

Review On: Human Identification Using GAIT Recognition Technique with PAL and PAL Entropy and NN

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Abstract— Gait recognition is one kind of biometric technology that can be used to monitor people without their cooperation. Controlled environments such as banks, military installations and even airports need to be able to quickly detect threats and provide differing levels of access to different user groups. Gait shows a particular way or manner of moving on foot and gait recognition is the process of identifying an individual by the manner in which they walk. Gait is less unobtrusive biometric, which offers the possibility to identify people at a distance, without any interaction or cooperation from the subject; this is the property which makes it so attractive [2] . This paper proposed new method for gait recognition. In this method, firstly binary silhouette of a walking person is detected from each frame. Secondly, feature from each frame is extracted using image processing operation. Here center of mass, step size length, and cycle length are talking as key feature. At last neural network is used for training and testing purpose. We have created different model of neural network based on hidden layer, selection of training algorithm and setting the different parameter for training. Here all experiments are done on gait database. Different groups of training and testing dataset give different results.

Keywords— Gait Recognition, Gait Pal and Pal Entropy Image (GPPE), NN and identification

I. INTRODUCTION

Recognition of an individual is an important task to identify people. Identification through biometric is a better way because it associate with individual not with information passing from one place to another. Biometrics is a physiological or behavioral characteristic, which can be used to identify and verify the identity of an individual. There are numerous biometric measures which can be used

to help derive an individual identity. They are physiological, like fingerprints, face recognition, iris-scans and hand scans and behavioral, like keystroke-scan and speech patterns. Gait recognition is relatively new biometric identification technology which aims to identify people at a distance by the way they walk. It has the advantage of being unobtrusive, difficult to conceal, non invasive and effective from a distance. Human gait recognition as a new biometric aimed to recognize person via the style of people walking, which contain the physiological or behavioral characteristics of human. Gait recognition system can be classified depending on the sensors used into three groups namely; motion vision based, wearable sensor based and floor sensor based. The motion vision can be divided into two groups namely; appearance based methods and model based methods. The appearance based method can be also subdivided in two types; state space methods and spatial-temporal methods. Biometric gait recognition refers to verifying or identifying persons using their walking style. Human recognition based on gait is relatively recent compared to other biometric approaches such as fingerprint, iris, facial etc [5, 6]. The wearable sensors and floor sensors systems are also able to identify persons but in different conditions compared to motion vision technique. . The sensors may be set up on hip, legs, arms or other parts of the body. The floor sensors are put into the floor or on the floor which enable to detect the required measurement. The most important point is to match up testing dataset with training dataset to identify the subjects. Both systems are useful for access control such as office, airport, mega mall and other restricted places.

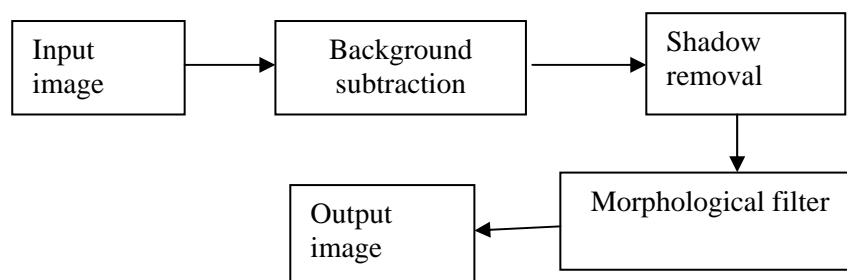


Figure 1: Silhouette extraction

Motion vision can be used for surveillance, access control, detection and other monitoring purposes [1,3]. The most important advantage is that person walking image can be captured from long distance and the image is then processed with low resolutions. In this paper, we focus on two different techniques Principle Component Analysis (PCA) only and PCA with radon transform (RT) on machine vision for gait recognition purposes. In gait recognition, silhouette is defined as a region of pixels of the walking person. Silhouette extraction mainly focuses on segmenting the human body. The silhouette extraction process is shown in "Figure". Each of the frames in the image sequence is subtracted from a background model of the respective image sequence. If the pixel value of each frame is not the same with the pixel value of the background, the pixel is marked as region of silhouette. To remove shadow from the difference image, a threshold value is applied to the difference images. The difference image map is first analysed by generating the intensity histogram of the image so that the pixels distribution along the image can be represented clearly and in an effective way according to an applied threshold value. The threshold must be suitable so that the foreground image is neither under segmented nor over-segmented. Under-segmentation and over-segmentation purpose is to produce first and second reliable silhouette respectively. To remove noises produced during segmentation of silhouette, morphological filters are used. The main components of morphological filters that are used in the system are morphological opening, morphological closing and area thresholding through connected component labelling [7].

