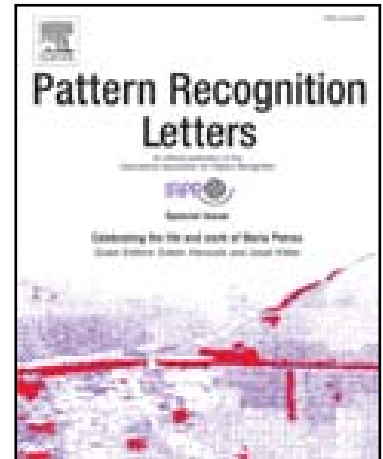


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Gait based recognition via fusing information from Euclidean and Riemannian manifolds

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Highlights

- Pose-based gait recognition using Euclidean and Riemannian feature representations.
- Euclidean representation is based on a residual aggregation method.
- Riemannian is based on the covariance representation of a sequence.
- A new publicly available dataset acquired using Kinect 2 is presented.
- Fusion and Classification is performed via SRC in RKHS.

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