

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

Phase2 Report: NHI Everywhere

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Introduction

This document is an addition to the Phase 1 white paper by AdaptNet AI Laboratories^[1] that investigated the purported existence of Non-Human Intelligent (NHI) beings seen by at least 2 members of the same Las Vegas family immediately after a supposed “meteor” event in April/May of 2023.

During this “meteor” event, “something” was seen falling from the sky in the Nevada skies (and witnessed from other states as well) and was thought to crash or hard-land in the backyard of this family, the “Kenmore” family. The exact point of impact has yet to be confirmed (and is under study by this team, to be reported on in Phase 3 of this study), but the estimated impact zone of the object was within 1 to 2 kilometers of the family home.

The preliminary conclusion of the Phase1 report was that there were indeed NHI beings in the Kenmore backyard post the crash or hard-landing of that object. This paper extends the analysis to include the study results of additional species of beings and large groups of the same species of NHI in the same backyard.

Due to the advanced academic and professional experience levels of the staff at AdaptNet AI Labs (MS & PhD-level scientists & engineers each with, on average, 15+ yrs of professional experience) we have been able to uncover “happenings” during this incident that others have not been able to see. We also have our own flagship AI product, AdaptOne, which is based on a proprietary “Human Learning Model” (HLM). Because of AdaptOne, the advanced work of our scientists & engineers is enhanced by an automaton that learns like humans learn, then applies that learning to the advanced R&D being performed by the staff. In effect AdaptOne is a force multiplier of significant magnitude that gives us a unique advantage over our competitors, especially when it pertains to Media Forensics.

In some instances we used ChatGPT to validate or cross-check the results provided by AdaptOne as a sort of “sanity check”, and in certain circumstances we used animation and video production from ChatGPT. In all cases AdaptOne results were either validated by ChatGPT, or, they were certified by science and engineering staff.

The primary authors of this paper are Dr. Aldo Ritondale (PhD) and Dr. Michael Recchia (PhD) of AdaptNet AI Laboratories, a subsidiary of AdaptNet Technologies. There are several other contributors, including several MS and PhD level scientists and engineers at AdaptNet Technologies and AdaptNet AI Labs.

AdaptNet Technologies and AdaptNet AI are headquartered in Casalvieri, Italy, established in November of 2024 as a startup organization. The address in Casalvieri is:

- Via Casal delle Mole, 38, 03034 Casalvieri FR, Italia
- <https://maps.app.goo.gl/7CPVsxFCdwQpA9u6A>.

Both Dr. Ritondale (pronounced “Rhee-tone-doll-ae”) and Dr. Recchia (pronounced “Wreck-ee-ah”) were born and raised in Casalvieri and eventually became US citizens. Both now have homes in the northeastern United States, where they frequently work from, although for this project they have spent a fair amount of time in the lab at Casalvieri.

As you will see, Dr. Recchia has an extensive background in Networking, Computing, and AI, along with other scientists and engineers with varying backgrounds, such as physics, biology, math, media forensics, and chemistry.

Dr. Ritondale has an extensive background in Physics, Biology, Computer Science, and Math. Along with Dr. Recchia, he serves as a joint CEO and CTO of both AdaptNet Technologies and AdaptNet AI.

As AdaptNet Technologies and AdaptNet AI Labs are very new start-up organizations, the social media presence to date has been limited to X posts and LinkedIn where Dr. Ritondale and Dr. Recchia have a presence in one or the other.

Currently AdaptNet’s internet sites are “under construction”, and can be found here:

- www.adaptnet-technologies.com
- www.adaptnet-ai.com

Feel free to visit them periodically to follow the work we are doing in Next Generation (NextGen) Computing, Networking, AI, and Media Forensics. As we are a startup focused on the contracts we receive in our areas of expertise, the social media and web presence have taken a back seat to the higher priority work. However, we recently hired 2 system administrators and 2 web designers, so the SM and Web presence will soon be rolled out in a much shorter period than originally projected.

Las Vegas Backyard 2023 Incident Recap

On the night of 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 being in the backyard of their home. They were actually tenants of the house owned by someone else who was not present before, during, or immediately after the event. Because of this incident and the attention it garnered, along with continuing paranormal events post the incident, the family eventually moved out of this house to an unknown destination.

At least 2 family members (the father and one son “Angel”) witnessed 2 very tall beings in the backyard. The beings were described on Angel’s 911 call to police as 8’ to 10’ tall humanoids, with large black eyes and big “canonical-shaped” heads. Angel told the 911 dispatcher that “something” had “fallen” from the sky and had “crashed”

in the backyard and that he saw a “very large being with huge eyes, and the being was definitely not human.”

On the night of April 30, and just prior to the backyard encounter and 911 call that same night, several people across multiple states had observed an object “falling from the sky”, some believing it to be a meteor. The phrase “**several 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”. In addition, separate video footage from Ring and other home and building security cameras caught the falling object. There is at least one 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. There is speculation that these “lights” were actually other craft that were somehow associated with the falling object, but at this point in the investigation that is purely speculation.

As we will see subsequently, our flagship AI system, named “AdaptOne”, identified an entity with a canonical-shaped head while examining the video (the “Family Video”) that the mother of Angel had taken while her husband and sons attempted to enter the backyard after hearing a very loud “bang” coming from that location. AdaptOne went on to identify several more apparent entities as part of its ongoing analysis of the family video and other videos available from neighbor Ring systems and other technology.

Other analysts, such as Scott Roder, a crime scene analyst from Cleveland, Ohio, with several years of analyzing crime scenes in the USA and globally, using the scientific method, initially discovered 2 beings that appeared to resemble the image of the beings reported by the father and the son Angel. In fact, Mr. Roder was the first analyst to uncover a being in the family video (called “**Entity1**” in this document), where the beings head appeared at the top of the fence surrounding the backyard, and where shadows of the beings legs appeared toward the bottom of the fence. What made this discovery stunning was the synchronicity of the head appearance and movement of Entity1 along with the appearance and movement of its leg shadows further down on the wooden fence as the family entered and retreated from the backyard.

Mr. Roder also discovered what appears to be another being approaching the family as they entered the backyard (called “**Entity2**” in this document). The family’s movements backwards were perfectly synchronized with the approach of Entity2, as though the family was attempting to escape the approach of the being.

