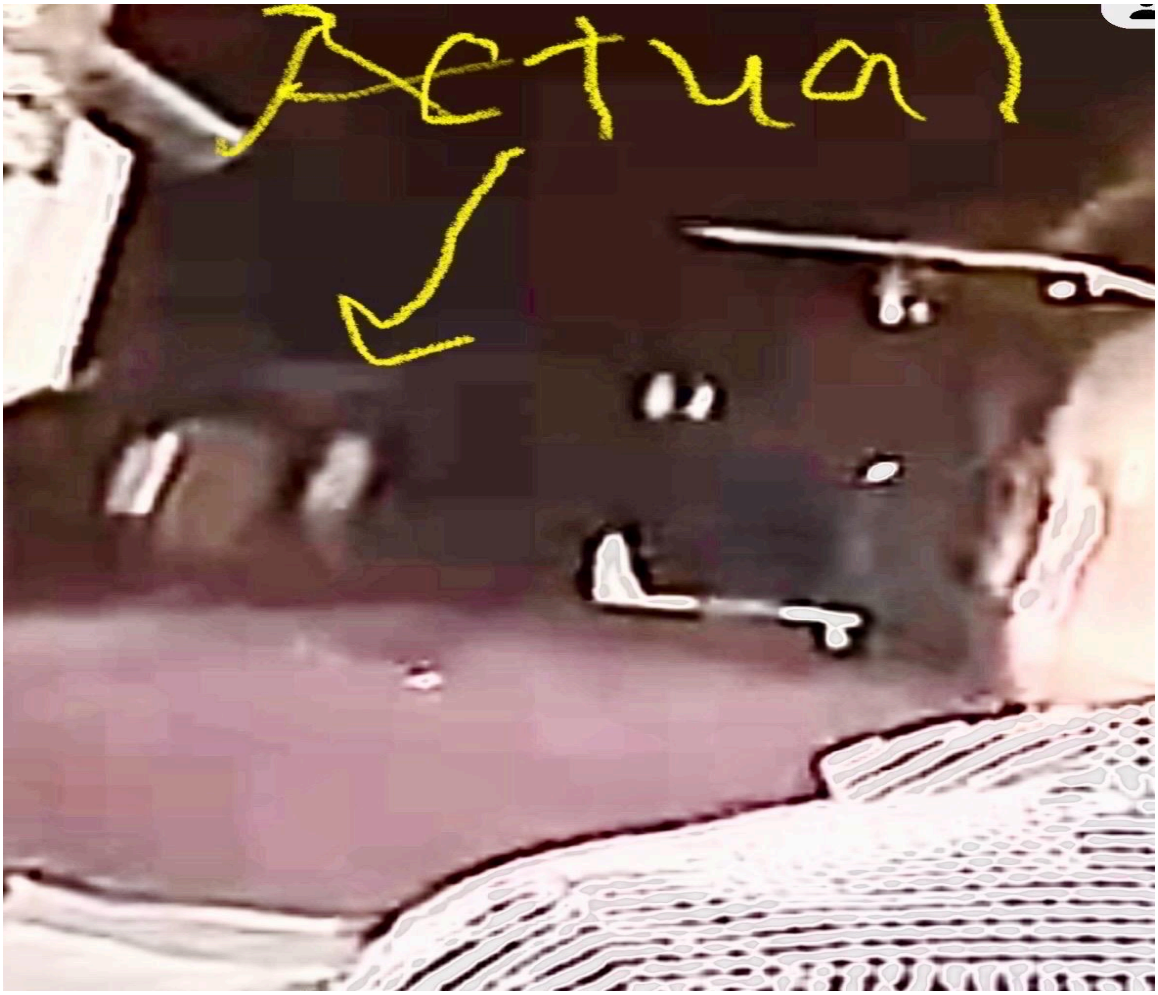
Angel told the dispatcher that at least one of the beings appeared to be "angry" at one of the family members, Angel, who is one of the sons of the father in the video and the son of the mother taking the video. According to Angel, the Non-Human Intelligence (NHI) was looking at him, appeared to be "pissed off", and let off a "sound" that Angel interpreted as a "growl".

Approximately 1 hour later, the Las Vegas Metro Police were dispatched to the residence of the family and they did a preliminary investigation. Unfortunately, police did not find the entities that had been described by Angel and two other family members. It is unknown as to why police saw no evidence of anything that may have caused the "loud crash noise" and why police saw no evidence of "humanoid entities with large heads and big eyes". Perhaps it was due to the amount of time it took between Angel's 911 call and the arrival and presence of police on the property (about 1 hour), or perhaps the family mis-interpreted things that they had seen, although the latter is difficult to believe since at least 3 family members witnessed the entities.