Model-based approaches employ models whose parameters are determined by processing of gait sequences (binary silhouettes). In these methods, parameters used as features are the height, the distance between head and pelvis, the maximum distance between pelvis and feet and the distance between feet. In, the silhouette of a walking person is divided in to some regions (generally seven regions). Subsequently, ellipses or rectangles are fit to each region and region feature vectors are determined. This includes averages of the centroid and the aspect ratio. Holistic methods operate directly on binary silhouettes without assuming any specific model for the walking human. The contour of the silhouette is the most reasonable feature in this method. For high quality binary silhouettes, width of outer contour of the silhouette was proposed as a suitable feature. For low quality binary silhouettes, the binary silhouette may be is used as a feature [4, 11].

II. GAIT RECOGNITION

The first important step towards preventing unauthorized access is user authentication. User authentication is the process of verifying identity. Traditionally password were set as a string which included integer or special characters and were used for authentication and these password can easily cracked but now Biometric authentications are used. Biometric is a field of technology that uses automated methods for identifying and verifying a person. In real time applications like in banks, airports, authentications and

verifications are always required. In such type of applications biometric identification methods are used. Biometric characteristics are of two types:

A. Physiological: These are biometrics which is derived from a direct measurement of a part of a human body. The most prominent and successful of these types of measures are Face, fingerprints, iris, palm print, DNA etc. These are related to body.

B. Behavioural: Voice and Gait are related to behaviour of the person. Extract characteristics based on an action performed by an individual, they are an indirect measure of the characteristic of the human form. The main feature of a behavioural biometric is the use of time as a metric. Established measures include keystroke-scan and speech patterns. Biometric identification should be an automated process. Manual feature extraction would be both undesirable and time consuming, due to the large amount of data that must be acquired and processed in order to produce a biometric signature. Inability to automatically extract the desired characteristics which would render the process infeasible on realistic size data sets, in a real-world application.

C. Gait Analysis: Gait analysis is the systematic study of human locomotion, augmented by instrumentation for measuring body movements, body mechanics and the activity of the muscles. Gait based recognition is more suitable in video surveillance applications because of following advantages:

1. Recognition using gait do not need any user cooperation.
2. The gait of an individual can be captured at a distance.
3. Gait recognition does not require images of very high quality and provide good results in low resolution.

Gait recognition aiming to identify the individuals by the way he walk or move.

D. Approaches for Gait Recognition

Some basic methods or approaches for gait recognition [10]:

1. **Moving Video based gait recognition:** In this approach, gait is captured using a video-camera from a distance. Video and image processing techniques are employed to extract gait features for recognition purposes. For example stride, cadence, static body parameters, etc.
2. **Floor Sensor based gait recognition:** In this approach, a set of sensors or force plates are installed on the floor and such sensors enable to measure gait related features, when a person walks on them, e.g. maximum time value of heel strike, maximum amplitude value of the heel strike, etc.
3. **Wearable Sensor based gait recognition:** In this approach, gait is collected using body worn motion recording (MR) Sensors. The MR sensors can be worn at different locations on the human body. The acceleration of gait, which is recorded by the MR sensor, is utilized for authentication [7 ,8].

E. Steps of Gait Recognition System

1. **Background Subtraction:** In this approach moving objects from background in the scene are identified first. Then some of the background subtraction techniques are applied on it .A common approach is to perform background subtraction, which identifies moving objects from the portion of video frame that differs from the background model. Background subtraction generates binary images containing black and white (moving pixels) also known as binary silhouettes. Background subtraction is a class of techniques for segmenting out objects of interest in a scene for applications such as surveillance. There are many challenges in developing a good background subtraction algorithm. First, it must be robust against changes in illumination. Second, it should avoid detecting non-stationary background objects such as moving leaves, rain, snow, and shadows cast by moving objects. Finally, its internal background model should react quickly to changes in background such as starting and stopping of vehicles.
2. **Pre-processing:** Silhouette segmentation is the first step to gait recognition. Pre-processing is done on video frames to reduce presence of noise then some filters are applied which in turns blur the frames of image, which helps in shadow removal, after pre-processing motion detection is performed. Background subtraction technique uses the difference of current image and background to detect the motion. It delineates the foreground from background in the image. Background subtraction generate binary image containing black (background) and white (moving pixel), then post processing is applied to obtain normalized silhouette images with less noise. They used morphological operators such as dilation and erosion to fill small holes inside silhouette and to filter small noise on the background. To reduce computational cost they proposed new silhouette representation method which only uses some of pixel on the contour.