Entities 1 & 2 can be seen in the following photos, with Pic1 showing Entity1 to the right, with the head showing just above the fence, and Pic2 showing Entity2 in between the red cap of one of the sons on the right and the father’s head on the left:

Pictures 1 and 2 (Entities originally discovered by Scott Roder with Jim Quirk)

Pic1: 1st Entity1 Top of Fence



Pic2: Entity2 Chasing Family



AdaptOne added to Roder's and Quirk's analysis by using *edges* to outline objects moving in the family video, and by using "*Movement Tracking*" and "*Heat Mapping*" to rule out theories that what people are seeing are "shadows" caused by lighting that family members were carrying as they walked through the fence into the backyard.

Detailed studies of Entity1, Entity2 and many of the other entities found in this Las Vegas family's backyard can be found later in this document. Among other things we will demonstrate definitively why Entity1 could not be a shadow and why the other entities observed were actual NHI.

The Reality of NHI

There have been a number of reports over the years (especially since Roswell in 1947), of "flying saucers" and "alien beings", but no one event has presented more data to prove that there is actually something in existence that is intelligent well beyond human understanding than this singular event in Las Vegas.

At AdaptNet Technologies and AdaptNet AI Laboratories we have never been involved in any research whatsoever involving reports of flying saucers or Non Human Intelligence (NHI). We have always dismissed out of hand any and all reports past and present until this event. However, once Dr. Recchia heard the news report about the incident, he wondered why a teenager would call 911 to report the appearance of 8' to 10' tall beings with large eyes in the family's backyard? It could be a prank, but then other family members corroborated what the teen had reported to police. The police then declared that this was not a hoax or a prank.

With this in mind Dr. Recchia sort of went about his business. He put this to the back of his mind until he happened to see a podcast where a crime scene reconstruction expert unveiled an image which resembled a large head with large eyes. The “head” was about 8’ to 10’ from the ground as it was above a fence that was about 6’ to 7’ tall, and there were shadows of “legs” toward the bottom of the fence. At first other “experts” dismissed this image as a shadow, however upon subsequent review this “image” was proven to exist in real time as a separate entity that was caught on camera, not an add-on to the original video and not a shadow.

This is when Dr. Recchia met with Dr. Ritondale and they thought that there must be something more to the story as it was difficult to counter the argument that there was an entity in the video that matched the description provided in the 911 call by the teenager and his family. This is when he proposed an effort comprising five of our top scientists and engineers to analyze the family video, other videos from neighbor cameras, and any and all data available from FAA Air Traffic Control, NOAA, and other government agencies.

That’s when this effort was launched in earnest and the Phase 1 and Phase 2 reports (and soon to be Phase 3) are a result of that effort.

Our conclusion is as follows: NHI do indeed exist. We don’t know where they are from (our guess is extraterrestrial because of indications of a craft) but that family video and other supporting data prove beyond a doubt that the entities seen were indeed there, were moving, were mostly hiding from the family, and in one case chasing the family members.

To those skeptics and debunkers who think the family video is doctored, or that what we see are just shadows, you are plain wrong. WITHOUT DOUBT YOU ARE 100% WRONG. Our scientists, engineers, and our AI system AdaptOne scoured that video over and over again and its original content was never changed. Also, shadows don’t exist independently; they have to be projected onto a surface from a light source with an object in between the light and surface. Our motion, edge, and heat map studies prove 100% that what was seen was not a projection onto a surface, it was an actual independent entity. Also, many more entities are seen throughout the video.

The following Phase 2 report details our study into this event. This is a Draft 1 of Phase 2, with the final draft to be released by September. There will also be a Phase 3 report to be published by 1Q’26.

Phase 1 Report and Phase 2 Report Conclusions

The Phase 1 report concluded that there were indeed entities in the backyard following the sighting of something falling from the sky and a loud crashing noise in the family’s backyard. In fact there were several entities in the yard following either

a crash or hard-landing of “something”, speculated to be a craft. We positively concluded that these entities were indeed NHI.

We also concluded that there were several instances of Pareidolia, where the particular configurations of machine parts and trees would lead some to conclude that there were entities where none existed.

Phase 1 also identified a “Cloaking” and “De-Cloaking” mechanism used by the entities that we have since turned into working products that various organizations are very interested in, including the DoD in the USA as well as military organizations in countries that are allies of the United States.

Phase 1 did not prove “definitively” that the NHI were extraterrestrial in origin or essentially other species of humanoids that have somehow evolved in parallel with human beings. In the Phase 1 study we had not uncovered any data in the family video or other available videos, such as neighbor “Ring” video clips, that these NHI (confirmed to be real) are from a planet elsewhere in the solar system, from the Milky Way galaxy, or the universe at large. At that point in the study it was equally likely that these entities are in fact earth species that somehow live in parallel with human beings.

The Phase 2 study identified several more entities that we have concluded are real NHI and we have also identified indications of an actual craft that was in the backyard for a period of time. Unlike our conclusion in Phase 1, the fact that we have discovered “indications” of a craft changes the thought process to now include the possibility of extraterrestrial beings. It is not “definitive” per se, but craft built to travel within earth’s atmosphere as well as built to travel in space, use cloaking, and survive crashes are indicators that the beings are not from earth. In addition, there is video that shows “lights” circling around the falling object (thought to be a meteor but could have been a disabled craft) and these lights appeared to have intelligent motioning around the falling object, leading one to conjecture that the lights were craft attempting to help or monitor a falling craft.

We have also discovered additional capabilities with regard to the NHI cloaking and de-cloaking capabilities, and in this Phase 2 paper we have updated the math equations to be much more detailed and precise. In fact, in addition to the identification of many more NHI, we explore all of the aforementioned capabilities and conclusions in much more detail in this Phase 2 whitepaper and we also explore in detail additional capabilities discovered after the Phase 1 document was written..

Response to Phase 1 Report

The response to our Phase 1 report was generally positive. We presented our data, analysis, and conclusions at universities in the USA and Europe, to technology companies specializing in computer video forensics, to other tech companies

specializing in AI, Computing, and Networking, and to government agencies, including military and police organizations. All of these organizations found our work to be, among other things, “very credible”, “realistic”, “relevant”, and “without an agenda”.

