

# 1. 通用目标检测算子

```
{
  "id": "edgeflow.calc.DetectCalculator",
  "version": "v2",
  "name": "通用目标检测算子",
  "description": "AI算子，通过该算子可以驱动目标检测sdk进行检测推理，获取目标检测结",
  "so_name": "libdetect_calculator.so.2.0.0",
  "type": "00",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [0]
}
```

# 2. 通用过滤算子

```
[{
  "id": "edgeflow.calc.FilterCalculator",
  "version": "v2",
  "name": "通用过滤算子",
  "description": "可以用于AI算子等算子后，根据目标标签、置信度等信息进行条件过滤，",
  "so_name": "libfilter_calculators.so.2.0.0",
  "type": "10",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [1],
  "expressions": []
}]
```

### 3. 通用抓拍算子

```
{
  "id": "edgeflow.calc.CaptureCalculator",
  "version": "v2",
  "name": "通用抓拍算子",
  "description": "可以根据配置的规则，对视频流中的符合抓拍条件的目标主体或区域主体进",
  "so_name": "libcapture_calculators.so.2.0.0",
  "type": "20",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [0, 1, 3, 4],
  "params": [
    {
      "key": "target",
      "name": "分析主体",
      "type": "F_RADIO",
      "defaultValue": "detection",
      "attributes": {
        "options": [
          {
            "label": "目标分析",
            "value": "detection"
          },
          {
            "label": "区域分析",
            "value": "stream"
          }
        ]
      }
    },
    {
      "type": "TOOLTIP",
      "msg": "根据业务类型选择目标分析或区域分析，抓拍算子会根据不同的"
    }
  ],
  "effectRule": {
    "visible": "false"
  }
},
],
```

```
"form_datas": [
  {
    "key": "alarmHoldTime",
    "name": "持续报警时间",
    "hint": "范围: 0-3600秒",
    "type": "F_INPUT_NUMBER",
    "defaultValue": 0,
    "uiType": 1,
    "attributes": {
      "max": 3600,
      "min": 0,
      "step": 1
    },
    "ui": [
      {
        "type": "TOOLTIP",
        "msg": "当报警抓拍条件满足后开始进入报警计时, 满足所设置的持续拍
      ]
    },
  },
  {
    "key": "alarmSensitivity",
    "name": "报警灵敏度",
    "hint": "范围: 0-100",
    "type": "F_INPUT_NUMBER",
    "defaultValue": 50,
    "uiType": 1,
    "attributes": {
      "max": 100,
      "min": 0,
      "step": 1
    },
    "ui": [
      {
        "type": "TOOLTIP",
        "msg": "用于调整持续报警时间范围内报警容错率比例, 灵敏度=不满足
      ]
    },
    "effectRule": {
      "visible": "alarmHoldTime>0"
    }
  },
  {
```

```
    "key": "alarmInterval",
    "name": "报警间隔",
    "hint": "范围: 0-3600秒",
    "type": "F_INPUT_NUMBER",
    "defaultValue": 30,
    "uiType": 1,
    "attributes": {
        "max": 3600,
        "min": 0,
        "step": 1
    },
    "ui": [
        {
            "type": "TOOLTIP",
            "msg": "设置同一目标或同一识别事件两次触发报警的时间间隔"
        }
    ]
},
{
    "key": "alarmMode",
    "name": "报警模式",
    "type": "F_RADIO",
    "defaultValue": 0,
    "uiType": 1,
    "attributes": {
        "options": [
            {
                "label": "持续报警",
                "value": 0
            },
            {
                "label": "自定义报警",
                "value": 1
            }
        ]
    },
    "ui": [
        {
            "type": "TOOLTIP",
            "msg": "同一目标的最大报警次数, 超过该次数后, 此目标不再触发报警"
        }
    ]
},
```

```

{
  "key": "maxAlarmNumber",
  "name": "最大报警次数",
  "hint": "范围: 0-100",
  "type": "F_INPUT_NUMBER",
  "defaultValue": 3,
  "uiType": 1,
  "attributes": {
    "max": 100,
    "min": 0,
    "step": 1
  },
  "effectRule": {
    "visible": "alarmMode===1"
  }
},
{
  "key": "releaseAlarm",
  "name": "报警解除上报",
  "type": "F_RADIO",
  "defaultValue": 0,
  "uiType": 0,
  "attributes": {
    "options": [
      {
        "label": "不上报",
        "value": 0
      },
      {
        "label": "上报",
        "value": 1
      }
    ]
  },
  "ui": [
    {
      "type": "TOOLTIP",
      "msg": "如果选择报警解除上报, 报警主体在发生报警后并解除报警事件"
    }
  ],
  "effectRule": {
    "visible": "false"
  }
}

