

360 Vision in the Foundation AI Era: Principles, Methods, and Future Directions

Asst Prof Addison, Wang Lin

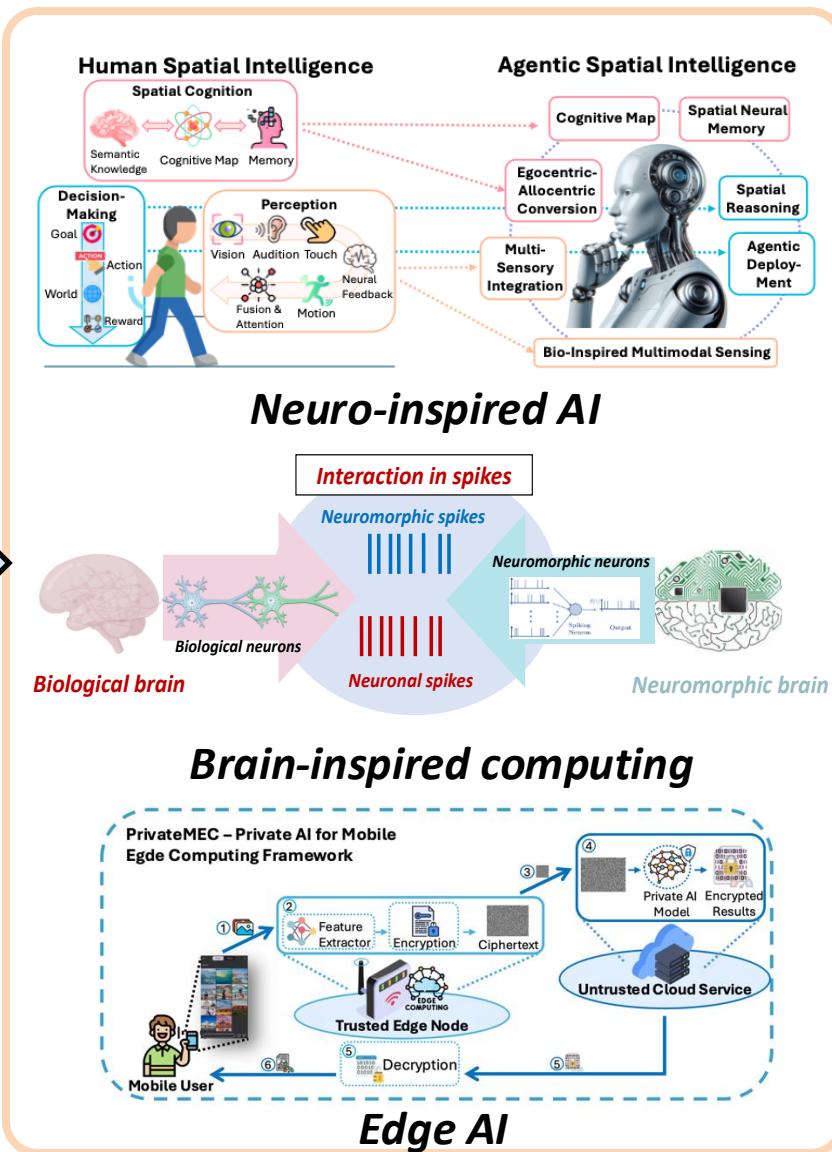
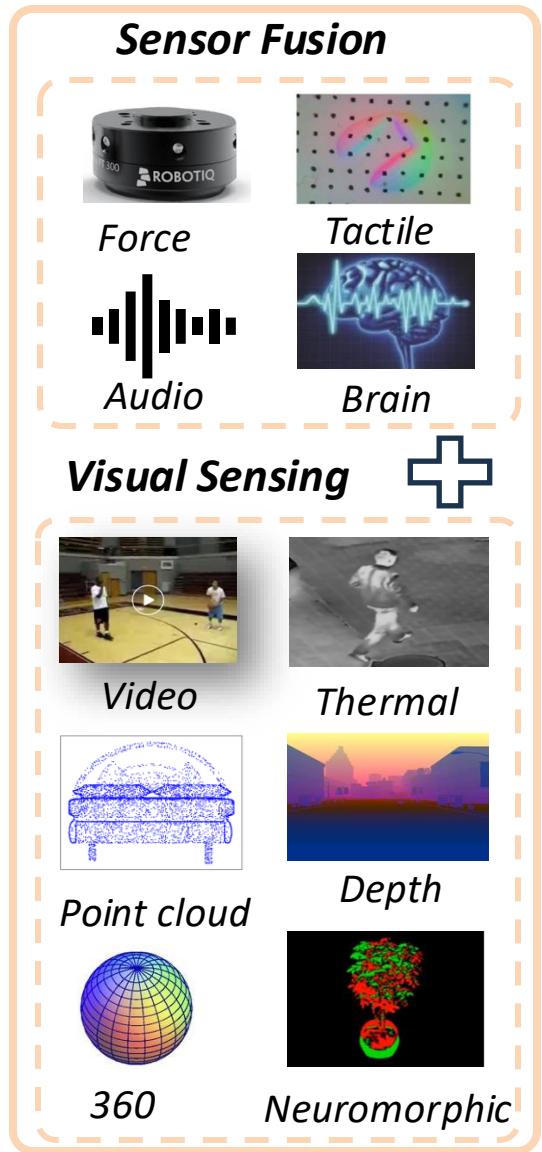
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<https://dr.ntu.edu.sg/cris/rp/rp02550>



Overview of Our Research



360 Cameras



(a) ONE X2



(b) Titan



(c) 360 CAM



(d) GoPro Omni



What's different for 360 cameras?

Perspective Image



Captured with the iPhone 11

Some drawbacks:

- ✓ Limited Field-of-view
- ✓ Weak to capture the 3D information

360 Image
Equirectangular projection (ERP)



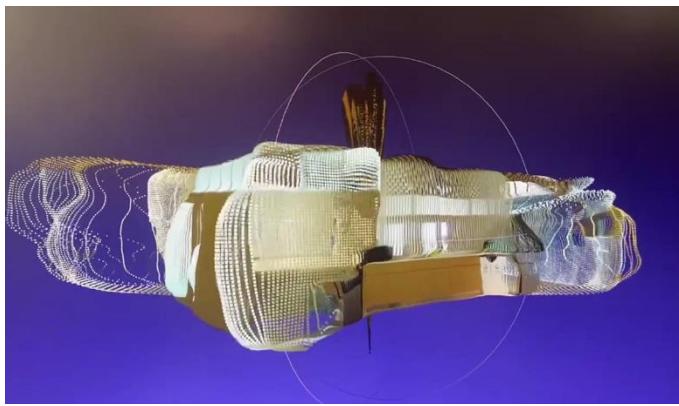
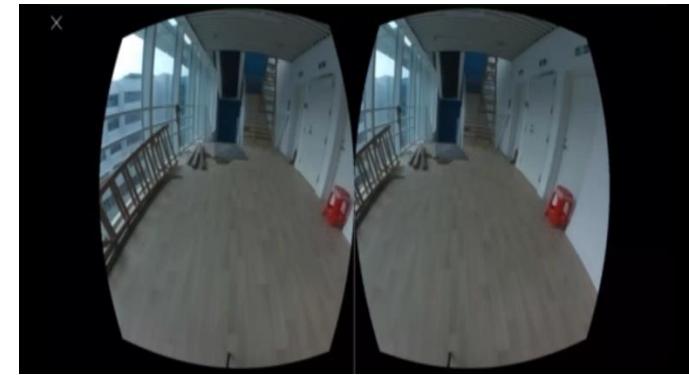
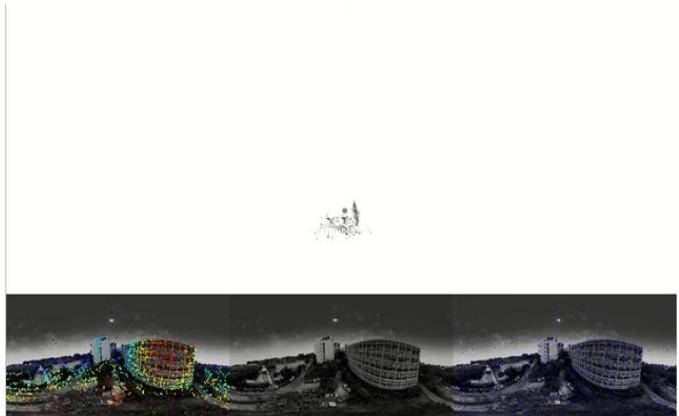
Captured with the THETA 360 camera

Some advantages:

- ✓ Large Field-of-view (360x180)
- ✓ Strong immersivity and more realism



Applications of 360 Cameras



VO & 3D Reconstruction

Robotics and self-driving

VR & Eye-tracking

Huang et al. 360VO: Visual Odometry Using A Single 360 Camera, RAL, 2022.

