

BehaviorDetector

Alerts About Unusual Human and Vehicular Actions

The **BehaviorDetector™** is a high-end indoor and outdoor *detector* for the **Vi-System™**. It is designed to detect various types of human behaviors. Like all other Vi-System *detectors*, BehaviorDetector is designed for large enterprise-scale digital video surveillance networks and is especially useful for bus/train stations, airports, town centers, parking lots and similar crowded environments.

A *detector* is a group of algorithms that is used to automatically detect and track specific objects such as people or vehicles in an outdoor or indoor environment

BehaviorDetector offers a very powerful toolbox of detection applications:

Loitering Detection

The BehaviorDetector detects people staying inside a *detection region* for more than a predefined period of time.

Density Detection

The BehaviorDetector alerts users when the amount of people in a given area exceeds a predefined figure. The Density detection application can count the exact number of people or objects in a given area, according to predefined parameters, and is suited to restricted perimeter conditions such as ATM lines, parking lots etc. For mass gathering conditions, please refer to information about **Agent Vi's CrowdDetector™** product.

Tailgating Detection

The BehaviorDetector alerts users when the elapsed time between one person and another crossing a virtual *line* is lower than a predefined limit.

Object Types — BehaviorDetector can distinguish between different objects by their size and/or other predefined parameters. BehaviorDetector can handle an unlimited number of people moving in any direction within the view of the camera.

Object Filters — BehaviorDetector can be programmed to look for specific object parameters in order to reduce the Nuisance Alarm Ratio (NAR) level. The system will not be affected by passing pedestrians which are not within the detection region.

Schedule — Any *rule* can automatically be activated according to a predefined schedule. This enables easy implementation of different *rules* for day, night, weekends, etc. Schedules can be defined for each individual camera or can be applied globally to a group of cameras.



Rules Flexibility

Unlimited Rules — Multiple *rules* may be assigned for each camera.

False Alarm Rate Reduction

Outdoor Element Rejection — BehaviorDetector can mask false alarms caused by moving vegetation, shadows and other ordinary outdoor environment events.

BehaviorDetector Data Sheet

Video Input	Analog / Digital, IP camera, CCTV or thermal cameras.
Video Frame Rate	5–30 FPS
Cameras	CCTV B&W or color cameras.
Calibration	Based on reference object.
Environment	Operates indoors and outdoors.
Detection Region	Any arbitrary shaped polygon, unlimited number per camera or <i>rule</i> .
Masking Areas	Used to minimize false alarms caused by noisy areas in the scene such as vegetation, water, etc.
Alarm Triggering	Predefined object, video loss, camera blocking, shaking, saturation and low light.
Alarm Data	Real time object tracking, alarm type, description, time and <i>rule</i> .
FAR Reduction	Sophisticated algorithms are used to filter out vegetation and weather conditions interferences, and ignore peripheral visual effects such as large object shadows.

For further information, please contact:

Above specifications subject to change without notice.



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