

# *Major Research Area Paper Presentation*

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

*by  
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*For the Ph.D. degree in Computer Science and Engineering*

*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*