AI et al. HRDFuse: Monocular 360°Depth Estimation by Collaboratively Learning Holistic-with-Regional Depth Distributions, CVPR, 2023.

Lee et al. "SpherePHD: Applying CNNs on a Spherical PolyHeDron Representation of 360 Images, CVPR, 2019.



Key Focus of This Talk

A Survey of Representation Learning, Optimization Strategies, and Applications for Omnidirectional Vision

Hao Ai ¹ · Zidong Cao ¹ · Lin Wang ^{1,2,✉}

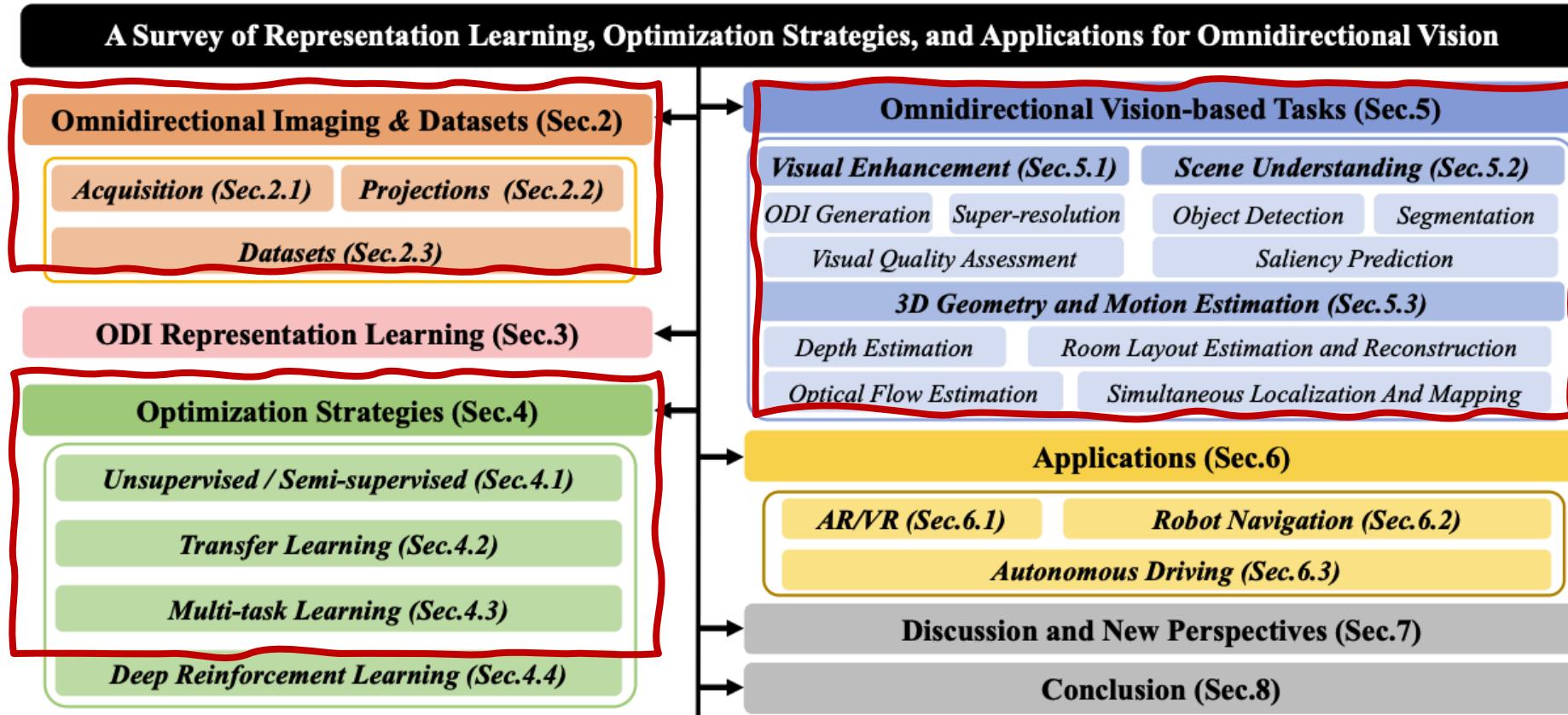
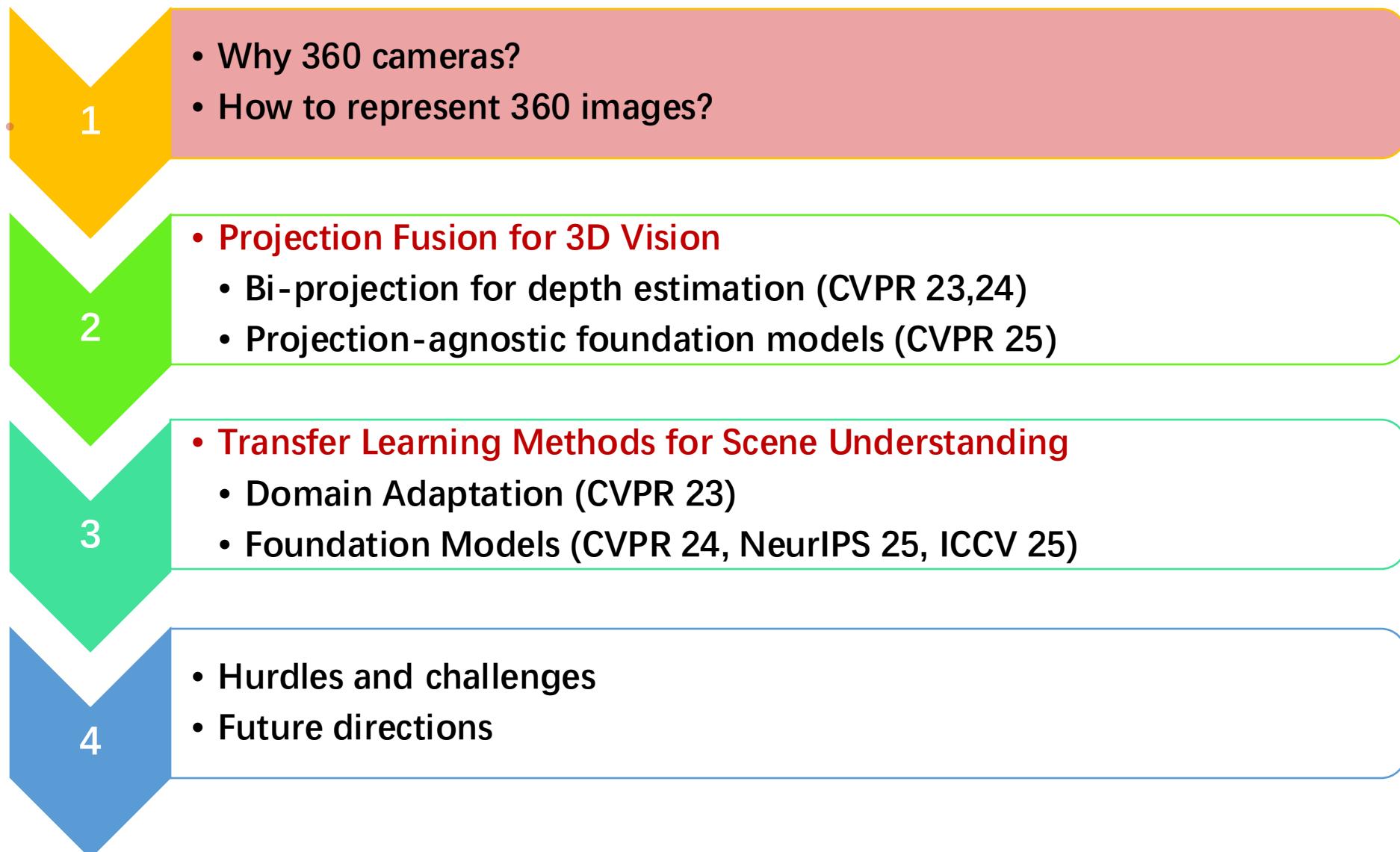


