

## 2.13.2 Features<sup>1</sup>

Feature	Description	Release <sup>2</sup>
Supports JPEG Decode	—	DS 4.0
Supports MJPEG Decode	—	DS 4.0

## 2.13.3 Configuration Parameters<sup>3</sup>

Property	Meaning	Type and Range	Example and Notes	Platforms <sup>4</sup>
gpu-id	Device ID of GPU to use for decoding.	Integer, 0 to 4,294,967,295	gpu-id=0	dGPU
DeepStream	Applicable only for Jetson; required for outputting buffer with new <code>NvBufSurface</code> or Legacy Buffer	Boolean	DeepStream=1	Jetson

## 2.14 GST-NVMSGCONV<sup>5</sup>

The `Gst-nvmsgconv` plugin parses `NVDS_EVENT_MSG_META` (`NvDsEventMsgMeta`) type metadata attached to the buffer as user metadata of frame meta and generates the schema payload. For the batched buffer, metadata of all objects of a frame must be under the corresponding frame meta.<sup>6</sup>

The generated payload (`NvDsPayload`) is attached back to the input buffer as `NVDS_PAYLOAD_META` type user metadata.<sup>7</sup>

DeepStream 4.0 supports two variations of the schema, full and minimal. The `Gst-nvmsgconv` plugin can be configured to use either one of the schemas.<sup>8</sup>

By default, the plugin uses the full DeepStream schema to generate the payload in JSON format. The full schema supports elaborate semantics for object detection, analytics modules, events, location, and sensor. Each payload has information about a single object.<sup>9</sup>

You can use the minimal variation of the schema to communicate minimal information with the back end. This provides a small footprint for the payload to be transmitted from DeepStream to a message broker. Each payload can have information for multiple objects in the frame.<sup>10</sup>

