CANDELA – STORAGE, ANALYSIS AND RETRIEVAL OF VIDEO CONTENT IN DISTRIBUTED SYSTEMS: REAL–TIME VIDEO SURVEILLANCE AND RETRIEVAL (ThuAmPO1)

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Abstract :
The ever–increasing complexity of generic Multimedia–Content–Analysis–based (MCA) solutions, their processing power demanding nature and the need to prototype and assess solutions in a fast and cost–saving manner motivated the development of the Cassandra Framework. The combination of state–of–the–art network and gridcomputing solutions and recently standardized interfaces facilitated the set–up of this framework, forming the basis for multiple cross–domain and cross–organizational collaborations [1]. It enables distributed computing scenario simulations for e.g. [continued in the next page]
Abstract:

Distributed Content Analysis (DCA) across Consumer Electronics (CE) In-Home networks, but also the rapid development and assessment of complex multi-MCA-algorithm-based applications and system solutions. Furthermore, the framework’s modular nature – logical MCA units are wrapped into so-called Service Units (SU) – ease the split between system architecture- and algorithmic-related work and additionally facilitate reusability, extensibility and upgradeability of those SUs.