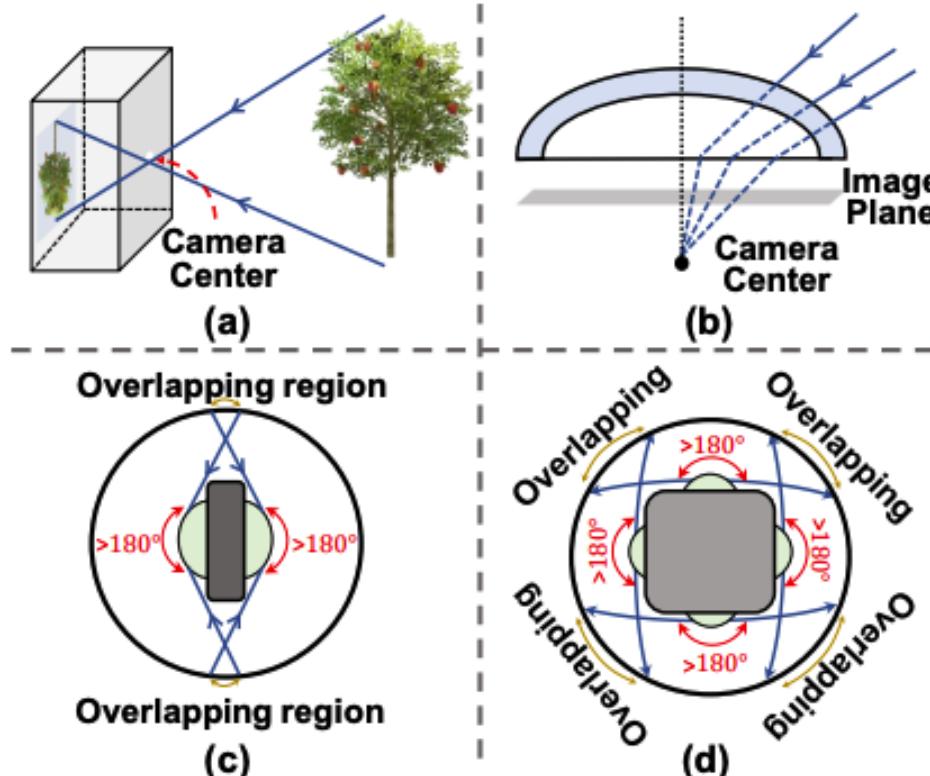
Table of Contents

We are here
now!

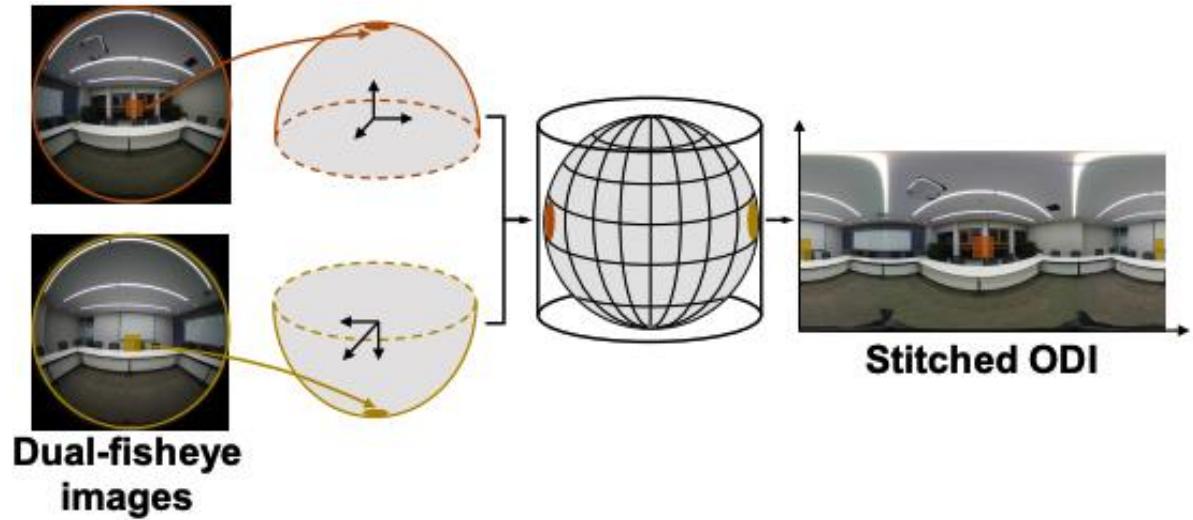


Imaging principles of several cameras

Assigning light from the camera's surrounding to a specific data structurea



- (a) Pinhole camera; (b) Fisheye camera;
- (b) 360° camera (dual-fisheye);
- (c) 360° camera (multi-fisheye)



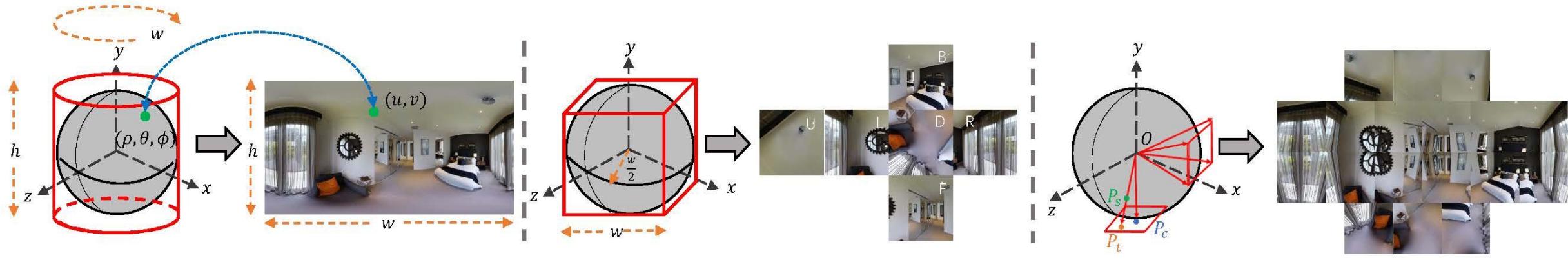
Stitching a pair of dual-fisheye images into an ERP image

$$\begin{pmatrix} \rho \\ \theta \\ \phi \end{pmatrix} = \begin{pmatrix} (x^2 + y^2 + z^2)^{1/2} \\ \arctan(x/z) \\ \arccos(y/\rho) \end{pmatrix}, \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} \rho \sin(\theta) \sin(\phi) \\ \rho \cos(\phi) \\ \rho \cos(\theta) \sin(\phi) \end{pmatrix}.$$

