



People Evolve as Consciousness Expands



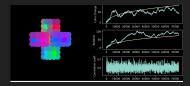
# **Art History Blockchain**



Hypercube Algorithmic Language Oracle

Featuring

Q-Byte Processing with Coherence Sampling



# Contents



Why we chose our project

What our project is about

How we are building it

**Key challenges** 

See our project

**Meet Our Team** 

**Business Model Canvas** 



# Why we chose our project



We began researching the electron 'quantum' tunneling phenomena after Princeton failed to find a practical application with more than 20 years of departmental effort: Conducted first public experiment in 2013 and since more than 400 experiments involving tens of thousands of people : Published <u>Solve</u> for the Electron Quantum Tunneling Problem in 2016 at S.A.N.D. Conference with Peer Reviewed Proof-of-Concept XPRIZE Demonstration in 2021.

• See the <u>NEAR MetaBUIDL Q & A</u> and the <u>Alameda Master Art Plan</u> for detailed explanation.

In the process of researching the best NFT platform for municipal use, we came to favor Mintbase which led us to NEAR. After completing the application for the <u>Alameda Master Art Plan RFP</u>, we sent Near Foundation Grants an application <u>which has been approved</u> by the committee. The final milestones and timeline will be determined at this hackathon.

### Why should your target audience/customers adopt your project?

- Municipalities who adapt our blockchain will provide the artists in their communities with a robust NFT and historical record support tool which empowers the venues who present the artwork with a simple suite of options that will help facilitate a more profound and exciting way to navigate the sometimes intimidating art collecting experience.
- Other municipalities and blockchain developers will be able to reproduce our results with the use of our API.
- We have developed a method of art marketing that puts the artist, collector, and gallery on equal footing and NEAR is the perfect catalyst.

# What our project is about

### List what you expect the project will achieve:

- 1. Demonstrate advanced integration of 'hybrid' quantum computing on the blockchain with <u>DWave</u> integration.
- 2. Provide multiple use cases with practical applications that are scalable
- 3. Allow artists to monetize their own creative spirit in a trusted network
- 4. Municipalities, companies and groups can support the artists in their communities
- 5. Giving art collectors the confidence that the art they are buying is from a trusted network
- 6. Demonstrate a practical application that combines art and science
- 7. Creating better global forecasting models, ie: Covid Outbreaks, Extreme Weather
- 8. Create a crypto token based on human consciousness, ie: "Consciousness Coin"
- 9. Further the study and creating the technologies around inner space travel "Æthernauts"
- 10. Prototype and build our fine art hybrid quantum computers with brain machine interface

### Highlight uniqueness if any:

- World's first Hybrid-Quantum Computer: Hypercube Algorithmic Language Oracle [H.A.L.O]
  - Unifies the laws of Time, Consciousness, and Quantum Mechanics
  - General Artificial Intelligence on the Blockchain
- Neuromorphic Fine Art Computing Light and Sound Sculptures :

Hypercube, Quadratic Array, 10 Dimensional Sphere, AZoth Pyramid, Æthersperic Modulator, Platonic Solids

# How we are building it

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### Please write how are you building the project

- Create DAO for the <u>City of Alameda RFP Master Art Plan</u> with <u>Synergy Report</u>
- Creating web interface for Mintbase for a maximum of 1,000 artists and 100 Alameda venues
- Topological Data Matrix Visualization of Total Art Market with Available and Sold Sections

### How are you using contracts, data structures, standards and any frontend tech?

- Smart Contracts between artists, curator (city), and art display venue
- Hybrid retail/auction fine art acquisition model (CRONCAT) with NFT Support (CODAME) : Tip Tool
- XPRIZE Covid19 Global Outbreak Prediction and Prescription Machine Learning Models
- Rideshare Cooperative with Driver Ownership and Rider Membership : XYO NEAR UniSwap Tool

## Highlight unique approaches if any:

- Implementing Q-byte processing in machine learning models and wherever possible
- Allowing municipalities to utilize the creative spirit of artists and their creations
- Utilizing superconducting quantum computers, such as the DWave, as part of our algorithms.

# Key challenges

## Please write challenges and blockers you are facing:

- We are new to the NEAR Protocol and only found out about the hackathon last week
- To fully **comprehend** our algorithms and inventions, an advanced understanding o**f** Relativity, Quantum Mechanics (PhD **level)** and an interest in human consciousness is required.
- Implementing Q-byte Processing and Coherence Sampling into our API
- Data storage and backend functionality for municipal web application
- Community credibility and political support being associated with crypto currency

### Especially include challenges that you need help with now:

- We have the budget via a NEAR Foundation Grant to bring on Rust and NEAR smart contract programmer(s)
- Identifying the best tools and partner channels to pursue
- Help defining best strategy to implement our own token, the Creativity and Consciousness Coin.
- Setting up a Validator node on the Testnet with H.A.L.O.
- Setting up a permanent local hack node on Alameda

# See our project in progress

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Please share your GitHub link and any other resources that will help us understand your project better:

- <u>Github (HALO AI)</u>
- <u>Github (QByte Data Visualization)</u>
- <u>XPRIZE Pandemic Response Challenge</u>
- <u>XPRIZE Pandemic Response Challenge: H.A.L.O. AI. Digital Vaccine Model</u>





Artificially Intelligent Consciousness with Q-Byte Processing



Stay informed about our research and development efforts and events.