Angel is 1 of 3 eyewitnesses to the NHI that had been seen in the family's backyard. Each of the 3 eyewitnesses were asked by police to draw the entities "to the best of your abilities". The 3 separate "interpretations" were compared by police, journalists, and other people and organizations. There are "general" similarities in terms of facial (visage) and body shaping, as well as similar digital organics and physics (i.e., similarities in how the hand and foot digits are displayed).

What makes the drawings particularly relevant and dramatic is the "closeness" of the drawings (in appearance) to visages thus far discovered in the family source

video. For example, note the form and shape of what appears to be a "head with large eyes" in the following extract from the video:



The head appears almost canonical in shape (sort of "triangular" leading to a more narrow "point" at the bottom). There are many other such images in the source video, many of them thus far found by our flagship AI product "***AdaptOne V1.4***", which is based on a "***Human Learning Model (HLM)***" developed by Dr. Recchia of AdaptNet AI.

This leads us to a secondary conclusion:

Secondary Conclusion: The probability of any 1 of the 3 independently observed and independently drawn entity visages matching the other 2 of 3 independently observed and drawn visages, all based on 3 independent observations of "beings" in a common backyard, is non-zero but less than 1 ($0 < P(\text{Match}) < 1$). Further, the probability of images of visages extracted from the source video matching the 3

independent "being visage" observations is also greater than zero but FAR LESS THAN 1:

P1 (Obsv) /* Person1 entity observation */
P2 (Obsv) /* Person2 entity observation */
P3 (Obsv) /* Person3 entity observation */

/* In unconstrained space, and in the absence of other factors, the probability that
/* the
/* observation of a given person within that space matches the observation of 1
/* other person within that same space is
/* greater than 0 but less than (1-.X), where .X is non-zero.

EQ1: $0 < P(P1(Obsv) = P2(Obsv)) < 1 - .X$, where $1 > (1-.X) > 0$

/* The probability that the observation of a given person matches the observations
/* of 2 other persons in the same backyard is greater than 0 but less than
/* 1 - (.X + .Y).

EQ2: $0 < P(P1(Obsv) = P2(Obsv) = P3(Obsv)) < 1 - (.X+.Y)$

Note that the probability that their observations are at least similar is greater than 0 but less than 1 by a definitive amount .X.

EQ2 says that for a given 3 observers in the same backyard that the probability that each of their observations are similar is certainly greater than 0 but are less than 1 by a higher amount then in the case where there are just 2 observers. This is simple linear regression since by adding more people, the probability of agreement between more people goes down.

NHI Cloaking Algorithm

Cloaking in the Las Vegas NHI case is actually fairly straightforward. We found that the following factors were involved in the ability to see or not see the NHI in the initial source video:

- Speed of Movement of the NHI (SOM)
- Speed of Observation by the human observer of camera (SOO)
- Speed of Video Recording (SOVR)
- Speed of Video Playback (SOVP)

- The derivative of (SOVP-SOVR)/SOM or SOO/SOM depending on whether you are watching a video or observing in real time.
- The Natural Log of the Integral between SOM and SOO, as x approaches infinity, where x is the starting point in time of the video viewing or real time observation.
- Dimensionality of the observed subject.

We are in the process of refining the discovered algorithm for cloaking, but our initial take is as follows:

- Cloaking algorithm:
    - FigureSpeed = Dx [SOVP-SOVR]/SOM + Log (Integral(SOM,SOO)[x, x -> Infinity])
- Once you obtain the FigureSpeed you can adjust "playback" of the video to that speed and essentially uncloak the entity.

If you are observing in real time you need a device to adjust observation speed in real time to uncloak the figure, unless the entity itself changes its movement speed and the dimensions within which it is moving. In other words, the cloaking and uncloaking happens based on the difference in area between SOO and SOM, and the acceleration differences between SOM and [SOVR-SOVP], and the natural log of the "distance/area" between SOM and SOO.

The dimension within which the NHI is traveling is also critical. We believe the entities were moving between the dimensions that we all see; 3-dimensions, X, Y, Z and a 4th dimension, which at this point is unexplained in terms of actual physical positioning. At times they would be solely in X, Y, and Z coordinates, at which time if the uncloaking algorithm was used then the NHI would be seen.

It is possible to expose the figure manually if you are patient and can very finely tweak the playback speed and very finely adjust it based on the observation rate. You need a very delicate and patient "touch" to do this. Certain slow motion playback speeds will expose some visages. In the end our AI , AdaptOne, based on Human Learning Models (HLM) does it much better.