Spherical Projection

Representation of 360 images

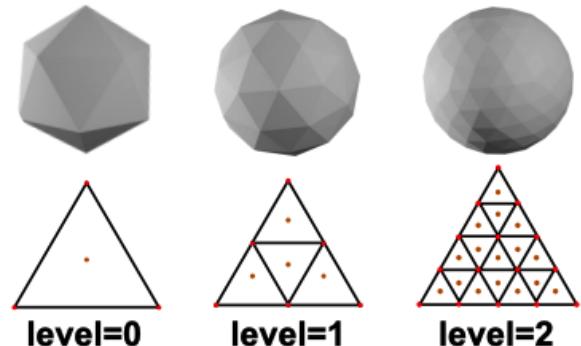
Due to spherical imaging, 360° Image owns multiple projection formats



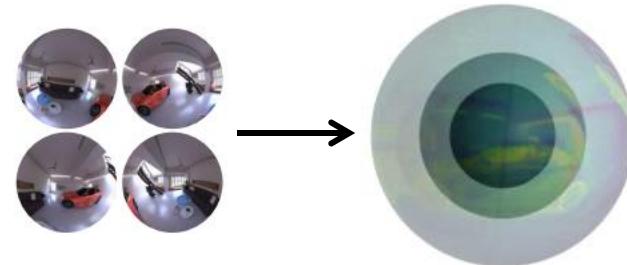
Equirectangular Projection (ERP)

Cubemap Projection (CP)

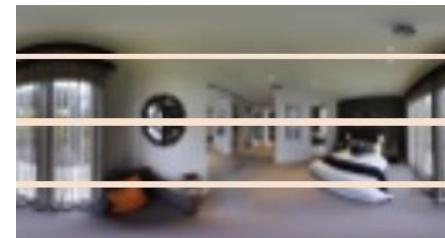
Tangent Projection (TP)



Icosahedron (ICOSAP)



Cube MSI (IEEE RAL, 2025)

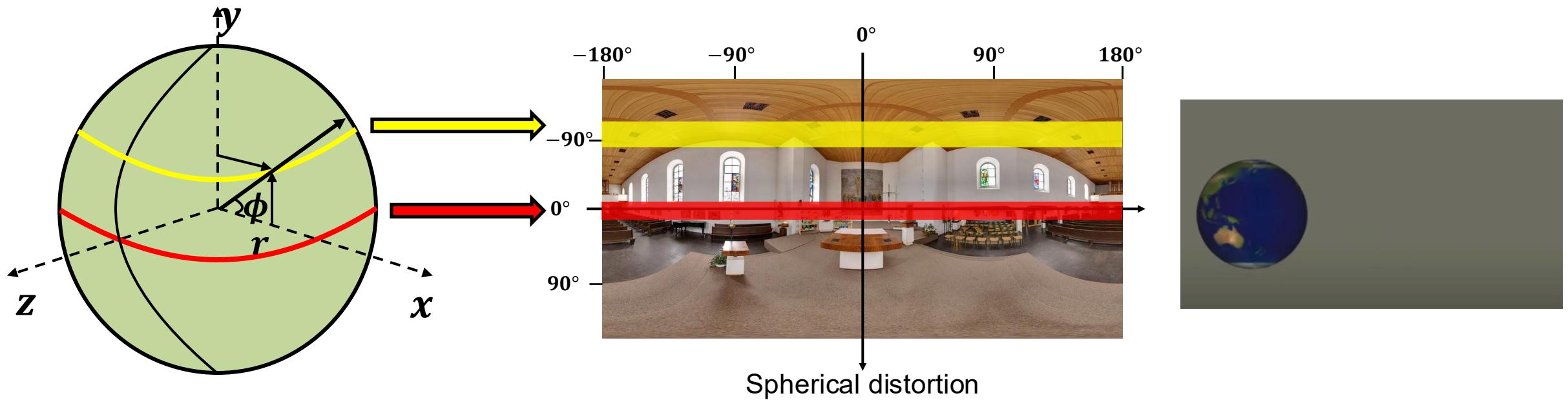


Vertical/horizontal Slicing

Representation of 360 images: ERP

ERP is the most common representation

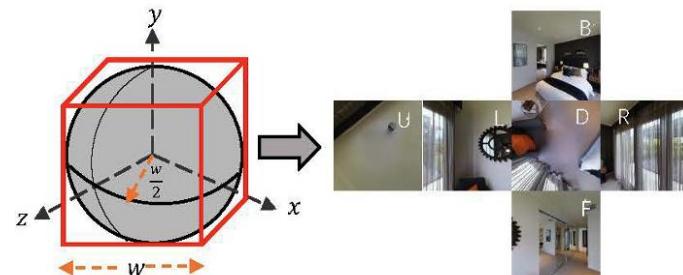
- ERP images contains severe spherical distortions, especially at **two poles**.
- Normal 2D-based convolution filters **can not handle distortion problem**.



Representation of 360 images: Cubemap Projection

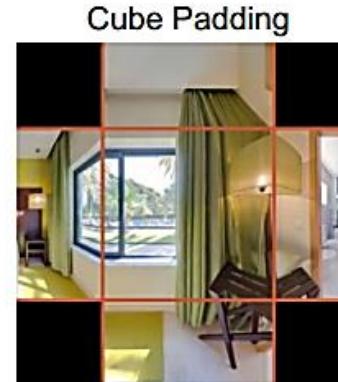
CP padding is needed

Spherical padding is important!



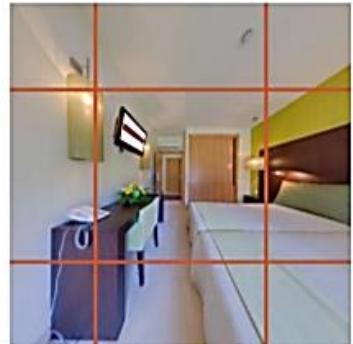
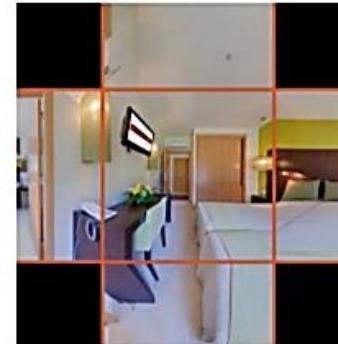
Cube padding

- Cube padding directly pads the feature of the **connected faces**.
- The values of four corners are **undefined**.



