

Based on the research into the **December 13, 2025, Barus & Holley shooting** and the requirements for the **ELI Campus Guardian** platform, here is the comprehensive design and architecture specification.

1. Research & Incident Context

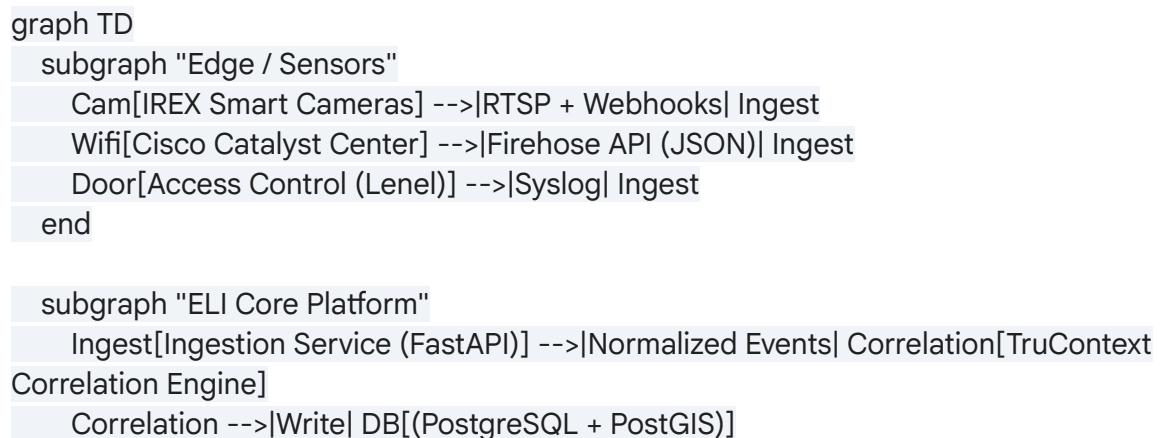
- **The Incident:** On December 13, 2025, an active shooter entered the **Barus & Holley** engineering building. The suspect was "casing" the building hours prior, visible on neighborhood cameras but undetected by campus security due to lack of correlation.
- **Security Failure Points:**
 - **Passive vs. Active:** 1,200 cameras were recording to disk (forensic) rather than being analyzed in real-time.
 - **Data Silos:** The suspect entered an unlocked side door. Wi-Fi probes likely detected his device, but this data was not linked to the camera feeds or door access logs.
 - **Blind Spots:** Police struggled to locate the shooter in the complex layout of the engineering wing.
- **ELI Solution:** A "Single Pane of Glass" that correlates **Cisco Wi-Fi location, IREX Weapon Detection, and Access Control** to track threats in real-time on a 2D gamified map.

2. System Architecture

We will use an **Event-Driven Microservices Architecture** to handle high-frequency location updates from 11,000+ students.

High-Level Diagram

Code snippet



```
Correlation -->|Publish| Socket[WebSocket Server]
```

```
Ethic[Ethical Governor] -.->|Privacy Masking| Socket  
end
```

```
subgraph "Frontend (React/Next.js)"  
    Socket -->|Real-time Stream| Dashboard  
    Dashboard -->|Render| Map[2D 'Pokemon' Live Map]  
    Dashboard -->|Stream| Video[Smart Camera Grid]  
end
```

3. Database Schema (PostgreSQL + PostGIS)

We will use **PostGIS** for spatial queries (essential for "Find cameras near this person") and **TimescaleDB** (if available, or partitioned tables) for the high-volume location history.

SQL

```
-- 1. Configuration & Auth
```

```
CREATE TABLE config (  
    key VARCHAR(50) PRIMARY KEY,  
    value TEXT -- e.g., 'DEMO_MODE' = 'TRUE'  
)
```

```
-- 2. Infrastructure (Maps)
```

```
CREATE TABLE floor_plans (  
    id SERIAL PRIMARY KEY,  
    name VARCHAR(100), -- 'Barus & Holley - Floor 1'  
    image_url TEXT, -- Output from Google Nano Banana  
    bounds GEOMETRY(POLYGON), -- GPS coordinates of building corners  
    pixels_per_meter FLOAT  
)
```

```
-- 3. Device Inventory
```

```
CREATE TABLE devices (  
    id UUID PRIMARY KEY,  
    type VARCHAR(20), -- 'CAMERA', 'WIFI_AP', 'DOOR_READER'  
    external_id VARCHAR(100),  
    location GEOMETRY(POINT), -- Location on the map
```

```

stream_url TEXT
);

-- 4. Active Tracking (The "Dots")
CREATE TABLE tracked_entities (
    id UUID PRIMARY KEY,
    type VARCHAR(20), -- 'STUDENT', 'FACULTY', 'THREAT'
    display_name VARCHAR(100),
    cisco_mac_hash VARCHAR(64),
    irex_face_id VARCHAR(64),
    current_location GEOMETRY(POINT),
    risk_score INT DEFAULT 0,
    last_updated TIMESTAMP DEFAULT NOW()
);

-- 5. History Trails (For the 30-min Rewind)
CREATE TABLE location_history (
    time TIMESTAMP NOT NULL,
    entity_id UUID REFERENCES tracked_entities(id),
    location GEOMETRY(POINT),
    source VARCHAR(20) -- 'WIFI', 'CAMERA_ESTIMATE'
);
-- Create hypertable for performance (if TimescaleDB installed)
-- SELECT create_hypertable('location_history', 'time');