The elements of our HLM in action can be seen in the below figures. In the first picture, the NHI is seen as a fuzzy "cartoon-like" character.

Initially AdaptOne was rating the probability of the first figure as “more likely to be

pareidolia”. However, as learning continued, the figure became much clearer and looked much like what was observed by 3 family members in real time (2nd picture). In fact, AdaptOne changed its probability assessment and determined that the 2nd picture shown is most likely NOT pareidolia.

Remember, the family called 911 and described the “beings” as having a large head, large eyes, and standing 8-10 feet tall. The 2nd picture above is very similar to their descriptions, which they had documented in drawings. The odds of even a pareidolia matching the independent observations of 3 family members is quite small, let alone an actual image that is determined not to be pareidolia. AdaptOne uses a similar heuristic in that it assesses figure results against likely outcomes of a pareidolia assessment of the available information in the video. The 2nd picture matched very few of the thousands of possible pareidolia outcomes from data in and around the shown visage.

Our HLM-based system, AdaptOne, was exposed to the original video plus information about the area provided by news reports, whether reports, police scanner audio, any available RING/home camera video and audio, and basically any and all video, audio, or sensory information in and around the family’s backyard and in the sky in the vicinity of the backyard.

All of the various training streams were synched in time. In essence AdaptOne was "trained", and is training, from a particular start date & time, and continues to the present time; it pauses learning if no additional inputs are available. All of the learning input starts at time t and is continually mutually synchronized to the present.

In summary, we used a Human Learning Model (HLM) AI system named AdaptOne, with redundant systems connected in a full mesh configuration for cross-checking purposes. Working together, each AdaptOne quickly identified a figure but were as yet unable to faithfully represent the entity. After a little more learning, the AdaptOne systems displayed the actual entity. Initially each AdaptOne instance thought that the fuzzy figure in the first picture was more likely resulting from a Pareidolia thought process, but eventually they changed their "minds". Once AdaptOne was able to do this it unveiled several NHI throughout the yard. The system also developed the formula for cloaking (and thus uncloaking) of the entities that existed in the video source.

A Review of the Discovered Entities

AdaptNet AI discovered several visages in the family home video. At this stage each visage was assigned a probability assessment as to whether or not the visage was pareidolia or an actual entity. In most cases the probability is in favor of pareidolia, but the AdaptNet AI instances continue to run and process data as it becomes available, so the assessments may change. We present only a few of the additional visages with additional discoveries planned to be presented in an upcoming release of this paper in February 2025.

NHI Scaring Family Members

For example, the following visage was given a probability assessment by AdaptOne in favor of being an actual entity, although the score was very close (51% in favor of being an actual entity vs. 49% in favor of a pareidolia brain process being involved).

The reason for the possibility of pareidolia involvement is the way the eyes are tilted with respect to the horizontal plane. That is, the slant in the presentation of 2 black circular shapes along with the "white-ish" background causes the mind to shape a visage.

The argument in favor of it being an actual entity is the canonical shape of the white-ish area, the perfect alignment of the black holes, the dynamics associated with the movement of the figure along with the movement of the family members, and the testimony of 3 eyewitnesses who described the face as consisting of large black eyes along with a "somewhat triangular-shaped head".

In fact most importantly is the movement of the black circles and the canonical white-ish shape, not just coincident with the movement of family members, but also in the constant relative distances between the black circles, between the black circles and the white-ish shape, and between the combined shape and the family members.

This image might represent the NHI that intimidated the family as they attempted to reenter the backyard with their guns removed from their holsters. Some additional analysis by AdaptOne will confirm or deny this hypothesis in the upcoming February release.

NHI Hiding Behind Equipment

Contrarily, AdaptOne assessed the following image as "potentially" containing an entity but at this point in time it has rated this image as more likely being interpreted by a human brain pareidolia process. AdaptOne takes into account the image itself, the changing characteristics of the image as movement occurs, and the relationship of the movement of the image relative to other objects and actual persons moving or being still within the video. Since the cloaking mechanism was in place, AdaptOne found it difficult to sharpen the image even as it adjusted all of the factors involved in the cloaking algorithm (see previous section on cloaking and the factors involved).

NHI in the Trees

Likewise AdaptOne identifies the following visages as much more likely to be the result of a human pareidolia process, since the human brain will piece together a visage naturally using surrounding images, such as foliage from a tree. It is very common for humans to see visages in foliage.

