

Video Surveillance and Content Sharing Using Cloud

Vinay Bhawsar, Swapnil Awekar, Pravin Bagul

Dept. of Computer Engineering

P.E.S. Modern College Of Engg., Pune University, Pune 05.

Abstract - Connect devices with Peer to Peer technology in which the connecting devices may be two PC's/ two Mobiles/ one peer PC and another peer Mobile or vice versa. Connectivity by using CLOUD, we can connect two discrete systems in a network and do a peer to peer networking. Connectivity can only be established after installing the client application on their device and then they may control other system by authenticating the device or see/browse a file which is there on remote device, store images and text taken in the mobile to home PC. Also we can control extended devices which are plugged in remote system. This paper also presents architecture to improve surveillance application security using authenticated device allowing application dynamic composition and increasing the flexibility of the system. Video Surveillance systems have increase their needs of dynamism in order to allow the different users (operators and administrators) to monitor the system/ Webcam the system status and to access live video from different localizations.

Keywords - Android; Cloud; Surveillance; Peer to Peer; Remote Control; Video Streaming;

Introduction -

In today's competitive world, people want everything to happen at their door steps. The information which is stored in the cloud system can be viewed through the device by the registered users anywhere in the world. This makes the users to know their information from wherever they are located and the pictures in the mobile can also be transferred to the system if there is no enough space in the mobile. Also video monitoring from anywhere via authenticated user can be done with Web Camera. Different surveillance methodologies such as notification system and face detection on PC based system are used to ensure security. In this system, it is possible for a person to monitor the security of his or her desired location when they are outside. Now-a-days anybody can communicate with anyone at any time around the globe with the help of mobile phone technology. By keeping the technological facility of mobile phone in mind, a mobile phone based controlling and sharing system has been described in this paper. This paper will give a solution for the security of corporate houses as well as corporate personnel.

Now-a-days anybody can communicate with anyone at any time around the globe with the help of mobile phone technology. By keeping the technological facility of mobile phone in mind, a mobile phone based controlling and sharing system has been described in this paper. This paper will give a solution for the security of corporate houses as well as corporate personnel. Mobile has become a basic need for everyone. A conceptual architecture of Java as a Server Platform, which enables multiple users to use Android Applications on cloud server via network. Since server is stored in cloud which may be affordable to connect many users. Utilization of memory space is more when application is kept in cloud. Therefore, the cost and wastage of memory may be a deterrent factor for many users [4]. So memory management techniques have been added to system which will control the memory usage issues and recycle the memory to improve efficiency. Android/ Desktop Client Application Setup is kept in cloud for users convenience, which deals with accessing another device and share files within these system from anywhere in the world through the mobile device without a centralized server.

In mobile app, we will specify the filename and the system will search the directories for the specified filename, from which the contents can be viewed through the mobile or browse all the contents directly. For this process, Smartphone application should be installed on the mobile and server application has to be developed system and saved on the cloud. The main requirement of the system is that it must be switched ON with internet connection enabled and if mobile is used then it should have GPRS/ Wi-Fi connection. Similar features are provided on Desktop application also. Only PC to Mobile Controlling is not possible but Content can be shared from PC to Mobile. So this paper implements secure sharing between two devices which makes the traverse reliable and efficient for users. This paper also makes a user to know the contents of the file stored in the system from anywhere in the world through any

authorized device. Sometimes there may not be enough memory space in the mobile to save the pictures taken, at this point of time, the person can transfer the pictures to the remote system without a centralized server and carry on taking pictures.

REMAINING CONTENTS -

- In the Day-Night mode, the brightness of the camera will change according to the intensity of surrounding ambiance.
- The feature of Wake-Up LAN can be added as the future scope.
- Panoramic Image system has to implemented in near future.
- Automation System Facility is to be implemented as the unauthorized person if entered in authorized room then the siren will be alarmed and the doors will be automatically get locked.
- GPRS system will be technically advance by using Video Surveillance System.

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CONCLUSION -

- Using peer to peer technology, frames are retrieved from the system through the mobile and are transferred from the mobile to the system.
- Video monitoring is possible.
- In addition, alert messages can also be implemented in future, where the authenticator gets an alert message whenever a person enters into the frame.
- In future, the videos can be transferred from the mobile to the system, two way communication is possible as well as face to face conversation, viewing the images in the system through the mobile and controlling the games in the system through mobile.

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