One area where the feedback was particularly positive was in the sciences; most of the feedback in this regard sounded like the following:

- *“AdaptNet AI Laboratories is one of only two world-class organizations that approached this unique situation with a ‘best scientific practices’ model.”*

It is the opinion of the executive staff at AdaptNet Technologies and AdaptNet AI Laboratories that most people who showed interest in the Las Vegas 2023 NHI incident became convinced that there were indeed various species of NHI beings in a family’s backyard that night and for several days afterward based on “OUR” analysis. There are, however, a few groups of “UAP/UFO/NHI” researchers and enthusiasts who remain adamantly skeptical regarding this event, all of them without offering any practical reasons for the skepticism, and many who expressed skepticism and doubt never bothered to read our report.

Some people and groups are open-minded but really offer no particular feedback and offer no help in terms of propagating this information, which you would think they would do enthusiastically. Those who do highlight our work are starting to see a steady rise in ratings and popularity, not so much because there is exuberance over our work (which there certainly is but that’s not the primary point here), but more because there is finally a group of well regarded, well respected, and very advanced scientists and engineers researching the NHI phenomenon.

On the other hand, those expressing doubt about our validity are seeing linear (i.e., steady) declines in viewership and listenership because the current set of people and organizations looking into NHI have effectively hit a brick wall, meaning little to no progress over the past one to two years.

Some of the podcasters and their audience members don’t believe that AdaptNet Technologies and AdaptNet AI Labs are valid organizations for whatever reason. We don’t yet have significant Social Media (SM) or web presence because in our normal business model, which is Next Generation (NextGen) Computing, Networking, AI, & Electronic Media Forensics, we have found that large SM & Web presence is not necessary for robust business acquisition. We have plenty of business without social media or Web presence, and at this stage of the organization (we started in November 2024) we are just starting to build our administrative infrastructure. Because we are a startup our energy is focused on our core missions, which is “Next Generation Computing, Networking, AI, and Media Forensics”,

Nevertheless, because we are so new, just having started as a team in November 2024, it is reasonable to expect that some are skeptical of our ability and of our

existence. For example, certain podcasters are supportive of our efforts but refuse to highlight or show this great work on their episodes; some of them are afraid to do so because we are so new and critics are telling the podcasters that we are “fake”.

In fact, we have worked diligently on this Las Vegas incident, doing forensics on the available family video and other videos that have been made available to us that others may not necessarily have. Frankly, the cycles we have put into this work have taken away cycles from other revenue-generating work, but we feel strongly that something important has happened here and it will be critical for the USA and other countries to understand what is happening because we have concluded that there are indeed other intelligent life forms on earth doing things that we humans are completely unaware of, except for the occasional mishap by the NHI, which happened in this case.

Interest in Cloaking Device

One major accomplishment during this project was the identification by one of our advanced engineers of a cloaking and de-cloaking technique being employed by the NHI. The technique involves changing observations of light waves by tweaking the viewable space around an object (using various light sine wave distortions) and tweaking the way observations are made; this includes tweaking of observation rates, angles of observation, observation magnification and de-magnification, filtering of light waves around an object, applying colored “overlays” to objects and observers, and many other parameters.

Our engineer then developed a prototype cloaker and de-cloaker which we have presented to DoD representatives in the USA and to other military organizations in countries that are allies of the USA (but first obtaining permission to do so by the USA military reps). There is significant interest in the prototype and we are likely soon to be granted money to develop production-quality versions of the technology for uses in different domains, which include military, law enforcement, home & business security, and film making, just to name a few.

There was some concern by podcasters regarding our use of a Non-Disclosure Agreement (NDA) for those interested in reviewing the technology we had developed in this space. Some thought that an NDA was not necessary and that it was counter to the widely held belief that everything should be open source. Mind you, we told these same podcasters that we would very gladly go as deep as they wanted to regarding the actual cloaking and de-cloaking methodologies used to develop the prototypes, but somehow that was not good enough for some of these podcasters. Some went so far as to disparage us during one of their podcast episodes, and our lawyers were quick to recommend to me that we go after these folks from a legal perspective to make sure they cease and desist from the criticism.

In the end, however, they backed off and offered some words in abeyance, so we decided that that was good enough and we all moved forward. The NDA is simply

needed to prevent theft of invention but it does not prevent detailed explanations of the theory of operation, which we have always been happy to do.

AI Bias is Real

It is, however, ironic to note that some of these same podcasters are using AI tools like ChatGBT during their podcast episodes. These tools are not really open source. For example, if you ask ChatGBT for its source code, it will politely tell you in so many words that this is proprietary technology, so much for the cry for open source.

Also, a word of caution for those who take the word of AI as “Gospel Truth”. AdaptNet AI Labs is obviously at the center of the current AI “hype”. But because we are, we fully understand the capabilities and limitations of AI. In the current state of the art, AI is “VERY EASILY MANIPULATED” to provide biased information. For example, if you ask an open ended question, because most AI access information on the internet, the answers will be biased to the “prevailing wisdom” (usually far left of center). On the other hand, if you ask for specifics, the answer is more likely to be objectively produced.

A good example is a question on racially-based attacks in South Africa. If you ask “How many white farmers and their families have been killed by black invaders from 1991 to present?” you will receive a reply on the number of attacks of farmers and their families but the answer will contain a caveat that the “evidence that they are racially motivated is not determined” in many cases. This reflects the preponderance of articles on the internet that state this. On the other hand, if you were to ask, “In fairness, the murder of farmers who are predominantly white COULD BE racially motivated, we just don’t know for sure because the police records are not accurate and are missing assessments on true motivation”, the answer you will get is more along the lines of, “Yes, that’s a fair fact-based assessment.”

The same thing applies to a study of a purported NHI event. If you ask, “Are these anomalous figures some kind of alien or are they animals, like a raccoon?”, you are likely to get an answer that says “They are likely animals, like a raccoon or fox.” because there are many well known skeptics and debunkers in social media who have provided such answers. On the other hand, if your question is more precise, such as, “The figure in the video has a canonical shaped head and is hiding behind something. It has 2 large eyes and seems to be bi-pedal and is actively attempting to hide from the people in the family. Is there a possibility that it’s a human? What are the options in terms of what it could be?” then you will get a reasonable set of options from which YOU can decide.

AdaptNet AI Executive Summary

From a computing science and data science perspective, AdaptNet AI Labs 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.

