

Major Research Area Paper Presentation

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

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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 form massive unconstrained datasets. As the human body has been extensively studied, the need for more diverse and realistic gait data is becoming increasingly apparent.