As a result of applying the human brain's pareidolia process, AdaptOne identified several visages in this snapshot that scored very highly on the pareidolia scale, however, with additional learning that could change. For example, some of the visages look very much like one of the few NHI types, although there could potentially be several NHI types. In this one incident alone AdaptOne identified at least three distinct visage types, including one with "Large Head, Large Eyes" as witnessed by the family during the April/May, 2023 event in Las Vegas, and one with the "typical" alien visage that has been witnessed over the years as represented by the picture on the front cover of the "Communion" book.

See if you can identify potential NHI visages in this picture. In subsequent revisions of this paper due in February, 2025, we will present many additional visages as identified by AdaptOne AI, which has been doing continuous learning over the months and is updating its view of what are actual visages and what are the result of the human brain's pareidolia process.

NHI in Tractor Cabin Looking Left & Right

In the following snap shots by AdaptOne, we see an NHI in the tractor cabin looking left and right as it attempts to hide itself while scanning the backyard. AdaptOne scored this slightly in favor of being an actual visage because of the very smooth movement from left to right as one would expect by any entity interested in scanning an area.

The first picture shows the “Left look” from the NHI perspective and the 2nd picture shows the “Right look” from the NHI perspective.

Clearly we can see some form of visage in or around the tractor cabin in the family's backyard first looking to its left, then looking to its right, as though it was hiding and then scanning to make observations. The movement from left to right occurred

several times from exactly the same reference point, making this a "more likely to be real" visage from the perspective of AdaptOne. In fact, there were several such "Hide & Observe" visages leading AdaptOne to conclude that there were several actual visages representing actual NHI throughout the backyard, with each distinct NHI observing events, most likely in the direction of the human family members.

NHI in the Truck Cabin

In this snapshot by AdaptOne we see a visage inside the truck cabin. AdaptOne was uncertain regarding this visage and in fact was unable to conclude one way or the other if this image was the result of applying the human pareidolia processes (algorithm) or whether it was an actual visage.

AdaptOne was able to conclude that whatever it was, there was something actually "inside" the cabin. AdaptOne attempted to determine if it was an actual entity based on this knowledge that something existed inside the cabin. We can say through our observations of AdaptOne's log that it is now attempting to place this image through movement; that is, it is attempting to isolate first that the cabin was empty, then it will attempt to trace movement "into" the cabin.

If AdaptOne can identify "movement into the cabin" based first on an "empty cabin", then it may conclude that this is an actual visage (entity) hiding inside the truck cabin. Hopefully by the time of the Phase2 release of this document, targeted for February 2025, AdaptOne will have made that determination.

Summary and Conclusions

This document summarizes the initial findings of the AdaptOne AI from AdaptNet Technologies (subdivision AdaptNet AI) for the April/May incident in the backyard of a Las Vegas family. Through a thorough analysis of the video itself, a probability assessment of whether or not visages were more likely real or pareidolia, and a detailed study of the apparent cloaking activity, we are at this point in time more likely to conclude that the incident was an actual NHI event vs. anything else. This conclusion may change as we move forward in the analysis, but at this point in time the confidence level is quite high that there were actual NHI in this family's backyard and that there were several NHI using a cloaking technique in attempts to hide their presence.

Clearly several of the visages identified by AdaptOne were more likely to be actual visages vs. the result of pareidolia. These visages were consistent with the eyewitness accounts, in particular for one of the visage types where there is a large canonical shaped head with very large eyes. For this one visage type in particular

there is an undeniable association with the eyewitness accounts from more than 1 family member.

However, there are also several visages in the homemade video which scored more highly in the "pareidolia" direction. This could change as AdaptOne learns from additional data that can be available from many different sources, including additional recursions in the AI software itself (that is, several additional "re-scans" of the entire video), information from other studies, information from news accounts, modified pareidolia algorithms, and a host of other sources and scan algorithm enhancements as AdaptOne continues to run and learn.

Of significance is our discovery of the cloaking algorithm employed by the NHI. This algorithm derives from a complex application of several interacting factors, such as observation rates, video recording rates, and other elements that are combined in such a way as to "trick" the observer. We anticipate enhancements to the algorithms that we developed as a result of discovering these factors; the algorithms are essentially complex differential equations and in this document we presented very simplified versions of the equations.

For those who are more adept at calculus, we can provide the complete set of differential equations. Just send us an email and we will be glad to provide them. Note that in theory one can implement a "machine" that can automatically cloak and decloak simply by implementing this differential equations. In the end, the algorithms are sophisticated but not even close to being out of the reach of human understanding and technology.

In this Phase1 document we presented a limited number of discovered visages that we thought were directly relevant to the study. In the forthcoming Phase2 release tentatively scheduled for February 2025, we will present other discoveries, including information about the craft and additional crafts in the area, and a host of other visages that we were able to "uncloak", including visages of NHI very close to the human family members.