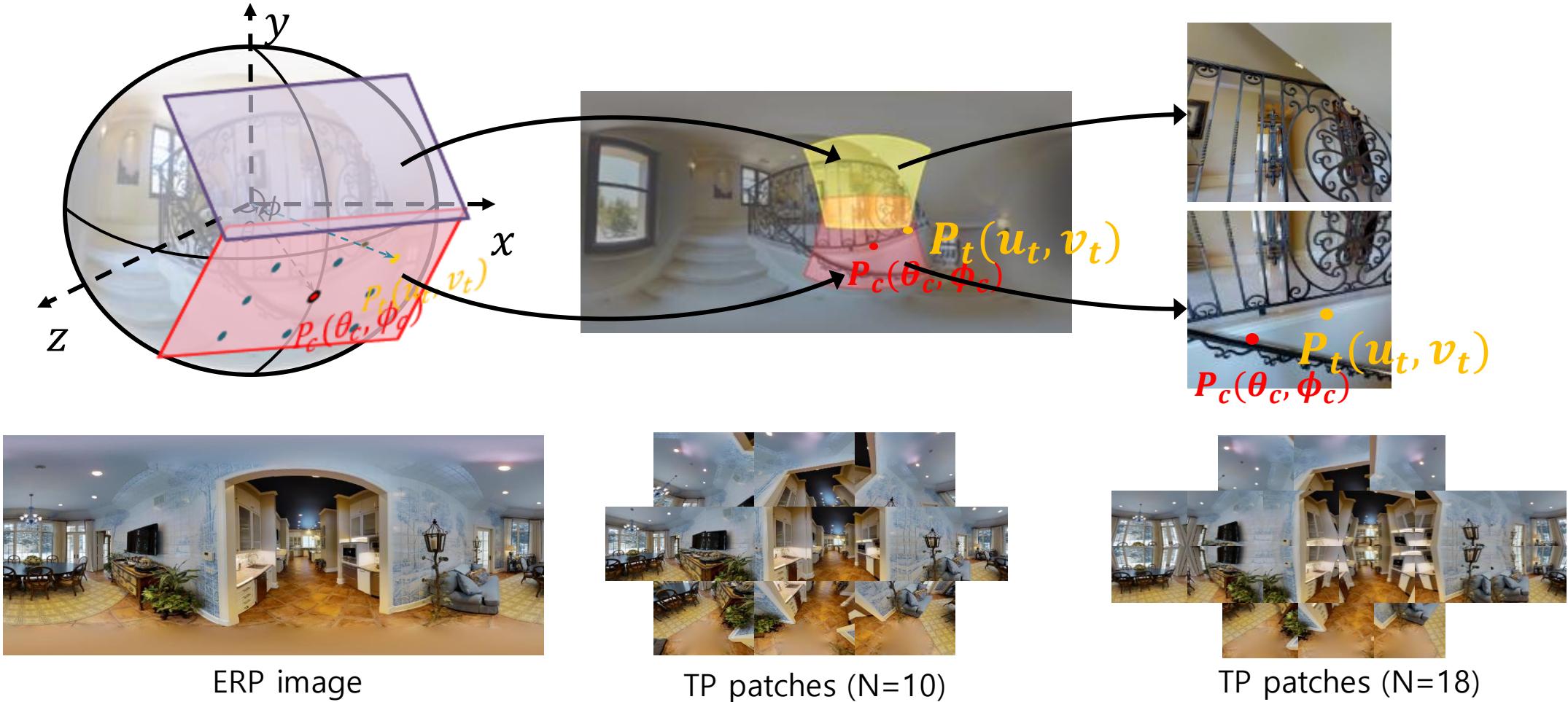
Spherical padding

- The padding area is calculated with **spherical projection**.
- Both the **missing corner and inconsistency** at the boundary can be addressed.



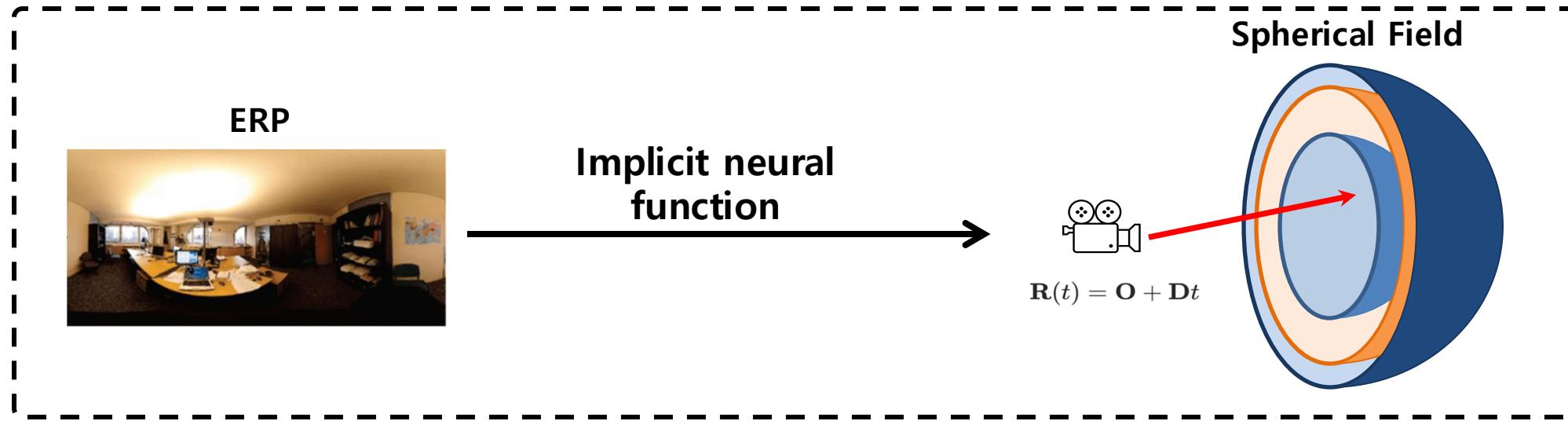
Representation of 360 images: Tangent Projection

A set of local planar image grids tangent to the subdivided icosahedron



Representation of 360 images

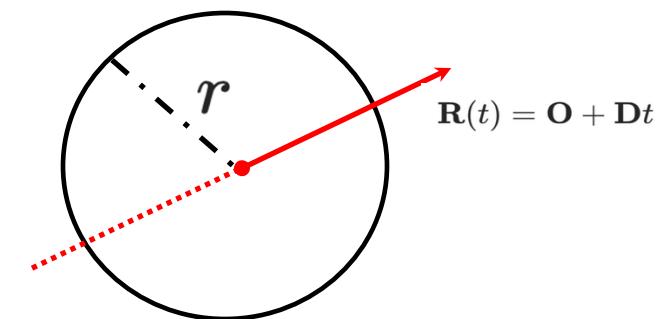
Multi-spherical image (MSI) representation



Ray-sphere sampling from the constructed spherical field:

$$a = 1, b = \langle \mathbf{O}, \mathbf{D} \rangle, c = \langle \mathbf{O}, \mathbf{O} \rangle - r^2$$
$$x = \frac{-b + \sqrt{b^2 - 4ac}}{2a}$$
$$\mathbf{R}(x) = \mathbf{O} + x\mathbf{D}$$

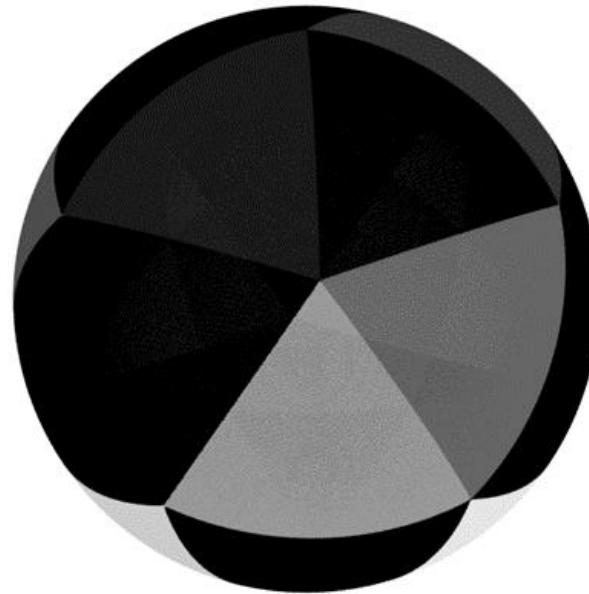
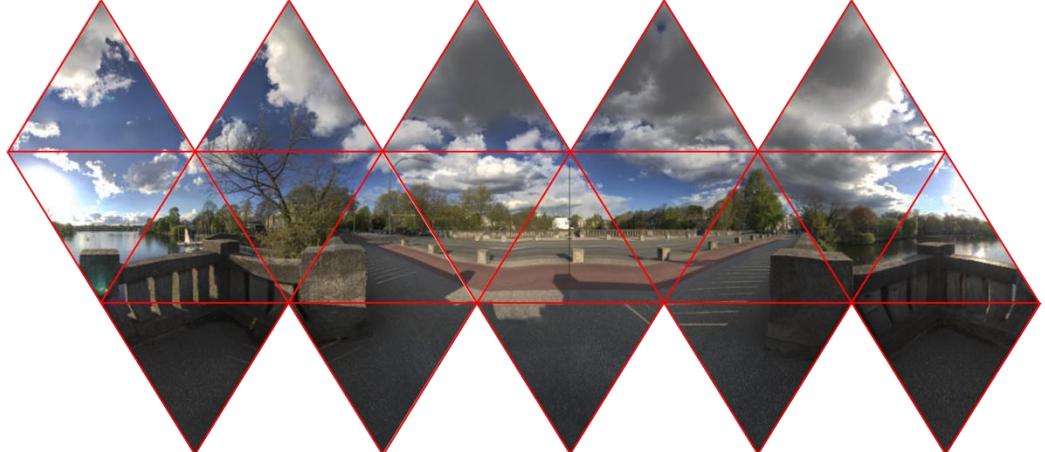
Ray →



