CrowdDetector

Alerts About Overcrowded Areas

The **CrowdDetector™** is a high-end indoor and outdoor detector for the **Vi-System™.** It is designed to detect overcrowding of people in a given area, according to predefined parameters. Like all other Vi-System detectors, CrowdDetector is designed for large enterprise-scale digital video surveillance networks and is especially useful for public places such as railways station platforms, airport terminals, sport stadiums, town centers and similar environments.

CrowdDetector's very powerful toolbox of *detection rules* serves to lower False Alarm Rate (FAR) / Nuisance Alarm Ratio (NAR) figures without compromising on high Probability Of Detection (POD) levels.

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.

CrowdDetector™ features include:

Detection Capabilities

CrowdDetector allows the user to define a *region* in the camera's field of view and receive an alert when the *region* is overcrowded above a specified threshold during a given time period.
CrowdDetector operates indoors and outdoors in all weather conditions.
The Vi-System will not be affected by passing pedestrians who are not in the *detection region*.

Object Types — CrowdDetector is designed to detect crowds of people in a predefined *region*.

Object Filters — CrowdDetector can be programmed to look for specific *regions* in order to reduce the NAR level.

Schedule — Any *rule* can automatically be activated according to a predefined schedule. This enables easy implementation of different *rules* for day, night, weekends, etc. For example, it is possible to set one crowd threshold for peak hours and another for off-peak hours. 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.

FAR Reduction

Outdoor Element Rejection — CrowdDetector can mask false alarmscaused by moving vegetation, shadows and other ordinary outdoor events.

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CrowdDetector Data Sheet

Video Input	Analog / Digital, IP camera, CCTV or thermal cameras.
Video Frame Rate	5–30 FPS
Environment	Operates indoors and outdoors.
Detection Region	Any arbitrary shaped polygon, unlimited Number of *regions* per camera.
Masking Areas	Used to minimize false alarms caused by noisy areas in the scene such as vegetation, water, etc.
Alarm Triggering	Overcrowded *region*, video loss, camera blocking, shaking, saturation and low light.
Alarm Data	Frozen alert image, alarm type, description, time and *rule*.
FAR Reduction	Sophisticated algorithms are used to filter out vegetation and weather conditions interferences, and ignore peripheral visual effects such as large object shadows.

Above specifications subject to change without notice.

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