Major Research Area Paper Presentation

Reducing Training Demands for 3D Gait Recognition with Deep Koop
Operator Constraints

by

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