```

```
    }
  ],
  "outputs": [
    {
      "stream_labels": [
        {
          "key": "counter.all.current_count",
          "name": "所有目标当前计数",
          "type": "float"
        },
        {
          "key": "counter.all.accumulate_count",
          "name": "所有目标累计计数",
          "type": "float"
        },
        {
          "key": "timecollector.empty_time",
          "name": "区域内无目标闯入的持续时间",
          "type": "float"
        },
        {
          "key": "timecollector.occupy_time",
          "name": "区域内有目标闯入的持续时间",
          "type": "float"
        },
        {
          "key": "timecollector.stranded_count",
          "name": "滞留目标计数",
          "type": "float"
        },
        {
          "key": "trace.static_count",
          "name": "静态目标计数",
          "type": "float"
        }
      ],
      "detection_labels": [
        {
          "key": "timecollector.first_show_time",
          "name": "目标首次出现时间",
          "type": "float"
        },
        {
```

```
        "key": "timecollector.last_show_time",
        "name": "目标最近一次出现时间",
        "type": "float"
    },
    {
        "key": "timecollector.hold_time",
        "name": "目标逗留时间",
        "type": "float"
    },
    {
        "key": "timecollector.is_stranded",
        "name": "目标滞留状态",
        "type": "bool"
    },
    {
        "key": "timecollector.is_static",
        "name": "目标静态状态",
        "type": "bool"
    }
]
}
}
```

## 4. 技能使能及技能运行控制算子

```
{
  "id": "edgeflow.calc.GatekeeperCalculator",
  "version": "v2",
  "name": "技能使能及技能运行时间控制算子",
  "description": "适合用于技能图头节点，通过该算子可以实现技能启停，技能运行时间控制",
  "so_name": "libgatekeeper_calculator.so.2.0.0",
  "type": "40",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [3],
  "form_datas": [
    {
      "key": "runningTime",
      "name": "运行时间",
      "type": "F_TIME_RANGE_ARRAY",
      "uiType": 1,
      "defaultValue": [
        [
          "00:00",
          "23:59"
        ]
      ],
      "attributes": {
        "minLength": 1,
        "format": "HH:mm"
      },
      "ui": [
        {
          "type": "TOOLTIP",
          "msg": "用于控制该算法的运行时间段，仅在该时间段内才会运行算法，"
        }
      ]
    }
  ]
}
```



## 5. 抽帧算子

```
{
  "id": "edgeflow.calc.GroupExtractCalculator",
  "version": "v2",
  "name": "抽帧算子",
  "description": "适合用于技能使能算子之后，通过该算子实现对上游算子的等间隔抽帧，",
  "so_name": "libgroup_extract_calculator.so.2.0.0",
  "type": "40",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [3],
  "form_datas": [
    {
      "key": "frameExtractFreq",
      "name": "抽帧频率",
      "type": "F_SINGLE_SELECT",
      "defaultValue": 200,
      "uiType": 0,
      "attributes": {
        "options": [
          {
            "label": "1s 12帧",
            "value": 83
          },
          {
            "label": "1s 8帧",
            "value": 125
          },
          {
            "label": "1s 5帧",
            "value": 200
          },
          {
            "label": "1s 1帧",
            "value": 1000
          },
          {
            "label": "5s 1帧",
            "value": 5000
          }
        ]
      }
    }
  ]
}
```

```
{
  "label": "8s 1帧",
  "value": 8000
},
{
  "label": "15s 1帧",
  "value": 15000
},
{
  "label": "30s 1帧",
  "value": 30000
},
{
  "label": "60s 1帧",
  "value": 60000
},
{
  "label": "15min 1帧",
  "value": 900000
},
{
  "label": "30min 1帧",
  "value": 1800000
},
{
  "label": "1h 1帧",
  "value": 3600000
},
{
  "label": "24h 1帧",
  "value": 86400000
}
]
},
"ui": [
  {
    "type": "TOOLTIP",
    "msg": "用于控制算法对当前视频通道的分析频率，抽帧频率越大，消耗的
  },
  {
    "type": "RESTORE_DEFAULT"
  }
]
]
```

```
    }  
  ]  
}
```