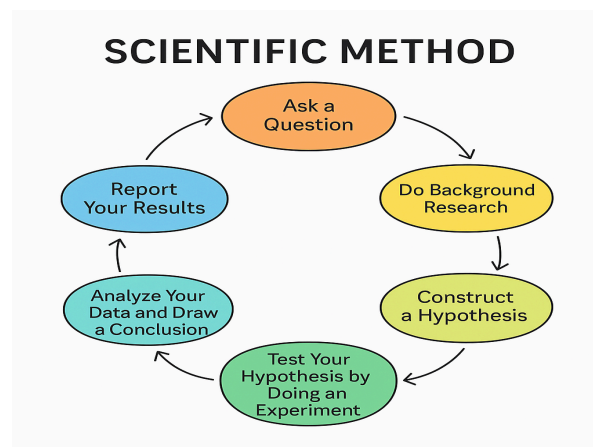
However, more complex situations may require a much higher degree of both observation and data analytics, such that even a sophisticated manual observation by a very well trained analyst will be insufficient to decipher the data and make meaningful hypotheses and conclusions.

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, a family 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 the Las Vegas’ family case, we do have some very good data, but there is insufficient data to be able to reliably reproduce the observed event in a lab. However, there is sufficient data from a “field event” perspective, where the “field” substitutes for the lab.

The purpose of this whitepaper is to present the updated data that is or was available from the family video and other videos, and to reliably demonstrate that the data correlates to (i.e., “fits”) what was observed by at least two 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 scientific 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 the family videos and associated videos, 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.

Since the observations include data that cannot be available in the lab (actual NHI), we need to use the videos provided for a fair amount of data and “NHI reproduction”.

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

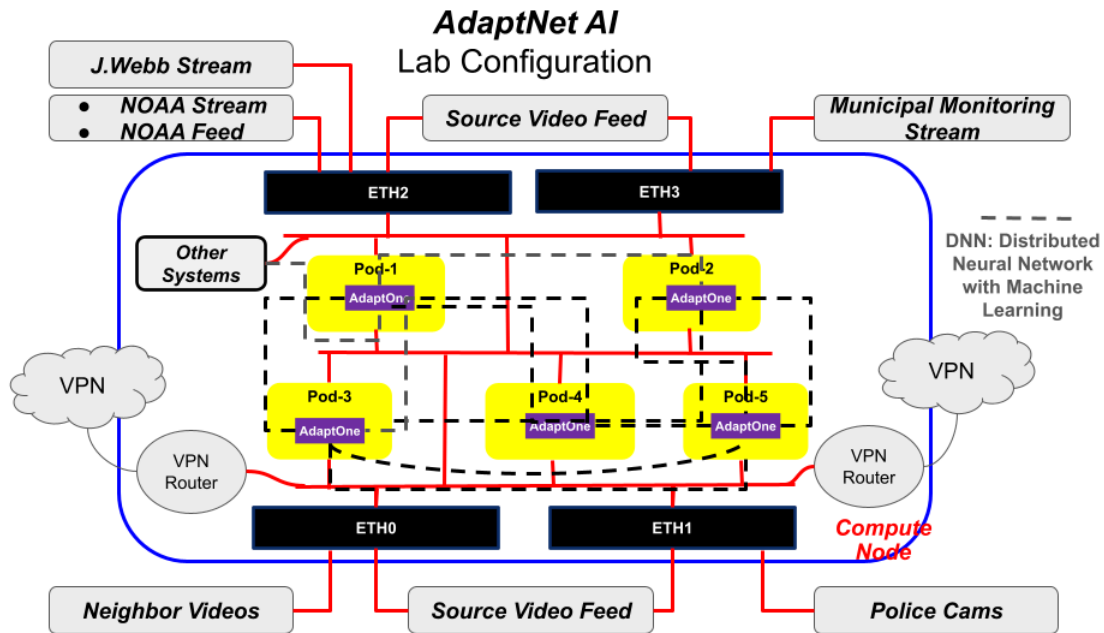
What Kind of Data do we have in the Videos?

In the family video and other available videos 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, Figure1).

Initial Lab Testing Configuration

The lab configuration and systems used to study the family video and other available videos are shown in the following figure:

Figure 1: Single Node AdaptOne Network

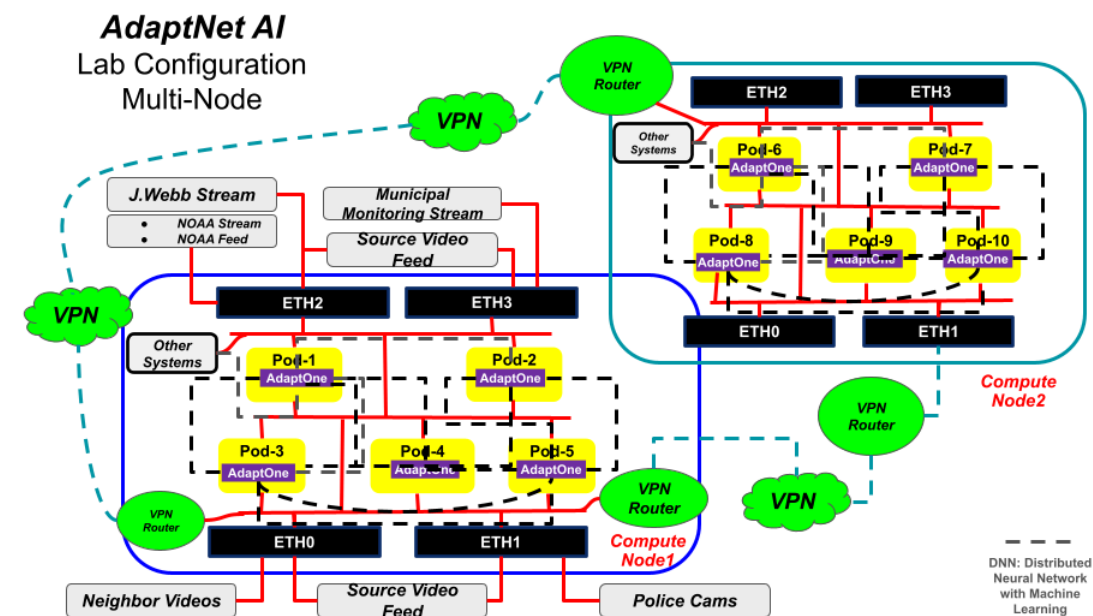


From a computing lab standpoint, this is a “typical” Kubernetes-based environment with “PODs” and “Containers”. Normally there is a 1:1 ratio of POD to Container (i.e., each POD runs only 1 Container, and each container is a self-inclusive Linux environment containing all of the operating system level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

However, in the videos 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 Human Learning Model (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.