Representation of 360 images

Icosahedron-based 360° Image Representation

- Regular **20-sided** polyhedron-based representation.
- A set of **ray vectors** equal to the number of pixels.



Advantage:

Much less irregularity

Takeaways

Which representation is good?

No one, not even one!

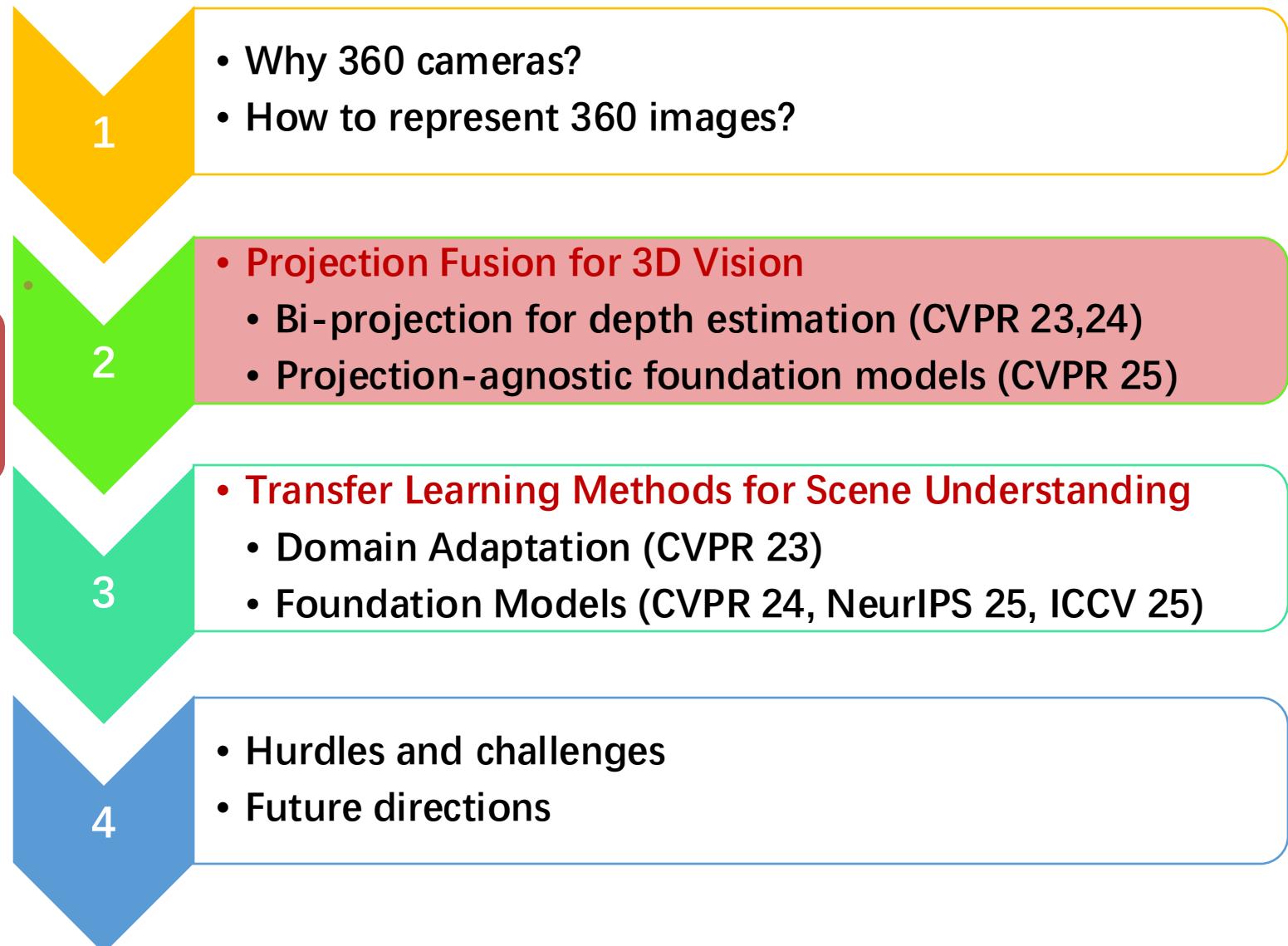
Project fusion might be a good solution!

**(HRDFuse, CVPR2023; Elite360D, CVPR 2024;
CUBE360, IEEE RAL 2025)**

Table of Contents

We are here
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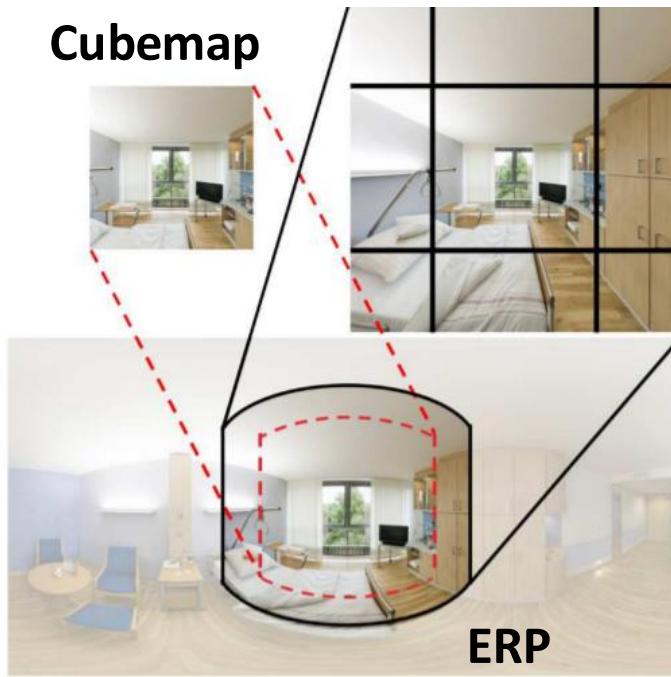
Project fusion is a crucial to learn
holistic-to-local semantic &
geometric info from 360 data!