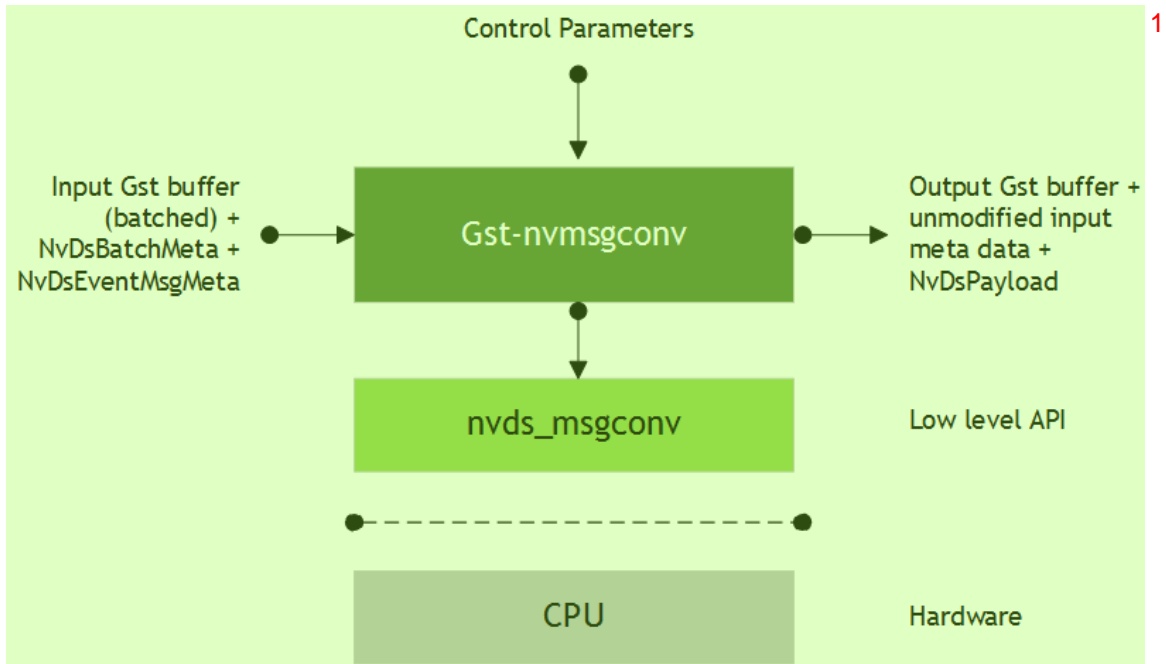


Figure 13. The Gst-nvmsgconv plugin

## 2.14.1 Inputs and Outputs

### ► Inputs

- Gst Buffer with NvDsEventMsgMeta

### ► Control parameters

- config
- msg2p-lib
- payload-type
- comp-id

### ► Output

- Same Gst Buffer with additional NvDsPayload metadata. This metadata contains information about the payload generated by the plugin.

## 2.14.2 Features

Table 25 summarizes the features of the plugin.

Table 25. Features of the Gst-nvmsgconv plugin <sup>1</sup>

Feature	Description	Release
Payload in JSON format	Message payload is generated in JSON format	DS 3.0
Supports DeepStream schema specification	DeepStream schema spec implementation for messages	DS 3.0
Custom schema specification	Provision for custom schemas for messages	DS 3.0
Key-value file parsing for static properties	Read static properties of sensor/place/module in the form of key-value pair from a text file	DS 3.0
CSV file parsing for static properties	Read static properties of sensor/place/module from a CSV file	DS 3.0
DeepStream 4.0 minimalistic schema	Minimal variation of the DeepStream message schema	DS 4.0

## 2.14.3 Gst Properties <sup>3</sup>

Table 26 describes the Gst-nvmsgconv plugin's Gst properties. <sup>4</sup>

Table 26. Gst-nvmsgconv plugin, Gst properties <sup>5</sup>

Property	Meaning	Type and Range	Example Notes	Platforms
config	Absolute pathname of a configuration file that defines static properties of various sensors, places, and modules.	String	config=msgconv_config.txt or config=msgconv_config.csv	dGPU Jetson
msg2p-lib	Absolute pathname of the library containing a custom implementation of the nvds_msg2p_* interface for custom payload generation.	String	msg2p-lib=libnvds_msgconv_custom.so	dGPU Jetson
payload-type	Type of schema payload to be generated. Possible values are: PAYLOAD_DEEPSTREAM: Payload using DeepStream schema. PAYLOAD_DEEPSTREAM_MINIMAL: Payload using minimal DeepStream schema. PAYLOAD_CUSTOM: Payload using custom schemas.	Integer, 0 to 4,294,967,295	payload-type=0 or payload-type=257	dGPU Jetson

Property	Meaning	Type and Range	Example Notes	Platforms
comp-id	Component ID of the plugin from which metadata is to be processed.	Integer, 0 to 4,294,967,295	comp-id=2 Default is <i>NvDsEventMsgMeta</i>	dGPU Jetson

## 2.14.4 Schema Customization<sup>2</sup>

This plugin can be used to implement a custom schema in two ways:<sup>3</sup>

- **By modifying the payload generator library:** To perform a simple customization of DeepStream schema fields, modify the low level payload generation library file `sources/libs/nvmsgconv/nvmsgconv.cpp`.
- **By implementing the `nvds_msg2p` interface:** If a library that implements the custom schema needs to be integrated with the DeepStream SDK, wrap the library in the `nvds_msg2p` interface and set the plugin's `msg2p-lib` property to the library's name. Set the `payload-type` property to `PAYLOAD_CUSTOM`.