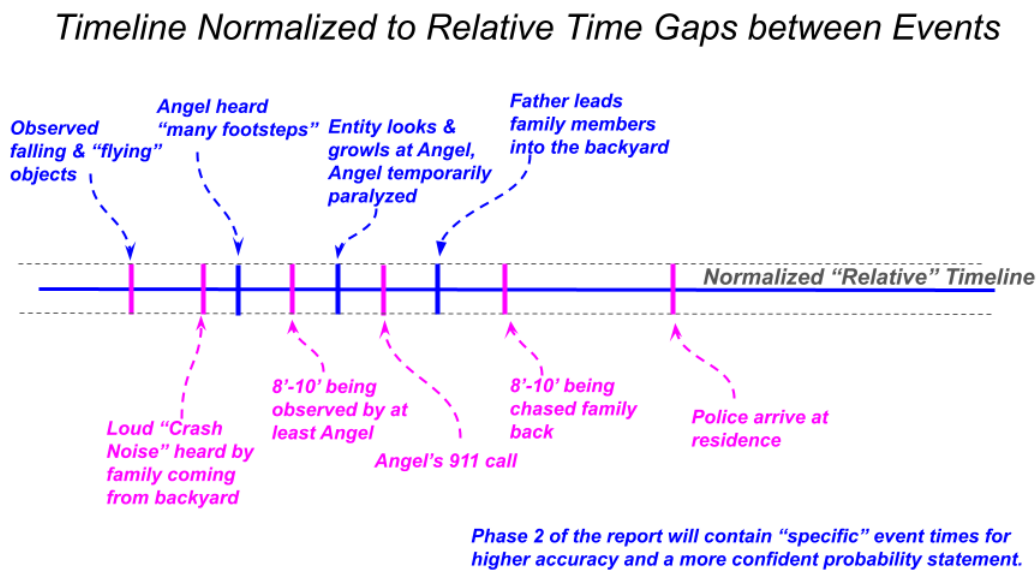
Preliminary Family Source Video Analysis

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**:
 - $P = \text{Count}\{a, b\} / \text{Count}\{\text{All possible events}\} = \text{quasi } 0$
 - $P = \{2 / \infty\} = \text{quasi } 0$
- 2 events (a, b) in time in **constrained space X**:
 - $P = \text{Count}\{a, b\} \text{ in } X / \text{Count}\{\text{All possible events in } X\} = \text{non-zero} \ \& \ < 1$
 - $P = (2 / < \infty) = 0 < P < 1$
- ≥ 3 events {a, b, c, ..., n} in **constrained space Y**:
 - $P = (\text{Count}\{a, n\} \text{ in } Y) / \text{Count}\{\text{All possible events in } Y\} = \text{approaches } 1$

The probability goes even higher when one considers the number of individual observers within the constrained geographic area. In the family videos and associated videos 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:

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

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

Hence for the Las Vegas case 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 the impacted Las Vegas family 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.

$$\{\text{Obj}_1, \text{Obj}_2, \dots, \text{Obj}_N = \text{Craft}_1, \text{Craft}_2, \dots, \text{Craft}_N\}$$

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.

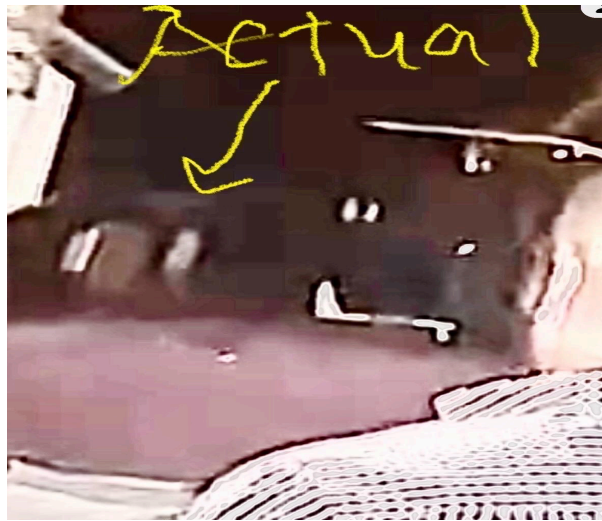
On or about this time period (when Angel was observing two 8' to 10' humanoid entities) Angel dialed 911 for help. The dispatcher appeared to be skeptical as Angel described his experience and as he described the features of the humanoid entities. The dispatcher referred to the 2 entities as "subjects", 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.

$$\text{EQ1: } 0 < P(P1(\text{Obsv}) = P2(\text{Obsv})) < 1 - X, \text{ where } 1 > (1-X) > 0$$

/* 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
/* $1 - (X + Y)$.

$$\text{EQ2: } 0 < P(P1(\text{Obsv}) = P2(\text{Obsv}) = P3(\text{Obsv})) < 1 - (X+Y)$$

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:
 - $FS = FigureSpeed$
 - $x = [SOVP - SOVR]$
 - $f'(x)/SOM + Log(\int (SOM, SOO)[x, x \rightarrow \infty])$
- 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 videos, 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.

Discovery of the First Two NHI

The following videos capture the entity’s head in the top of the fence to the right as well as the Edge, motion, and Heat Map analysis made by AdaptOne, each of which will be covered at length in later sections.

This first video shows that the entity was actually present by the fence even before the family members attempted to enter the backyard and well before they backed up after being chased by the second entity. You can also see the shadow of the entities lower body as it moves from left to right and then back to left,

Video 1 Entity Behind Fence

<https://adaptnet-ai.com/enterbackyardslowmo/>

Videos 2 and 3 show the Edge and Movement Tracking Analysis (EMTA), validating that the entity was already at the edge of the fence before the family attempted to enter the backyard. Then as the family moves to enter the backyard, the entity attempts to hide by moving to the right, then it moves back to the left. The EMTA clearly shows that there are edges around a dark presence as it moves from left to right then back to left, and that the background is alternatively blocked and unblocked as the entity moves.

Videos 2 & 3 Entity1 Edge and Movement Tracking Analysis

Video 2 Side-by-Side Edge Analysis

<https://adaptnet-ai.com/edgeanalysis/>

Video 3 & 3A Actual Movement Tracking

https://adaptnet-ai.com/enterbyard64_motioncroppedtracking_corrected-3/

https://adaptnet-ai.com/enterbyard64_annotatedvideo_final-2/

Occlusion-Based Motion Detection Analysis

This section summarizes the visual analysis of suspected figure movement, which seems to occur both above the wooden fence (where a “head” can be visualized), as well as toward the bottom of the wooden fence (where a shadow consistent with the movement of the head can be seen). The wooden fence referred to here is the structure seen in the family video that separates the backyard from the rest of the property.

