







# Safeguarding your sports stadiums and venues with vision AI

# Together, Hewlett Packard Enterprise and NVIDIA® provide sports stadiums and venues with near real-time AI-driven safety using vision AI solutions

Game day! Today is Saturday, and it is sunny and 86°F (30°C). The organizer expects a full stadium: 71,000 fans. Each fan will arrive by foot, car, bus, or train and will enter the stadium within a few hours. At the end of the game, the same 71,000 fans will be exiting as quickly as possible.

On-site security operations teams use sensors, including video cameras, to improve their safety and security strategy. Video cameras can be used to observe larger spaces to ensure that fans have the best possible experience. This means optimizing gate traffic and ensuring a safe environment for everyone.

To be truly effective in creating operational efficiency at event centers, sensor infrastructure must be combined with AI-enabled real-time video intelligence as well as technologies such as parking management, congestion heatmapping, and access control. This type of AI-driven vision analytics creates an efficient experience where wait times are reduced, reaction times for security are instantaneous, and operational costs are lowered.

# Advantages of vision AI in sports stadium and venues

- Speeds reaction times for safety and security scenarios
- Drives better decision-making
- Improves operational efficiency
- Helps provide a safe environment across stadiums and venues
- Improves fan experience



One of the biggest advantages of enabling video analytics in stadiums is reacting quickly when any complex situations arise, such as someone needing immediate medical attention or if foot traffic congestion during halftime becomes hazardous. After identifying an issue, the system passes critical information to operationalize the logistics or alert security teams on-premises. By shortening the time to action, these intelligent systems can prevent emergencies from becoming serious and increase participants' enjoyment.

## Powerful analytics at the edge for enhanced safety and fan experience

HPE meets the needs of real-time and automated Al-driven safety for stadium or venue owners and operators through powerful and flexible edge computing. Vision Al from HPE is a comprehensive answer to the safety needs of stadiums and venues. It is used for object detection, sound analytics, first-alert notifications, and more. In addition, easy integration with third-party systems results in a more holistic security solution.

### **NVIDIA Metropolis**

NVIDIA Metropolis, a partner program focused on bringing to market a new generation of vision AI applications. NVIDIA Metropolis nurtures a rich ecosystem and offers powerful developer tools to supercharge vision AI applications that are designed to make the world's most important spaces and operations safer and more efficient. Together, HPE and NVIDIA provide time-critical insight at the edge to help solve complex challenges.

#### **HPE Compute**

Vision AI from HPE runs on various HPE Compute platforms powered by NVIDIA GPU-accelerated processing, bringing uncompromised enterprise-class IT systems from the data center to the edge. Wherever Vision AI needs to happen, whether at the edge, near the camera, in ruggedized environments, or in a protected environment, HPE has the right compute platform for the analytics.

#### Advantages of HPE and NVIDIA for AI-driven safety at the edge

- Combines enterprise-class IT at the edge with an application framework, set of developer tools, and partner ecosystem
- Drives better decision-making
- Delivers accelerated analytics at the edge for AI-powered smart spaces
- Integrates operational technology, visual data, and AI to improve operational efficiency and safety
- Provides data center-class security and systems management



# Are you looking for an as-a-service offering?

Consider the HPE GreenLake edge-to-cloud platform and get the convenience and pay-as-you-go\* flexibility of the public cloud with the privacy, performance, and control of on-premises. With HPE Compute, you gain:

- Unprecedented edge compute on open, standards-based architecture
- World-class manageability and security
- Integrated enterprise IT capabilities and operational technology (control systems, data acquisition systems, and industrial networks)
- Workload-optimized compute solutions and services

#### **HPE Storage**

Video is integral to any stadium and venue operator's security plan. Live video data is an asset that needs to be protected and properly managed throughout its lifecycle. The video management solution must be paired with a storage system that delivers performance, security, availability, and scalability. HPE Storage has a broad portfolio that spans your needs, from standard SAN storage volumes to affordable NAS to durable petabyte-scale storage.

## Schedule a consultation

Contact HPE to discover how HPE and NVIDIA can help you power the edge to enhance safety and security for your stadium or venue.

### Our solution partner



BlueAlly is an authorized partner of HPE

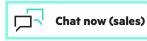
**(800)** 886-5369

- ➡ contact@blueally.com
- www.blueally.com

For more information about HPE, visit our partner website: www.servercomputeworks.com

\* May be subject to minimums or reserve capacity may apply

### Learn more at Al solutions from HPE and NVIDIA



© Copyright 2024 Hewlett Packard Enterprise Development LP. The information contained herein is subject to change without notice. The only warranties for Hewlett Packard Enterprise products and services are set forth in the express warranty statements accompanying such products and services. Nothing herein should be construed as constituting an additional warranty. Hewlett Packard Enterprise shall not be liable for technical or editorial errors or omissions contained herein.

Hewlett	t Packard
Enterpri	ise

NVIDIA and the NVIDIA logo are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and/or other countries. All third-party marks are property of their respective owners.

a00128791ENW, Rev. 3