See `sources/libs/nvmsgconv/nvmsgconv.cpp` for an example implementation of the `nvds_msg2p` interface.<sup>5</sup>

## 2.14.5 Payload with Custom Objects<sup>6</sup>

You can add a group of custom objects to the `NvDsEventMsgMeta` structure in the `extMsg` field and specify their size in the `extMsgSize` field. The meta copy (`copy_func`) and free (`release_func`) functions must handle the custom fields accordingly.<sup>7</sup>

The payload generator library handles some standard types of objects (Vehicle, Person, Face, etc.) and generates the payload according to the schema selected. To handle custom object types, you must modify the payload generator library `nvmsgconv.cpp`.<sup>8</sup>

See `deepstream-test4` for details about adding custom objects as `NVDS_EVENT_MSG_META` user metadata with buffers for generating a custom payload to send to back end.<sup>9</sup>

## 2.15 GST-NVMSGBROKER<sup>10</sup>

This plugin sends payload messages to the server using a specified communication protocol. It accepts any buffer that has `NvDsPayload` metadata attached, and uses the `nvds_msgapi_*` interface to send the messages to the server. You must implement the<sup>11</sup>

`nvds_msgapi_*` interface for the protocol to be used and specify the implementing library in the `proto-lib` property.

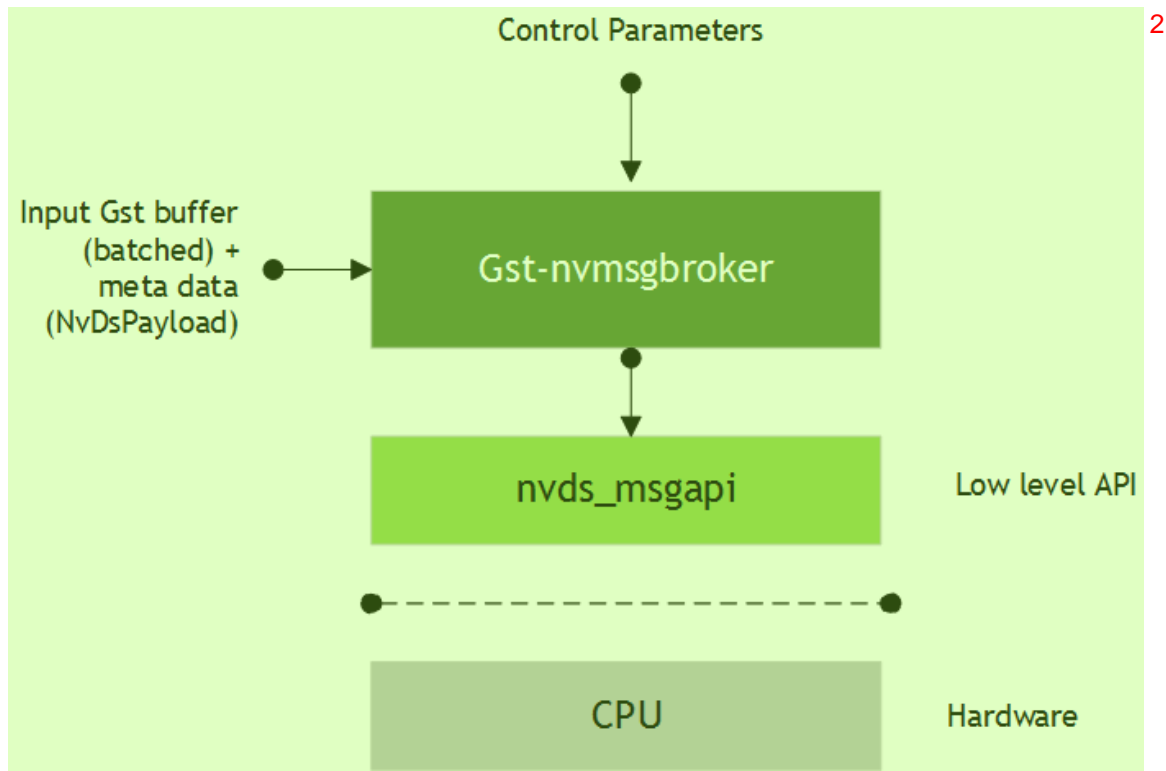


Figure 14. The Gst-nvmsgbroker plugin

## 2.15.1 Inputs and Outputs

- Inputs
  - Gst Buffer with NvDsPayload
- Control parameters
  - Config
  - conn-str
  - proto-lib
  - comp-id
  - topic
- Output
  - *None, as this is a sink type component*

## 2.15.2 Features

Table 27 summarizes the features of the Gst-nvmsgbroker plugin.

