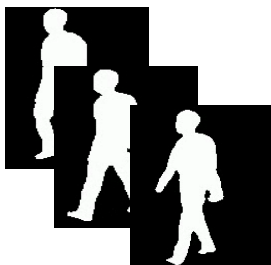
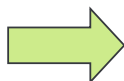




RGB



Silhouette Extraction



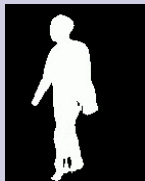
Gait
Recognition

Silhouette Variation = Evaluation Bias

SCHP



M2FP



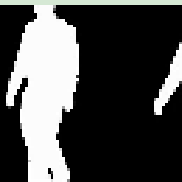
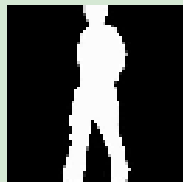
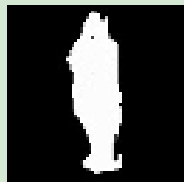
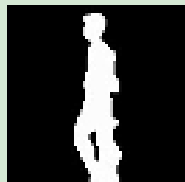
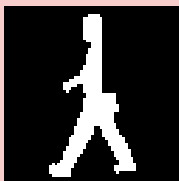
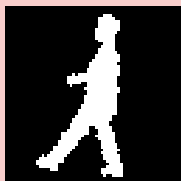
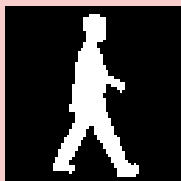
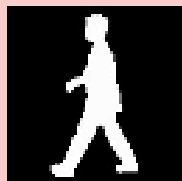
GSAM



CDGNet



Noise at Silhouette \neq Real-World



Noise propagated from RGB better reflects real world