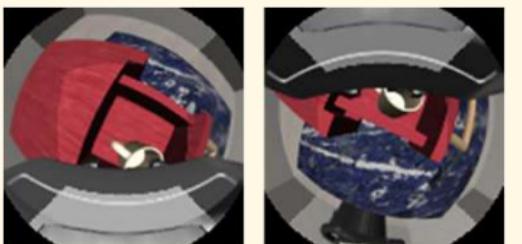


Camera Model



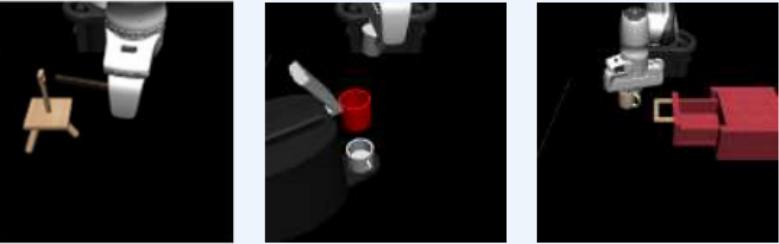
Pinhole Cameras



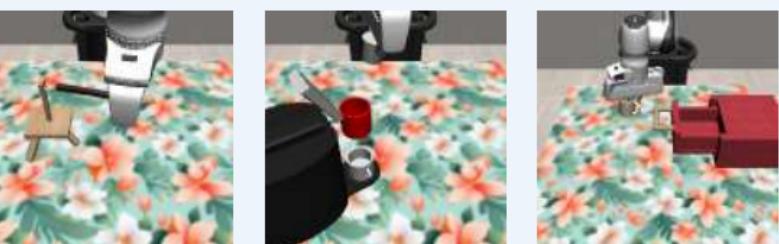
Fisheye Cameras

(a)
Core Factor

Scene Complexity



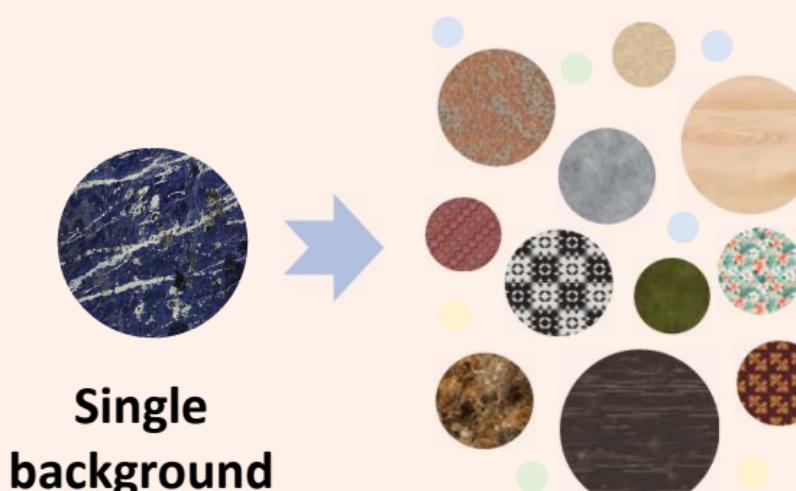
Feature-poor



Feature-rich

(b) RQ1:
Spatial Localization

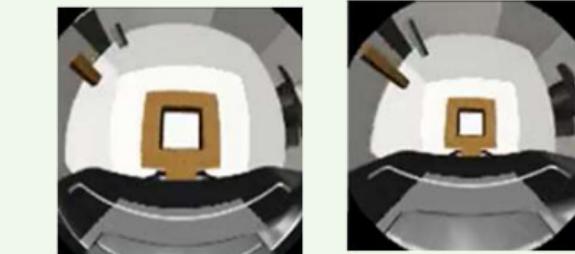
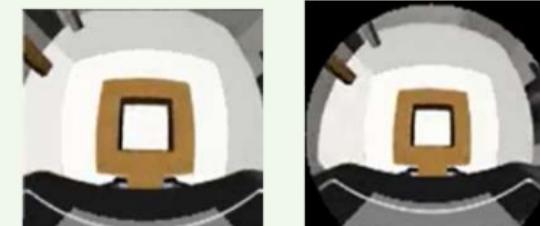
Scene Diversity



Single
background
N distinct scenes

(c) RQ2:
Scene Generalization

Camera Parameters



Different FoV and distortion

(d) RQ3:
Hardware Generalization