Table 27. Features of the Gst-nvmsgbroker plugin <sup>1</sup>

Feature	Description	Release <sup>2</sup>
Payload in JSON format	Accepts message payload in JSON format	DS 3.0
Kafka protocol support	Kafka protocol adapter implementation	DS 3.0
Azure IOT support	Integration with Azure IOT framework	DS 4.0
AMQP support	AMQP 0-9-1 protocol adapter implementation	DS 4.0
Custom protocol support	Provision to support custom protocol through a custom implementation of the adapter interface	DS 3.0
Configurable parameters	Protocol specific options through configuration file	DS 3.0

### 2.15.3 Gst Properties <sup>3</sup>

Table 28 describes the Gst properties of the Gst-nvmsgbroker plugin. <sup>4</sup>

Table 28. Gst-nvmsgbroker plugin, Gst Properties <sup>5</sup>

Property	Meaning	Type and Range	Example Notes	Platforms <sup>6</sup>
config	Absolute pathname of configuration file required by <code>nvds_msgapi_*</code> interface	String	config=msgapi_config.txt	dGPU Jetson
conn-str	Connection string as end point for communication with server	String Format must be <name>;<port>; <topic-name>	conn-str=foo.bar.com;80 or conn-str=foo.bar.com; 80;dsapp1	dGPU Jetson
proto-lib	Absolute pathname of library that contains the protocol adapter as an implementation of <code>nvds_msgapi_*</code>	String	proto-lib=libnvds_kafka_proto.so	dGPU Jetson
comp-id	ID of component from which metadata should be processed	Integer, 0 to 4,294,967,295	comp-id=3 <i>Default: plugin processes metadata from any component</i>	dGPU Jetson
topic	Message topic name	String	topic=dsapp1	dGPU Jetson

### 2.15.4 nvds\_msgapi: Protocol Adapter Interface <sup>7</sup>

You can use the NVIDIA DeepStream messaging interface, `nvds_msgapi`, to implement <sup>8</sup> a custom protocol message handler and integrate it with DeepStream applications. Such

a message handler, known as a **protocol adapter**, enables you to integrate DeepStream applications with backend data sources, such as data stored in the cloud.