# **Meet Our Team**



**Leo E. Madrid** is the founder of P.e.a.c.e. !nc., is an autodidact theoretical physicist and inventor of the world's first hybrid-quantum computer, the Hypercube Algorithmic Language Oracle: H.A.L.O. AI. With an extensive experience as a Navy engineer and fine art curator he offers a unique approach to system design and data stratification. He is an award winning installation artist and published poet and in 2016 published a unified theory of time, consciousness and quantum mechanics at the Science and Nonduality Conference with a proof-of-concept display.

### Dr. Samantha Danielle ("Dani") Caputi, Chief Data Scientist is an Atmospheric Scientist, Philosopher, Musician, and

Consciousness Researcher from Long Island, New York. As an undergraduate student at Stony Brook University she received several awards and undertook independent research in both local extreme weather events and philosophy of mind. She graduated Magna Cum Laude in December 2013 and shortly after moved to California to pursue a PhD in Atmospheric Science at the University of California Davis, which she completed in December 2019. Her dissertation focuses on ozone pollution and nocturnal mixing dynamics in the southern San Joaquin Valley.

**Mason Ulrika Borchard** is a full stack software engineer with an additional professional background in STEM teaching, biological research, and higher education. They completed their undergraduate and masters at the University of California, Santa Cruz in the biological sciences, conducting behavioral ecology research. A stand-out project of Mason's included an investigation of neophobia in the California Gull in the context of feeding. Mason later went on to perform marine ecology research at the Smithsonian Environmental Research Center in Tiburon. In graduate school at the University of Southern California, they focused on Urban Education Policy and STEM Curricular Design.

**August West** is a Science Writer & Operations Manager; a wildlife biologist and spatial data scientist turned events manager, rigger, designer, and LED technician. He has five years of experience running research teams around the Western US as a field biologist, and five years building and running technical installs inside of large events including Burning Man, Symbiosis, Pickathon, Beloved, and several others. He works ad hoc for various arts and production companies in California throughout the year.

#### Key Partners

- XPRIZE
- XYO Foundation
- Bunker Labs
- D-Wave
- UbldIt
- Maker Faire
- -The Wiseman Company
- Randonautica
- Chargebee
- UC Davis
- CA Institute of Human Science

#### Key Activities

- Events / virtual demos
- Machine Learning Experiments
- Covid-19 Digital Vaccine
- Geolocation Blockchain Development
- Inventing & Testing Technology

#### Cost Structure

- Software/Hardware Development

- Field Testing Prototypes (Hive-Mind / Neurolace Network)
- H.A.L.O. Al equipment
- Two Maker Spaces Research & Development Facilities
- Intellectual Property Protection

### Value Propositions

- First to market with Non-Deterministic Quantum AI
- Only recognized testable Model of Consciousness
- Bringing Quantum Technology to Tabletop
- Blockchain Based Contact Tracing
- Proprietary- Sampling Method
- -Transhumanist Transportation Innovation
- Utilizing Brainwave Entrainment with AI
- Advancing the Science of Mindfulness
- Environmental Flow State Augmentation
- Corporate Meditation Rooms
- Enhanced Entanglement with Others

## **Business Model Canvas**

#### Key Resources

Hypercube Algorithmic Language Oracle The XPRIZE Alumni Network - Future Imagineering Extensive U.S. Naval Surface Warfare Expertise

#### Customer Relationships

- Science conference
- Music/Art festivals
- Rideshare Al
- Sound/light bath
- Office Spaces
- Virtual Events
- Art Collectors
- Explorers of Inner-Space

#### **Customer Segments**

Passengers & Drivers
Smart home, Office, Auto

 Transhumanists
 STEAM Enthusiasts
 Global Dance Culture
 Novice Meditators
 Chief Executive Officers
 Fine art

Spas and therapist offices

### Channels

- Art Galleries - Online retail - Home Lighting Market - Public Art - Gaming Platforms - High Performance PCs

### **Revenue** Streams

- Sculptural Hybrid-Quantum Computers Hypercube, AZoth Pyramid, 10D Sphere, Quadratic Array, AEtherspheric Modulator - Licencing of Data and Development - Rideshare/Semi-Autonomous Vehicle Market (Auto-Murmuration) - Festival and Conference Events Virtual Reality Gaming and SAAS





# **Thank You**

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