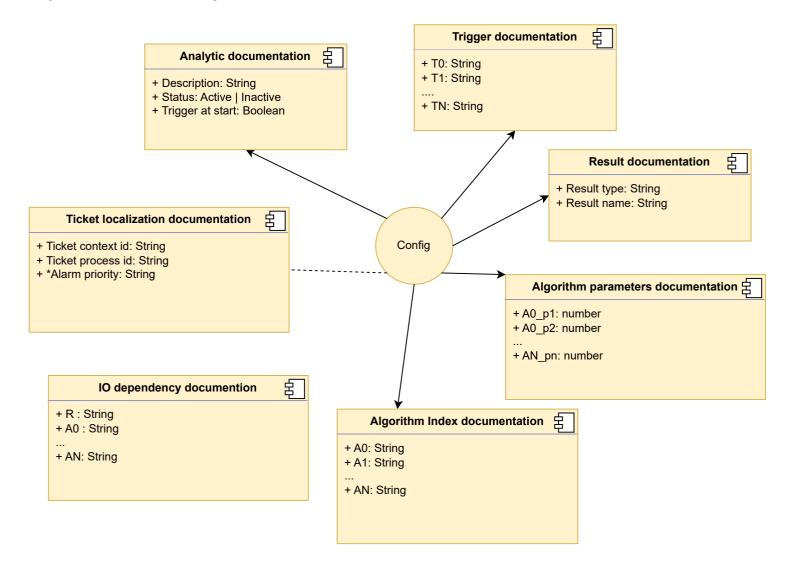
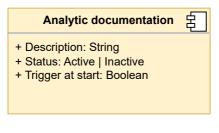
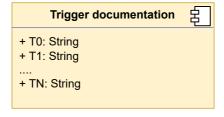
# **Config overview**

This diagram details the config part





- Status can be either Active or Inactive
- Trigger at start ( true of false ) is used to make the analytic trigger when the organ starts regardless of its normal trigger conditions.



- Each trigger is indexed T(i) i= 0->n
- The value of each attribute contains information about the type of trigger, and specifications for each type of trigger ( for exemple which input to bind to )

## + A0: String + A1: String + AN: String

- · Each algorithm is indexed A(i) i= 0->n
- The value of each attribute is the name of the algorithm exemple:

A0: DIVIDE BY

### + A0 p1: number + A0\_p2: number + AN pn: number

- Some algorithms require parameters
- · Each algorithm-parameter is indexed
- A0 p1 is the first parameter of the first algorithm.
- For exemple if A0 is the algorithm DIVIDE BY, then there will be only one parameter ( the number to divide the input by ):

A0 p1:5, meaning the algorithm will divide the input it is fed, by 5

#### **Result documentation**

+ Result type: String + Result name: String

- Result type: The type of result among all currently available
- Result name: The result name is used differently depending on the result type. For exemple if the result type is control endpoint, then the result will be injected in the control endpoint whose name is matching with the result name

### **Ticket localization documentation**

- + Ticket context id: String + Ticket process id: String
- + \*Alarm priority: String

- This category attribute will only be there if the result type is ticket or alarm
- Both ids are the static id of the context and process under which the ticket or alarm will be created.

#### IO dependency documention



- + R : String + A0 : String
- + AN: String

- This category defines the dependency between algorithms and their inputs
- The value of each attribute is a list of dependencies (inputs) that will be fed to the indexed algorithm
- R is the final result it can only have 1 dependency and it can only be an algorithm
- A0...AN are all the algorithms set up in the algorithm index documentation
- Every algorithm can have multiple dependencies that are can be Inputs ( 10 ... IN) or other Algorithms A0 ... AN
- If an algorithm depends on another algorithm it means that the output of the latter will be given as input to the former