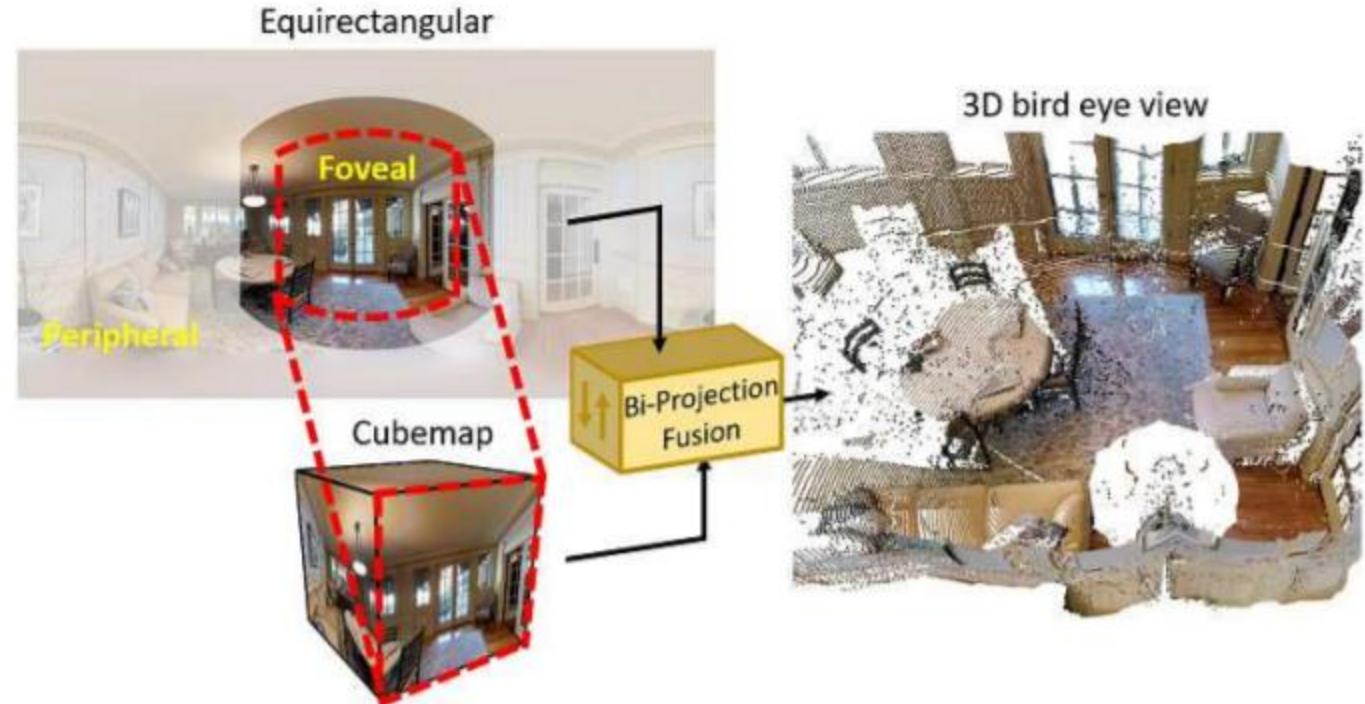
ERP + CP Fusion for Depth Estimation

Is it possible to fuse both representations of 360 images?

- Mimicking both **peripheral and foveal vision** of the human eye

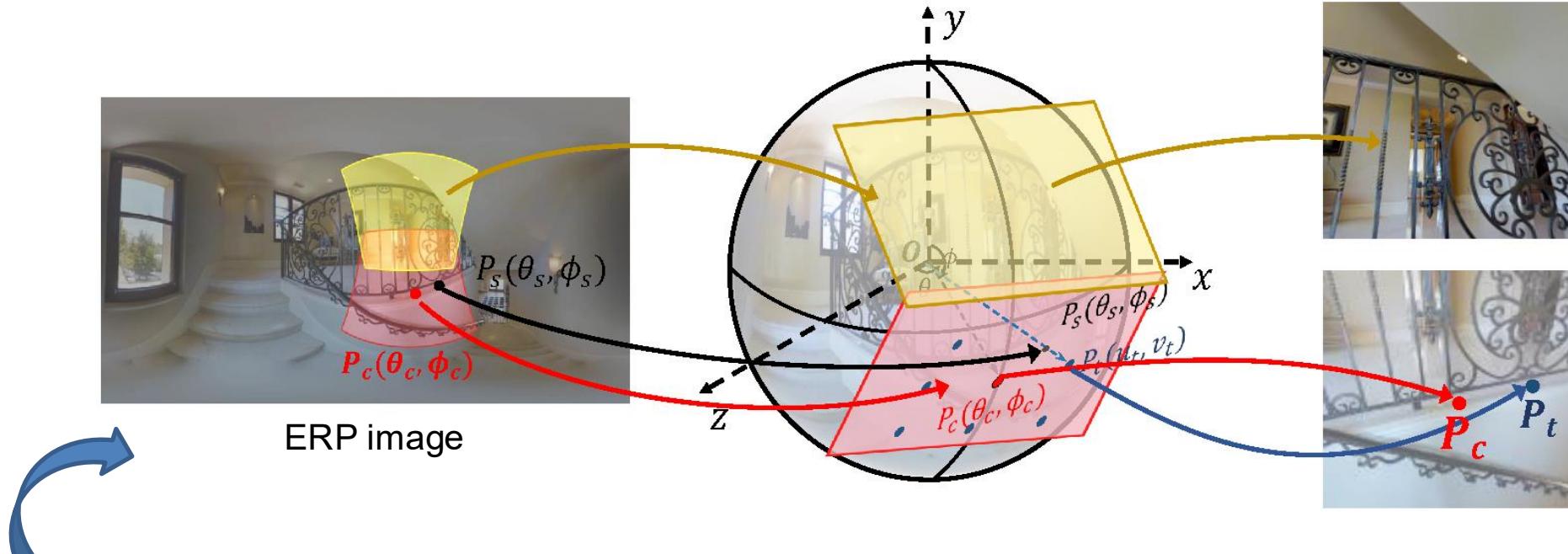


ERP has the **largest** FoV compared to each face on the cubemap projection



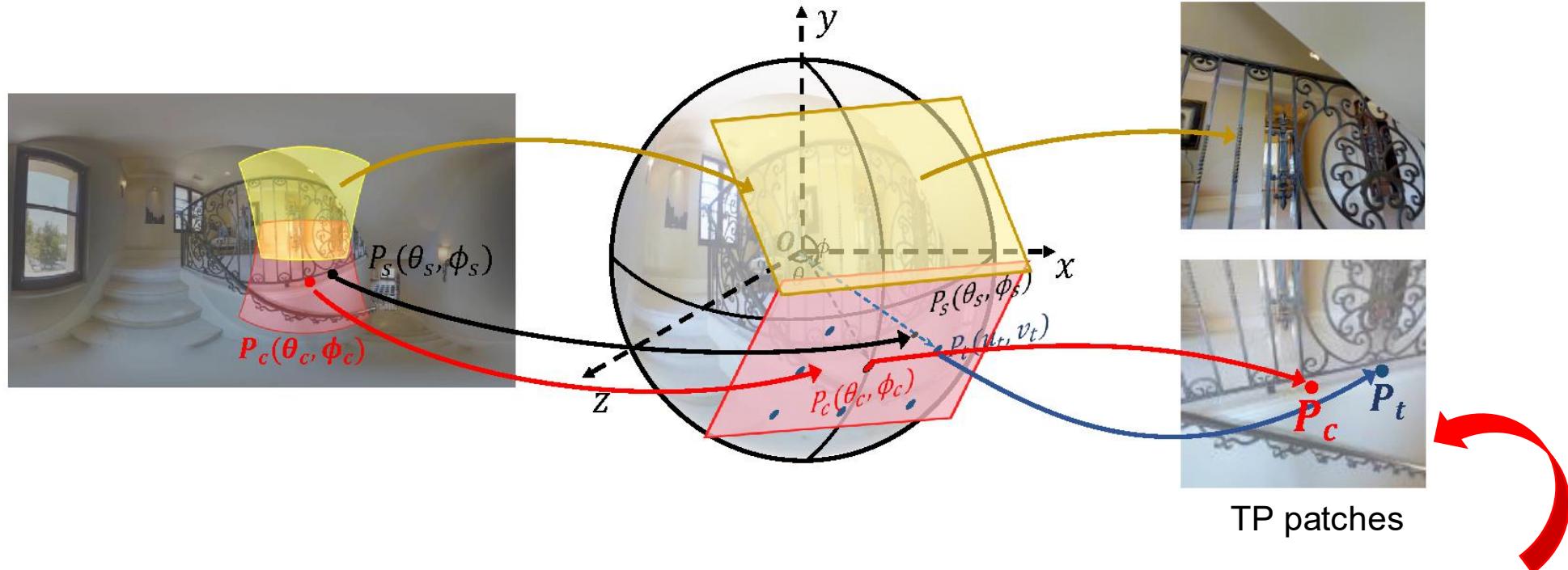
- ERP to CP transform (E2C)
- CP to ERP transform (C2E)

ERP+ TP Fusion for Depth Estimation



ERP can provide holistic contextual information, but it is distorted.