3. **Feature Extraction:** Feature extraction is a special form of dimensionality reduction. When the input data is too large to be processed and it is suspected to be notoriously redundant (e.g. the same measurement in both feet) then the input data will be transformed into a reduced representation set of features (also named features vector). Transforming the input data into the set of features is called feature extraction.
4. **Recognition:** This is the final step of human identification using gait. In this step input videos are compared with sequences stored in database. Different types of classifiers are used for the recognition. Such as: MDA (Multi-linear discriminant analysis), LDA (Linear Discriminant Analysis).They use MDA approach to optimize the separability of gait features.

F. Gait Recognition System

System will identify unauthorized individual and compare his gait with stored sequences and recognize him. Background subtraction is the common approach of gait recognition. Background subtraction method is used to subtract moving objects and to obtain binary. Using background subtraction, pre-processing is done to reduce noise. Background subtraction techniques are also classified into two types: non- recursive methods and recursive methods. Non recursive techniques use sliding window approach for background subtraction. Recursive methods use single Gaussian method and Gaussian mixture model. Gait recognition method contains two parts

1. Training part
2. Testing part

Gait analysis laboratory has several cameras (video or infrared) placed around treadmill, which are directly linked to a computer. The person has markers located at various points of body (e.g. spines of the pelvis, ankle malleolus) [10]. When person walks down the treadmill and the computer calculates the trajectory of each marker in three dimensions. A model is applied to calculate the movement of bones.

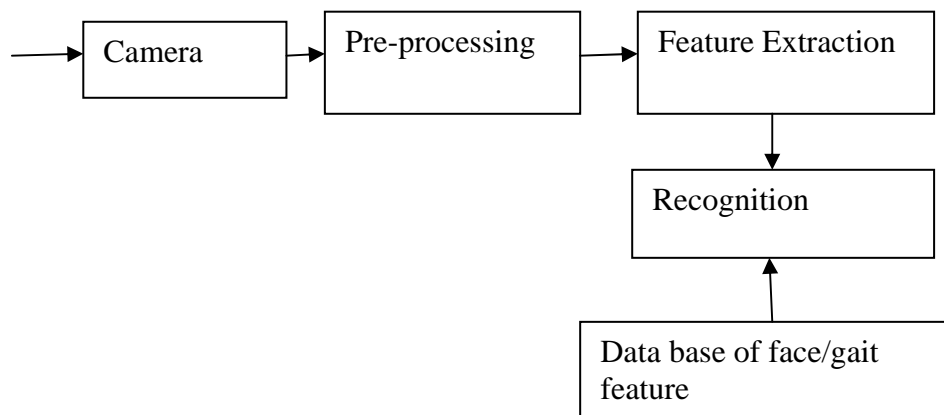


Figure 2: Block diagram of Gait Recognition System.

III. NEURAL AND FUZZY LOGIC

Neural network is set of interconnected neurons. It is used for universal approximation. Artificial neural networks are composed of interconnecting artificial neurons (programming constructs that mimic the properties of biological neurons). Artificial neural networks may either be used to gain an understanding of biological neural networks, or for solving artificial intelligence problems without necessarily creating a model of a real biological system. The real, biological nervous system is highly complex: artificial neural network algorithms attempt to abstract this complexity and focus on what may hypothetically matter most from an information processing point of view. Good performance (e.g. as measured by good predictive ability, low generalization error), or performance mimicking animal or human error patterns, can then be used as one source of evidence towards supporting the hypothesis that the abstraction really captured something important from the point of view of information processing in the brain. Another incentive for these abstractions is to reduce the amount of computation required to simulate artificial neural networks.

A. Architecture of artificial neural network

The basic architecture consists of three types of neuron layers: input, hidden, and output. In feed-forward networks, the signal flow is from input to output units, strictly in a feed-forward direction. The data processing can extend over multiple layers of units, but no feedback connections are present. Recurrent networks contain feedback connections. Contrary to feed-forward networks, the dynamical properties of the network are important. In some cases, the activation values of the units undergo a relaxation process such that the network will evolve to a stable state in which these activations do not change anymore[12].

B. Feed Forward Neural Networks

Feed-forward ANNs allow signals to travel one way only; from input to output. There is no feedback (loops) i.e. the output of any layer does not affect that same layer. Feed-forward ANNs tend to be straight forward networks that associate inputs with outputs. They are extensively used in pattern recognition. This type of organisation is also referred to as bottom-up or top-down. Single-layer perceptron, multilayer perceptron and radial basis function are types of feed forward neural networks.