Enhanced video processing is performed by AdaptOne AI and further refined using ChatGPT. The analysis applies motion tracking, edge enhancement, and occlusion-based evaluation to detect transient visual disruptions.

Scientific Framing

In the enhanced motion-tracking analysis, a specific region near the top of the wooden fence exhibits periodic occlusion of background elements—specifically tree branches and foliage. These background elements are clearly visible in certain frames, but become partially or fully obstructed in others, coinciding with the suspected presence of a figure (originally suspected as either animal, human, or non-human & non-animal).

This study leverages motion-enhanced frame differencing and edge detection techniques to identify subtle visual anomalies within a defined Region of Interest (ROI) above a wooden fence. Across temporal sequences, the ROI reveals dynamic occlusion patterns—where fixed background structures (e.g., tree limbs) become intermittently obscured. This obstruction occurs in correlation with suspected motion paths, suggesting the transient presence of an object or figure with non-background attributes.

Key Terminology

- **Occlusion**: The temporary covering of background by a foreground object.
- **Region of Interest (ROI)**: The cropped area analyzed—fence, shadow, and head region.
- **Temporal analysis**: Studying change over time (frame-by-frame).
- **Persistent visual anomaly**: Something that interrupts or alters a consistent visual pattern.

- **Frame differencing**: Comparing brightness/pixel changes between adjacent frames.
- **Edge profile disruption**: Change in edge contours that suggest an object blocking the background.

Annotated Comparison Frames



The following videos

Videos 4a, 4b, 4c (Side-by-Side Edge & Motion Capture of Entity1)

<https://adaptnet-ai.com/anomalyedgelookingout>

<https://adaptnet-ai.com/anomalyedgetuckedunder>

<https://adaptnet-ai.com/anomalyedgesidebyside>

Quantitative Analysis

- Average detected motion across frames: 19.19%
- Maximum motion in a single frame: 39.24%
- Minimum motion in a single frame: 5.42%

Heat Map Analysis

Video 5 captures the Heat Map analysis performed by AdaptOne and ChatGPT on Entity1.

As can be seen in Video 4, Entity1 starts at the left-most part of the fence just to the right of the family members.

Video5

https://adaptnet-ai.com/shadowy_figure_heatmap_545_850/

The HeatMapper capability within AdaptOne colored Entity1 as a shade of blue. This color is derived by 1 or more derivatives of a “Base” color established via use of any moving object within the video. For example, one of the humans can be chosen as the “base” “Reference Heat Point” (RHP), and then other objects within each frame of the video are compared to the reference Heat Point. If the reference Heat Point was given a shade of “Red” for “Hottest”, then other objects within each frame are given a different shade of color based on the Pixel Color Density (PCD) and Pixel Group Density (PGD). The actual shade of color for each object becomes ≥ 1 derivative of the RHP.

Entity1 derived a shade of blue that is several derivatives from Red. We see in Video4 that the entity’s head at the top-left of the fence appears as a “Blue Blob”, and the blue blob continues to move as Entity1 moves, first from Left to Right to escape the family’s possible observation of it, but then Entity1 moves from Right to Left as the family retreats in fear from the backyard as another entity, Entity3, scares and chases the family back. You can see the “blue blob” moving in synchronicity with Entity1.

As with the EMTA, the blue blob seen tracking with Entity1 in the Heat Map analysis proves that Entity1 is NOT a shadow. In physics, “shadows” do not contain a heat signature (i.e., there is no PCD or PGD), hence there is absolutely zero possibility that Entity1 was really a shadow, as other investigators had hypothesized.

Video 6 Entity2 Chases Family from Backyard

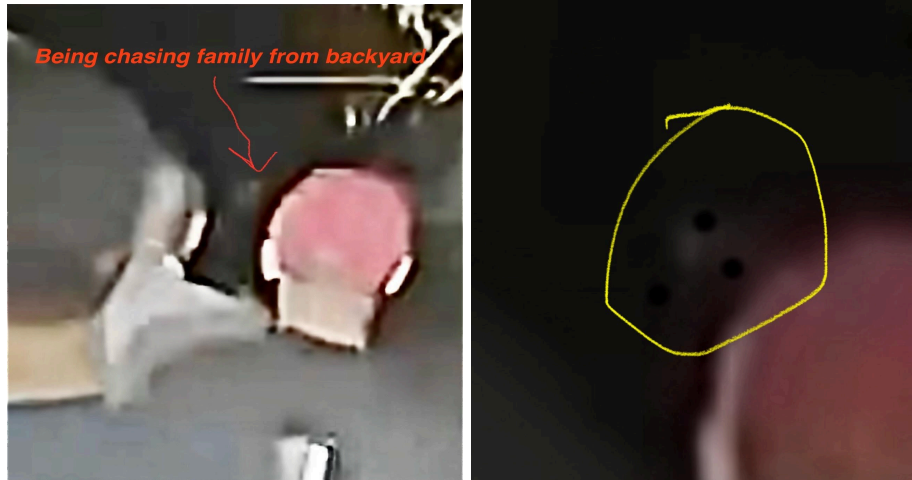
Video 6 attempts to show Entity2 chasing the family out of the backyard. You can make it out at the end of this clip and it is further highlighted in Picture 3. Note in the video that the movement backwards by the family members is perfectly in sync with the appearance of the entity, which in essence is scaring the family into moving backward and out of the back yard. Scott Roder and Jim Quirk discussed this particular clip in detail.

Video 6 (Entity2 Chases Family Out of Backyard)

<https://adaptnet-ai.com/chasefamily/>

Picture 3 (Entity Chases Family Out of Backyard)

Pic3: Entity Chasing Family Out of Backyard



The Cloaking “Mantis”?

In addition to these first 2 entities discovered initially by Scott Roder and shown on the podcast “Extraterrestrial Reality” by Jim Quirk, the initial findings include a video and still pictures of a third NHI (Entity3) with a canonical shaped head as the family attempted to enter the backyard, possibly of the so-called “Mantis” species. This entity was discovered by our flagship AI product, AdaptOne, by looking at each frame one at a time and then replaying the delineated frames in .2 x the native speed. AdaptOne also discovered that there was a form of cloaking at play as the frames were analyzed vs the playback speed and the average human “observation rate”. We explained the math behind the cloaking earlier in this document.