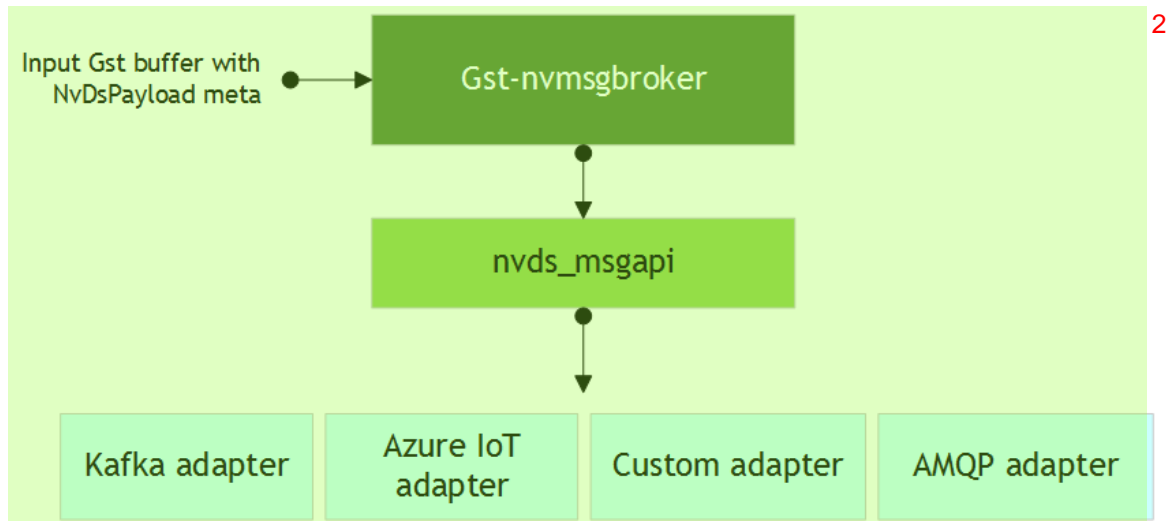


Figure 15. The Gstreamer plugin calling the nvds\_msgapi interface

The Gstreamer plugin calls the functions in your protocol adapter as shown in Figure 15. These functions support:

- ▶ Creating a connection
- ▶ Sending messages by synchronous or asynchronous means
- ▶ Terminating the connection
- ▶ Coordinating the client's and protocol adapter's use of CPU resources and threads
- ▶ Getting the protocol adapter's version number

The nvds\_msgapi interface is defined in the header file `source/includes/nvds_msgapi.h`. This header file defines a set of function pointers which provide an interface analogous to an interface in C++.

The following sections describe the methods defined by the nvds\_msgapi interface.

#### 2.15.4.1 nvds\_msgapi\_connect(): Create a Connection

```
NvDsMsgApiHandle nvds_msgapi_connect(char *connection_str,  
                                     nvds_msgapi_connect_cb_t connect_cb, char *config_path  
);
```

The function accepts a connection string and configures a connection. The adapter implementation can choose whether or not the function actually makes a connection to accommodate connectionless protocols such as HTTP.

## Parameters <sup>1</sup>

► *connection\_str*: A pointer to a string that specifies connection parameters in the general format "<url>;<port>;<specifier>". <sup>2</sup>

- <url> and <port> specify the network address of the remote entity. <sup>3</sup>
- <specifier> specifies information specific to a protocol. Its content depends on the protocol's implementation. It may be a topic for messaging, for example, or a client identifier for making the connection.

Note that this connection string format is not binding, and a particular adapter may omit some fields (eg: specifier) from its format, provided the omission is described in its documentation. <sup>4</sup>

A special case of such connection string adaptation is where the adapter expects all connection parameters to be specified as fields in the configuration file (see config path below), in which case the connection string is passed as NULL. <sup>5</sup>

- *connect\_cb*: A callback function for events associated with the connection. <sup>6</sup>
- *config\_path*: The pathname of a configuration file that defines protocol parameters used by the adapter.

## Return Value <sup>7</sup>

A handle for use in subsequent interface calls if successful, or NULL otherwise. <sup>8</sup>

### 2.15.4.2 nvds\_msgapi\_send() and nvds\_msgapi\_send\_async(): Send an event <sup>9</sup>

```
NvDsMsgApiErrorType nvds_msgapi_send(NvDsMsgApiHandle *h_ptr,  
                                     char *topic, uint8_t *payload, size_t nbuf  
);  
  
NvDsMsgApiErrorType nvds_msgapi_send_async(NvDsMsgApiHandle h_ptr,  
                                           char *topic, const uint8_t *payload, size_t nbuf,  
                                           nvds_msgapi_send_cb_t send_callback, void *user_ptr  
); 10
```

Both functions send data to the endpoint of a connection. They accept a message topic and a message payload. <sup>11</sup>

The `nvds_send()` function is synchronous. The `nvds_msgapi_send_async()` function is asynchronous; it accepts a callback function that is called when the "send" operation is completed. <sup>12</sup>

Both functions allow the API client to control execution of the adapter logic by calling `nvds_msgapi_do_work()`. See the description of the `nvds_msgapi_do_work()` function. <sup>13</sup>



