Major Research Area Paper Presentation

Reducing Training Demands for 3D Gait Recognition with Deep Koopman Operator Constraints
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provides an unsupervised motion regula

Deep learning research has made many biometric recognition solutions viable, but it requires vast training data to achieve real-world generalization. Unlike other biometric traits, such as face and ear, gait samples cannot be easily crawled from the web to form massive unconstrained datasets. As the human body has been extensively studied for different digital applications, one can rely on prior shape knowledge to overcome data scarcity. This work follows the recent trend of fitting a 3D deformable body mod

extending gait sequences. We compare LDS to the traditional adversarial training approach used in body fitting models such a