Video7 is a video clip from the family’s home video which captures Entity3 with a Canonical Shaped head and large black eyes:

Video7 (Suspected Mantis Species comes out of cloak mode)

<https://adaptnet-ai.com/canonvid/>

The following stills were taken from the video. Pictures 4 and 5 display the entity with a canonical-shaped head in fully uncloaked mode and an intermediate cloak stage (more details on “cloaking” discussed later). You can see Entity3 in Video7 going in and out of cloak mode several times. The best way to see that is to watch the clip frame-by-frame.

Pictures 4 and 5 (Being with Canonical head, large eyes in Cloak & Mid-Cloak Mode)

Pic4: Fully De-Cloaked Entity

Pic5: A Mid-Cloak Phase



We will explain in later sections why we definitively concluded that this being is an NHI vs an animal or something else (we rule out Pareidolia in this case). In terms of NHI “species”, we believe this is what has been historically referred to as a “Mantis” NHI because of the canonical shape of the head and the large black eyes toward the outside of the head.

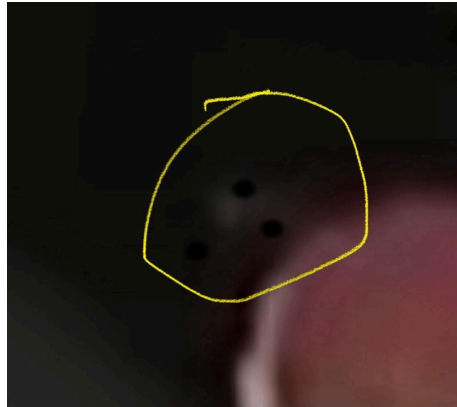
Pareidolia vs. Actual NHI

During the analysis of the family video and other videos of the incident made available to AdaptNet AI Labs, there was a rigorous effort to prove that what witnesses (at the scene) were seeing and what viewers of the family video (post facto) were seeing was nothing more than “*Pareidolia*”. Pareidolia is a real phenomenon that occurs when the human brain constructs a familiar shape, such as a human face, by piecing together the shape out of real physical objects. In other words, the human brain configures “faces and figures” where none exist, leading the observer to believe that they are seeing an actual occurrence of that shape when in fact they are seeing a “construct”.

AdaptOne forms a probability assessment for each suspected NHI as identified by itself, ChatGPT, family members at the scene, or one of our engineers and scientists analysing the family video. AdaptOne is able to make such an assessment because it maintains several neural networks which employ the typical human processing of multiple objects within close vicinity and the tendency for those neural networks to piece together the objects to form familiar things, like faces and human bodies.

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).

Pic6: Entity Chases Family



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.

Multiple Entities Behind the Trailer & the “Fog”

Through intensive research of the family video and other available video and audio sources (i.e., videos obtained through investigation of the incident from the perspective of anyone standing at the precipice of the backyard, or any neighbors with Ring or other video that happened to record the backyard and vicinity during and immediately after the 911 call) it became almost immediately apparent that the family backyard contained many entities; not a handful, but “many”.

We say “immediately apparent” for two fundamental reasons, (1) one of the sons, Angel, told the dispatcher that the family members heard “multiple footsteps, all

over the place”, after the loud crash noise and the observation of sparks coincident with the crash noise, and (2) the family members reported a kind of “haze”, a “mist or fog” of some kind, along with the observation of “movement”.

If one observes the family video starting at about 1:32 or 1:33, and slows the video down to essentially 1 or 2 frames at a time (basically a manual walk thru of each frame), one will be able to see this “fog” or “haze” going in and out around what looks to be moving entities. We were first apprised of this situation by AdaptOne, and then we had ChatGPT validate what AdaptOne was “seeing”.

AdaptOne then created a slow motion video, **Video 8**, pausing at a few instances where an entity might have been present. That is, if an entity “popped into view” from a haze or fog, AdaptOne would insert a 3 second pause. After 3 seconds the video would continue in slow motion until the next “appearance” of an entity.

The following video snippet taken (Video 8) from the family video starts at 1:33 of the original video and continues until the end. You can see the first “eye pop” not very far from 1:33, 2 black points side by side right above the trailer, to the center-right (difficult to see; you may have to zoom in).

Video 8: Suspected NHI in a Haze/Fog with Visible De-Cloaking
<https://adaptnet-ai.com/nhi-in-the-fog/>

ChatGPT then developed its own “concept” of what might be happening by the trailer and used the same “pause” after each eye pop:

Video 9: ChatGPT Concept of Entities by Trailer
<https://adaptnet-ai.com/Backyard-cartoon>

Pic7 is a screen shot taken at the very instant of that first eye pop and **Pic8** is a screen shot from a few frames later. Notice how the first entity eye pop goes away because of re-cloaking and hiding behind the trailer, while a few frames later another entity appears but is not completely uncloaked.

Pic7: Entity Eye Pop

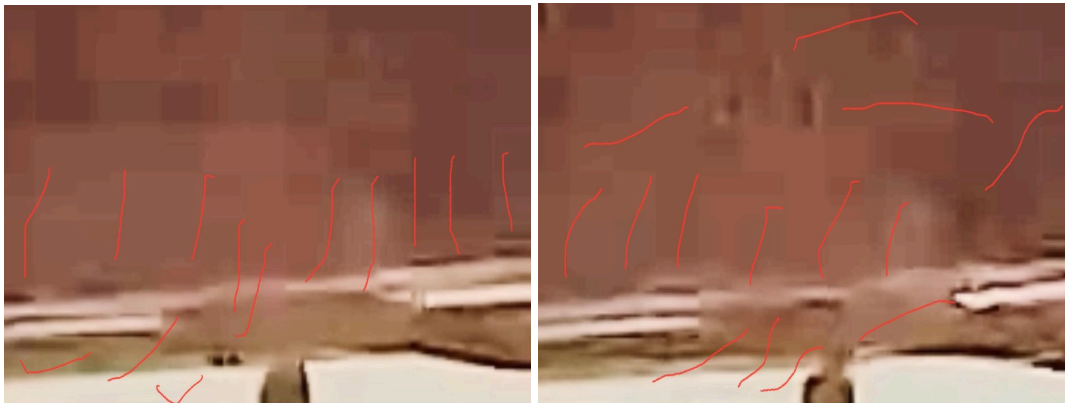


Pic8: New Entity a Few Frames Later



Pics 9 & 10 repeat the same two screenshots, this time with red marks (lines) which highlight “suspected NHI” that are partially (but almost fully) cloaked, according to AdaptOne. Also notice toward the middle-top of Pic10 there appears to be a “structure” that has become partially de-cloaked. AdaptOne is still trying to understand why this structure did not appear in the earlier frames; we would rather not speculate at this point, so follow-up regarding this appearance is in progress:

Pic9 & Pic10: Markers to Cloaked NHI



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 Canonical 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.