## Parameters <sup>1</sup>

- ▶ *h\_ptr*: A handle for the connection, obtained by a call to `nvds_msgapi_connect()`.<sup>2</sup>
- ▶ *topic*: A pointer to a string that specifies a topic for the message; may be NULL if *topic* is not meaningful for the semantics of the protocol adapter.
- ▶ *payload*: A pointer to a byte array that contains the payload for the message.
- ▶ *nbuf*: Number of bytes to be sent.
- ▶ *send\_callback*: A pointer to a callback function that the asynchronous function calls when the “send” operation is complete. The signature of the callback function is of type `nvds_msgapi_send_cb_t`, defined as:

```
typedef void (*nvds_msgapi_send_cb_t)(void *user_ptr,  
                                       NvDsMsgApiErrorType completion_flag  
);
```

Where the callback’s parameters are: <sup>3</sup>

- *user\_ptr*: The user pointer (*user\_ptr*) from the call to `nvds_msgapi_send()` or `nvds_msgapi_send_async()` that initiated the “send” operation. Enables the callback function to identify the initiating call. <sup>4</sup>
- *completion\_flag*: A code that indicates the completion status of the asynchronous send operation.

## 2.15.4.3 `nvds_msgapi_do_work()`: Incremental Execution of Adapter Logic <sup>5</sup>

```
void nvds_msgapi_do_work();6
```

The protocol adapter must periodically surrender control to the client during processing of `nvds_msgapi_send()` and `nvds_msgapi_send_async()` calls. The client must periodically call `nvds_msgapi_do_work()` to let the protocol adapter resume execution. This ensures that the protocol adapter receives sufficient CPU resources. The client can use this convention to control the protocol adapter’s use of multi-threading and thread scheduling. The protocol adapter can use it to support heartbeat functionality, if the underlying protocol requires that. <sup>7</sup>

The `nvds_msgapi_do_work()` convention is needed when the protocol adapter executes in the client thread. Alternatively, the protocol adapter may execute time-consuming operations in its own thread. In this case the protocol adapter need not surrender control to the client, the client need not call `nvds_msgapi_do_work()`, and the implementation of `nvds_msgapi_do_work()` may be a no-op. <sup>8</sup>

The protocol adapter’s documentation must specify whether the client must call `nvds_msgapi_do_work()`, and if so, how often. <sup>9</sup>

#### 2.15.4.4 nvds\_msgapi\_disconnect(): Terminate a Connection<sup>1</sup>

```
NvDsMsgApiErrorType nvds_msgapi_disconnect(NvDsMsgApiHandle h_ptr);2
```

The function terminates the connection, if the underlying protocol requires it, and frees<sup>3</sup> resources associated with *h\_ptr*.

##### Parameters<sup>4</sup>

- *h\_ptr*: A handle for the connection, obtained by a call to `nvds_msgapi_connect()`.<sup>5</sup>

#### 2.15.4.5 nvds\_msgapi\_getversion(): Get Version Number<sup>6</sup>

```
char *nvds_msgapi_getversion();7
```

This function returns a string that identifies the `nvds_msgapi` version supported by this protocol adapter implementation. The string must use the format "`<major>.<minor>`", where `<major>` is a major version number and `<minor>` is a minor version number. A change in the major version number indicates an API change that may cause incompatibility. When the major version number changes, the minor version number is reset to 1.<sup>8</sup>

### 2.15.5 nvds\_kafka\_proto: Kafka Protocol Adapter<sup>9</sup>

The DeepStream 3.0 release includes a protocol adapter that supports Apache Kafka.<sup>10</sup> The adapter provides out-of-the-box capability for DeepStream applications to publish messages to Kafka brokers.

#### 2.15.5.1 Installing Dependencies<sup>11</sup>

The Kafka adapter uses `librdkafka` for the underlying protocol implementation. This<sup>12</sup> library must be installed prior to use.

To install `librdkafka`, enter these commands:<sup>13</sup>

```
git clone https://github.com/edenhill/librdkafka.git14
cd librdkafka
git reset --hard 7101c2310341ab3f4675fc565f64f0967e135a6a
./configure
make
sudo make install
sudo cp /usr/local/lib/librdkafka* /opt/nvidia/deepstream/deepstream-4.0/lib
```