An Efficient Human Identification on the Biometric Gait Recognition System using the Inner Angle of the Triangle

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Abstract

Gait based human recognition system is most important and attractive method of biometrics. Gait the way of walking capture from distance and provide more efficient means of verification. In this paper, we propose an efficient algorithm which works on angle based technique. Initially video converted into frames and then feature abstraction is done. Here we are taking three lower body parts for recognition and a correlation of triangle is derived. Using cosine formula each inner angle of triangle is calculated and stored in database for identification. The gait system is designed using MATLAB to accomplish this research work.

References

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Index Terms

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Keywords

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