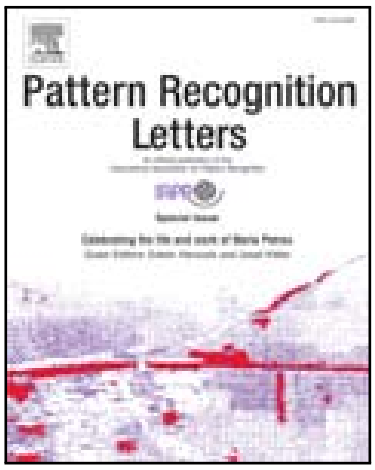

Gait based recognition via fusing information from Euclidean and Riemannian manifolds

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PII: S0167-8655(16)30278-1
DOI: 10.1016/j.patrec.2016.10.012
Reference: PATREC 6662

To appear in: *Pattern Recognition Letters*

Received date: 5 June 2016
Revised date: 3 October 2016
Accepted date: 17 October 2016

Please cite this article as: Dimitris Kastaniotis , Ilias Theodorakopoulos , George Economou , Spiros Fotopoulos , Gait based recognition via fusing information from Euclidean and Riemannian manifolds, *Pattern Recognition Letters* (2016), doi: 10.1016/j.patrec.2016.10.012

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.