

Gait
Recognition

RGB

Silhouette Extraction

Silhouette Variation = Evaluation Bias

SCHP



M2FP



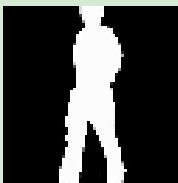
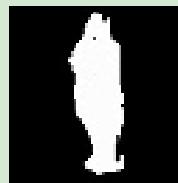
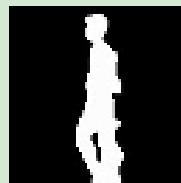
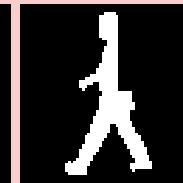
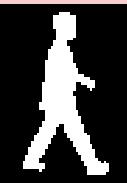
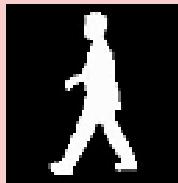
GSAM



CDGNet



Noise at Silhouette \neq Real-World



Noise propagated from RGB better reflects real world