C. Single layer Perceptron

The simplest kind of neural network is a *single-layer perceptron* network, which consists of a single layer of output nodes; the inputs are fed directly to the outputs via a series of weights. In this way it can be considered the simplest kind of feed-forward network. The sum of the products of the weights and the inputs is calculated in each node, and if the value is above some threshold (typically 0) the neuron fires and takes the activated value (typically 1); otherwise it takes the deactivated value (typically -1). Neurons with this kind of activation function are also called Artificial neurons or linear threshold units. In the literature the term perceptron often refers to networks

consisting of just one of these units. A similar neuron was described by Warren McCulloch and Walter Pitts in the 1940s. A perceptron can be created using any values for the activated and deactivated states as long as the threshold value lies between the two. Most perceptron have outputs of 1 or -1 with a threshold of 0 and there is some evidence that such networks can be trained more quickly than networks created from nodes with different activation and deactivation values. Perceptron can be trained by a simple learning algorithm that is usually called the delta rule. It calculates the errors between calculated output and sample output data, and uses this to create an adjustment to the weights, thus implementing a form of gradient descent. Single-unit perceptron are only capable of learning linearly separable patterns.

D. Multilayer Neural networks

This class of networks consists of multiple layers of computational units, usually interconnected in a feed-forward way. Each neuron in one layer has directed connections to the neurons of the subsequent layer. In many applications the units of these networks apply a sigmoid function as an activation function. The universal approximation theorem for neural networks states that every continuous function that maps intervals of real numbers to some output interval of real numbers can be approximated arbitrarily closely by a multi-layer perceptron with just one hidden layer. This result holds only for restricted classes of activation functions, e.g. for the sinusoidal functions. Multi-layer networks use a variety of learning techniques, the most popular being back-propagation [13].

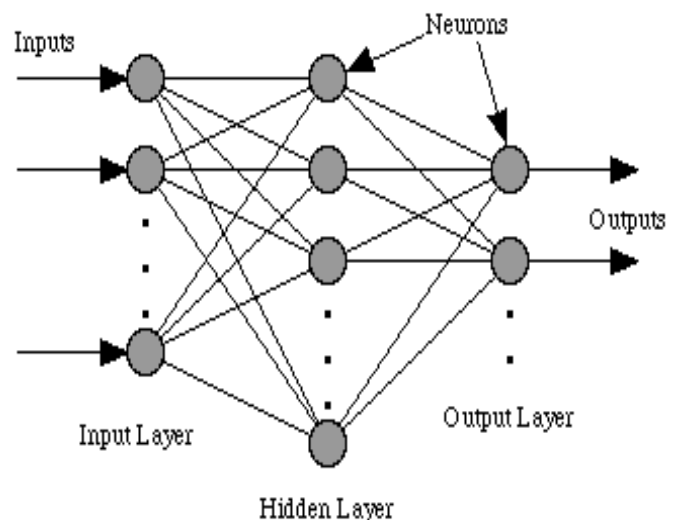


Figure 3: Multiple NN

Here, the output values are compared with the correct answer to compute the value of some predefined error-function. By various techniques, the error is then fed back through the network. Using this information, the algorithm adjusts the weights of each connection in order to reduce the value of the error function by some small amount. After repeating this process for a sufficiently large number of training cycles, the network will usually converge to some

state where the error of the calculations is small. In this case, one would say that the network has *learned* a certain target function [5]. To adjust weights properly, one applies a general method for non-linear optimization that is called gradient descent. For this, the derivative of the error function with respect to the network weights is calculated, and the weights are then changed such that the error decreases (thus going downhill on the surface of the error function). For this reason, back-propagation can only be applied on networks with differentiable activation functions.

IV CONCLUSION

Human Identification Using Gait Recognition has been proposed previously but there have been always need for better Gait Recognition Technique. The existing Human Identification Using Gait Recognition doesn't consider some important parameters like distance between hands and thus it is poor in quality. The existing Human Identification Using Gait Recognition algorithm is costlier. Therefore, propose an enhanced Human Identification Using Gait Recognition algorithm which is based on PAL and PAL entropy and NN (Neural Network Technique). Our enhanced Human Identification Using Gait Recognition algorithm is low cost and more accurate. Our enhanced Human Identification Using Gait Recognition algorithm is fast and thus saves time.

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