## 6. 流控算子

```
{  
  "id": "mediaflow.FlowLimiterCalculator",  
  "version": ""  
  "name": "流控算子",  
  "description": "适合用于AI算子前, 根据AI算子吞吐效率及时进行丢帧处理, 防止队列拥:  
  "so_name": "libmediaflow-calcs.so",  
  "type": "40",  
  "owner": 0,  
  "public": 2,  
  "visiable": 1,  
  "edit_type": []  
}
```

## 7. 区域过滤及区域聚合算子

```
{
  "id": "edgeflow.calc.AreaFilterCalculator",
  "version": "v2",
  "name": "区域过滤及区域聚合算子",
  "description": "适合用于检测算子之后，通过该算子能够过滤屏蔽区域内的所有目标，也",
  "so_name": "libarea_filter_calculator.so.2.0.0",
  "type": "40",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [],
  "outputs": [
    {
      "stream_labels": [
        {
          "key": "areainfo.area_id",
          "name": "分析区域ID",
          "type": "string"
        },
        {
          "key": "areainfo.area_name",
          "name": "分析区域名称",
          "type": "string"
        }
      ],
      "detection_labels" : [
        {
          "key": "areainfo.area_id",
          "name": "分析区域ID",
          "type": "string"
        },
        {
          "key": "areainfo.area_name",
          "name": "分析区域名称",
          "type": "string"
        },
        {
          "key": "areainfo.area_ratio",
          "name": "目标进入分析区域比例",
          "type": "int",

```

```
    "attributes": {
      "min": 0,
      "step": 1,
      "max": 100
    }
  ]
}
}
```

## 8. 通用上报算子

```
[{
  "id": "edgeflow.calc.ReporterCalculator",
  "version": "v2",
  "name": "通用上报算子",
  "description": "可以对抓拍的事件或目标，根据DumuOS和度目应用平台规范，进行统一的",
  "so_name": "libreporter_calculators.so.2.0.0",
  "type": "30",
  "owner": 0,
  "public": 2,
  "visiable": 0,
  "edit_type": [0, 3],
  "params": [
    {
      "key": "skill_id",
      "name": "技能ID",
      "type": "F_INPUT_STRING",
      "defaultValue": "",
      "effectRule": {
        "visible": "false"
      }
    },
    {
      "key": "skill_name",
      "name": "技能名称",
      "type": "F_INPUT_STRING",
      "defaultValue": "",
      "effectRule": {
        "visible": "false"
      }
    }
  ],
  "from_datas": [
    {
      "key": "bgPicQuality",
      "name": "图片编码质量",
      "hint": "范围：1-100",
      "type": "F_INPUT_NUMBER",
      "defaultValue": 75,
      "uiType": 0,
      "attributes": {
```

```
        "max": 100,
        "min": 1,
        "step": 1
    },
    "ui": [
        {
            "type": "TOOLTIP",
            "msg": "用于控制抽帧的图像的清晰度，当设置数值越大时，图片编码质量",
        },
        {
            "type": "RESTORE_DEFAULT"
        }
    ],
    "effectRule": {
        "visible": "basicParams===1",
        "writable": "basicParams===1",
        "valueChange": {
            "condition": "basicParams===0",
            "value": 75
        }
    }
},
{
    "key": "alarmImageType",
    "name": "上报图片类型",
    "type": "F_RADIO",
    "defaultValue": 1,
    "uiType": 1,
    "attributes": {
        "options": [
            {
                "label": "原图",
                "value": 0
            },
            {
                "label": "渲染图",
                "value": 1
            }
        ]
    }
},
    "ui": [
        {
            "type": "TOOLTIP",
```

```
}]
  ]
}
  ]
}
```

"msg": "如果选择原图, 则在对接第三方业务平台时, 会上报触发事件的