```

```

-- 6. Alerts
CREATE TABLE alerts (
    id SERIAL PRIMARY KEY,
    timestamp TIMESTAMP DEFAULT NOW(),
    type VARCHAR(50), -- 'WEAPON_DETECTED', 'TAILGATING'
    severity INT, -- 1 (Low) to 5 (Critical)
    metadata JSONB -- { "snapshot": "url", "confidence": 0.98 }
);


```

4. Key Features & Component Structure

A. Real-Time Location Tracking ("The Pokémons Map")

- **Component:** LiveTacticalMap.tsx
- **Library:** Leaflet.js (lightweight) or Pixi.js (if handling >1000 moving dots for performance).
- **Visuals:**

- **Floor Plan:** Generated via **Google Nano Banana** as requested, overlaid as an L.imageOverlay.
- **Avatars:**
 - **Blue Dot:** Anonymous Student (Wi-Fi).
 - **Green Dot:** Faculty/Staff (Badge Match).
 - **Red Pulse:** High Risk/Threat.
- **History Slider:** A React range slider (rc-slider) at the bottom.
 - **Logic:** When dragged to "-10m", the WebSocket creates a request to GET /api/history?lookback=600. The frontend renders the path as a fading polyline.

B. Camera Monitoring Dashboard

- **Component:** SmartCameraGrid.tsx
- **Logic:** "Zero-Click" interface. The grid is empty or shows main entrances by default. When an alert triggers, the relevant camera **automatically** populates the main view.

C. Integration with ELI (Peru Project)

- **Reuse:** Adopt the "**Dark Mode**" UI Kit (Navy Blue backgrounds, Neon Cyan accents) and the **RTSP Video Player** component (hls.js wrapper) from the Peru codebase.

5. API Endpoint Specifications

Base URL: /api/v1

Endpoint	Method	Description	Payload Example
/ingest/irex	POST	Webhook for IREX Object Detection	{ "class": "weapon", "confidence": 0.95, "cam_id": "BH-104" }
/ingest/cisco	POST	Firehose for Wi-Fi Location (X,Y)	{ "mac": "a1:b2...", "x": 105.4, "y": 33.2, "floor": "BH_L1" }
/map/entities	WS	WebSocket for live dot movement	[{ "id": "123", "lat": ..., "lng": ..., "type": "student" }]
/map/history	GET	Retrieve trail coordinates	?entity_id=123&start_time=...

/alerts	GET	Fetch active alerts list	?active=true
/demo/trigger	POST	Simulation Only: Starts the "Active Shooter" script	{ "scenario": "barus_holley_incident" }

6. Integration Approach

1. **Cisco Catalyst (Wi-Fi Tracking):**
 - **Constraint:** Standard keycards are invisible to Wi-Fi.
 - **Solution:** We rely on **Device Fingerprinting**. We assume most students carry a phone. The system correlates "Door Badge Swipe at Room 101" with "New Wi-Fi Connection in Room 101" to link a specific phone MAC address to a student Identity.
 - **Demo Mode:** Since we don't have live Cisco access, we will write a Python script (mock_cisco.py) that generates 50 "boids" (moving dots) that wander the hallways of the Barus & Holley floor plan.
2. **IREX Cameras:**
 - **Demo Mode:** Use pre-recorded MP4 clips of the Brown campus. Overlay bounding boxes using HTML5 Canvas (<canvas>) drawn over the video element to simulate live AI detection.
3. **Access Control:**
 - **Simulation:** A background script will generate random "Door Open" events. If a "Blue Dot" (Phone) is not near the door when it opens, the system triggers a "**Forced Entry / Tailgating**" alert.

7. Implementation Roadmap (90-Day Plan)

- **Phase 1: Barus & Holley Pilot (Days 1-30)**
 - **Goal:** Recreate the December 13th incident to show "What could have been done."
 - **Deliverables:**
 - Google Nano Banana floor plans for Barus & Holley.
 - "Pokemon" Map View with simulated students.
 - Scripted Scenario: Suspect enters, Weapon Detected by IREX, System Auto-Locks doors (simulated).
- **Phase 2: Residential Expansion (Days 31-60)**
 - **Goal:** Keeney Quad & Dorms.
 - **Deliverables:**
 - Integrate "Crowd Surge" alerts (e.g., too many people in a hallway at 2 AM).
 - Deploy the "History Trail" feature for analyzing foot traffic.
- **Phase 3: Campus-Wide & Handover (Days 61-90)**

- **Goal:** Full deployment.
- **Deliverables:**
 - Load test with 800 mock camera streams.
 - Final UI Polish (Visium Branding, Dark Mode).
 - Documentation & Sales Video generation.

8. Demo Login Credentials

- **URL:** localhost:3000 (or demo deployment URL)
- **Username:** admin
- **Password:** admin