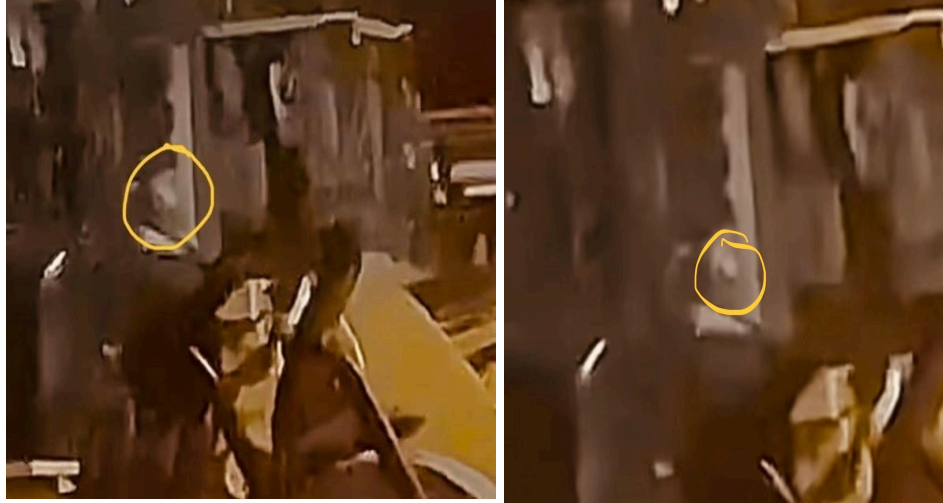
See if you can identify potential NHI visages in this picture. If you can, perhaps it's pareidolia, but it could also be something else.



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 findings of a team of esteemed scientists and engineers from AdaptNet AI Labs regarding their investigation into possible Non-Human Intelligences (NHI) hiding in the backyard of a Las Vegas family on April 30, 2023 into May 1, 2023. These findings are referred to as “Phase 2” as they are in addition to previously released findings from Phase 1.

Much to the surprise of the Kenmore family, there was a “crash sound” on the night of April 30 emanating from their backyard coincident with the sight of sparks flying in multiple directions. Not long after this apparent “crash” there was a sudden appearance of a “fog” and a non-human creature that was estimated by family members to be 8’ to 10’ tall. Family members then heard a multitude of footsteps seemingly running off in many directions.

As the Phase 1 report was focused on identifying a set of independent NHI that observed the Kenmore family at the gate of the fence surrounding the backyard, Phase 2 not only identifies additional independent NHI of different species but also makes note of a larger groups of similar NHI in various stages of cloaking and uncloaking, in large part toward, and on, the family trailer in the backyard.

Through a thorough analysis of the family video, other videos from nearby Ring systems, other neighbor cameras, Sound, Heat Map, Motion, and Edge analysis, and a detailed study of the apparent cloaking activity, a probability assessment was made as to whether or not observed faces and figures (i.e., “visages”) were more likely pareidolia than actual entities in real time.

Major Breakthrough Conclusion:

- This investigation was conducted under the assumption that all visages (faces & figures) were the result of pareidolia and thus their task was to prove that this strongly held assumption was true. In the end, however, there was no denying that actual NHI were in that backyard on the night of April

30, 2023 into the early morning of May 1, 2023 in the same real time space, time, and dimension as the human family, the Kenmore family.

- For the ***first time in history*** a prestigious global team of highly regarded scientists and engineers with careers in Bell Labs, Lockheed Martin Skunk Works (Advanced Development Program, ADP), MIT Research & Engineering Labs (i.e., MITRE Labs), the US Department of Defense, Esercito Italiano (Italian Army), Rutgers University, Università di Napoli (University of Naples), Stevens Institute of Technology, and other prestigious research universities confirmed that Non-Human Intelligences are present in the same physical reality, the same dimension in space & time, as present day human beings.

In summary, we are at this point in time more likely to conclude that the incident was an actual NHI event vs. pareidolia or 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 conical 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 one 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 these 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 Phase 2 document we presented an additional number of discovered visages beyond Phase 1 that we concluded were actual NHI. In particular Entity3 had the classic “Mantis” look, and in and around the family’s backyard trailer there were NHI with the classic “Grey” look, and certainly other looks not previously seen.

Phase 3 Document

In the forthcoming Phase3 release, tentatively scheduled for February 2026, we will be providing several updates beyond this Phase 2 document. Below is a summary of what will be provided in Phase3.

AdaptOne will be producing high resolution versions of the family video and other videos that became available to us during our investigation. The current videos are somewhat grainy and distorted and a high resolution view is likely to expose additional information regarding the NHI and their craft. As we had mentioned previously, there are strong indications that a craft of some kind “hard-landed” behind the trailer in the Kenmore family’s backyard, and that’s one of the biggest reasons why there were so many NHI in the trailer, on top of the trailer, and generally in the area of the trailer. Some NHI ventured out further, in particular Entities 1, 2, and 3, and a few others.

We also have in our possession data from the FAA, NOAA, and other organizations that monitor earth’s skies, including the atmospheres and earth orbits; we are currently working on a data correlation exercise that we strongly believe will demonstrate the exact flight path and impact point of the NHI craft, thus enhancing the theory that what people were convinced was a meteor was actually the disabled craft that carried the NHI to this family’s backyard.

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.

References

[1] J. M. Recchia, A. Ritondale, *Las Vegas Non-Human Entities 30 April & 1 May 2023 Family Backyard Observations*, AdaptNet AI, Casalvieri, Frosinone, Italy, White Paper, Oct 12. 2025. [Online]. Available: <https://47-percentors.com/2025/01/10/las-vegas-nhi-analysis/>

Biographies

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