Integration

U-alarm is not only a standalone solution but can be used in an integrated system as well. Each article contains valuable information about the required settings in U-alarm as well as in the corresponding third-party software.

General concept

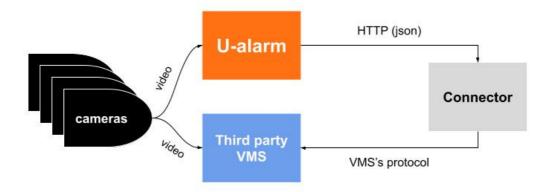
Components

The integration has 3 components:

- U-alarm
- Third party application (preferably a VMS)
- a Connector

Note: In this document the Third party application is often referred to as **VMS**, however it can be any software with similar capabilities.

Topology



U-alarm

- Receives video streams from cameras.
- Detects incidents.
- Notifies the operator on its user interface.
- Sends Event messages with metadata to an external API via HTTP.

VMS

- Receives good quality video streams from cameras.
- Stores videoProvides user interface for operators including incident management.
- Has an interface to receive real time notifications (alarms/events) from external sources.

Connector

- Dedicated to a specific VMS.
- Usually running on the same machine as the VMS.
- Associates streams registered in U-alarm with streams registered in the VMS (easier if the VMS provides a unique identifier for each camera).
- Receives Event messages from U-alarm.
- Converts U-alarm Events to a message which is readable by the VMS.

Capabilities

Capabilities are determined by both U-alarm and the VMS. The following information is available in the U-alarm Event's metadata:

- the incident's type (crowd detection, intrusion)
- the timestamp of the incident
- camera identifier(s)
- the detections' coordinates in the camera frame
- confidence value events with lower confidence can be filtered in order to decrease false positive alarms

(Learn more about the metadata for your [Custom Integration]...)

This information is translated by the Connector component. The capabilities of the VMS may limit the forwarded information and the overall end user experience.

Example scenario

Installation

- U-alarm is installed on an NVidia Jetson TX2 box.
- The VMS is installed on a Windows server.
- The Connector is installed on the same machine.
- Both machines are on the same local network with fixed IP addresses.

Configuration

VMS

The VMS is configured according to its own documentation with the following requirements:

- Observed Cameras must be registered in both U-alarm and in the VMS. The VMS may use the primary stream of the cameras with higher resolution and FPS compared to U-alarm. A unique identifier should be memorized for each registered camera. The identifiers will be used in U-alarm configuration.
- Access credentials for the connector.
- All other settings in order to receive external events.

Connector

Connector must have the following information:

- Access credentials for the VMS.
- An unused port for its service.
- The (network) location of the VMS interface.

U-alarm

U-alarm is configured along its own documentation with the following exceptions:

- Observed Cameras must be registered in both U-alarm and in the VMS. U-alarm often uses a secondary stream of the same camera with lower resolution and FPS.
- Cameras' *Technical names* must be set. Each technical name should be unique and should match the unique identifier of the same camera in the VMS.
- The network address of the Connector (host, port) must be set in the Alarm configuration.

Workflow

In this example let's say we configured intrusion detection in U-alarm.

- 1. The intruder enters an observed area
- 2. The camera stream is sent to U-alarm
- 3. U-alarm detects the intruder and immediately sends an Event to the Connector.
- 4. The Connector converts the incoming Event and sends it to the VMS.
- 5. The VMS triggers an alarm and notifies the operator.

Implementations

[Milestone XProtect]

Milestone Xprotect is one of the most popular Video Management Systems. U-alarm is able to send Alarms to this system so you can manage incidents in your well known platform.

[Custom Integration]

This guide will aid developers in order to receive and process Alarms triggered U-alarm in their custom solution.