ERP+ TP Fusion for Depth Estimation



TP patches are less distorted but exist unavoidable overlapping areas between two neighboring TP patches.

ERP+ TP Fusion for Depth Estimation



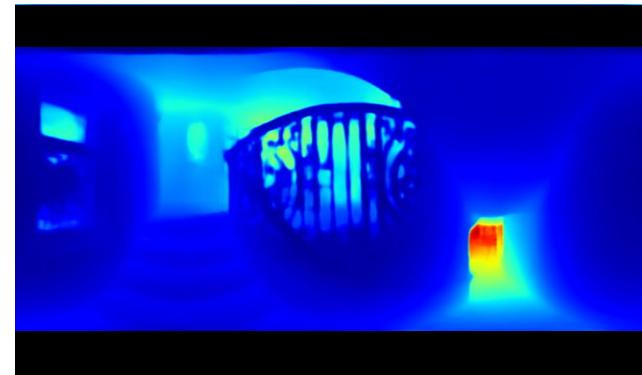
ERP image

?



TP patches

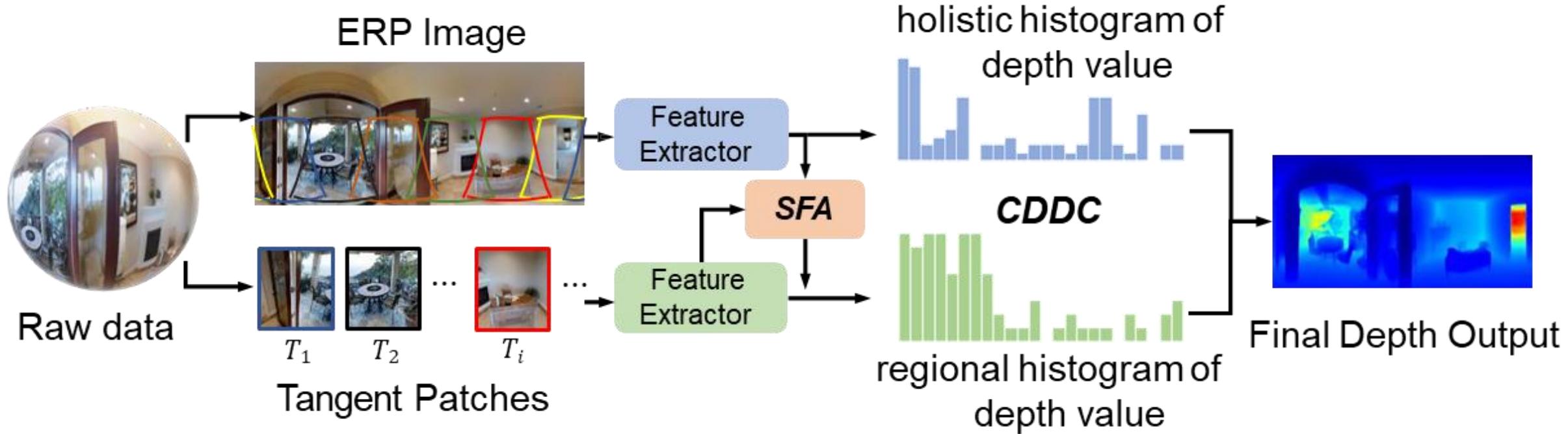
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ERP depth

How to better employ the **holistic contextual Information** in the distorted **ERP images** and **regional structural Information** in the less-distorted **TP patches**?

ERP+ TP Fusion for Depth Estimation



- **SFA** learns the similarities between the TP features and ERP features .
- **CDDC** learns the holistic and regional depth distribution histograms.

ERP+ TP Fusion for Depth Estimation

Datasets	Method	Patch size/FoV	Abs Rel ↓	Sq Rel ↓	RMSE ↓	RMSE(log) ↓	$\delta_1 \uparrow$	$\delta_2 \uparrow$	$\delta_3 \uparrow$
Stanford2D3D	FCRN [28]	-/-	0.1837	-	0.5774	-	0.7230	0.9207	0.9731
	BiFuse with fusion [41]	-/-	0.1209	-	0.4142	-	0.8660	0.9580	0.9860
	UniFuse with fusion [23]	-/-	0.1114	-	0.3691	-	0.8711	0.9664	0.9882
	OmniFusion (2-iter) [30]	256 × 256 / 80°	0.0950	0.0491	0.3474	0.1599	0.8988	0.9769	0.9924
	PanoFormer* [35]	-/-	0.1131	0.0723	0.3557	0.2454	0.8808	0.9623	0.9855
	HRDFuse,Ours	128 × 128 / 80°	0.0984	0.0530	0.3452	0.1465	0.8941	0.9778	0.9923
	HRDFuse,Ours	256 × 256 / 80°	0.0935	0.0508	0.3106	0.1422	0.9140	0.9798	0.9927
Matterport3D	FCRN [28]	-/-	0.2409	-	0.6704	-	0.7703	0.9714	0.9617
	BiFuse with fusion [41]	-/-	0.2048	-	0.6259	-	0.8452	0.9319	0.9632
	UniFuse with fusion [23]	-/-	0.1063	-	0.4941	-	0.8897	0.9623	0.9831
	OmniFusion (2-iter) * [30]	256 × 256 / 80°	0.1007	0.0969	0.4435	0.1664	0.9143	0.9666	0.9844
	PanoFormer* [35]	-/-	0.0904	0.0764	0.4470	0.1650	0.8816	0.9661	0.9878
	HRDFuse,Ours	128 × 128 / 80°	0.0967	0.0936	0.4433	0.1642	0.9162	0.9669	0.9844
	HRDFuse,Ours	256 × 256 / 80°	0.0981	0.0945	0.4466	0.1656	0.9147	0.9666	0.9842
3D60	FCRN [28]	-/-	0.0699	0.2833	-	-	0.9532	0.9905	0.9966
	Mapped Convolution [15]	-/-	0.0965	0.0371	0.2966	0.1413	0.9068	0.9854	0.9967
	BiFuse with fusion [41]	-/-	0.0615	-	0.2440	-	0.9699	0.9927	0.9969
	UniFuse with fusion [23]	-/-	0.0466	-	0.1968	-	0.9835	0.9965	0.9987
	ODE-CNN [10]	-/-	0.0467	0.0124	0.1728	0.0793	0.9814	0.9967	0.9989
	OmniFusion (2-iter) [30]	128 × 128 / 80°	0.0430	0.0114	0.1808	0.0735	0.9859	0.9969	0.9989
	HRDFuse,Ours	128 × 128 / 80°	0.0363	0.0103	0.1565	0.0594	0.9888	0.9974	0.9990
	HRDFuse,Ours	256 × 256 / 80°	0.0358	0.0100	0.1555	0.0592	0.9894	0.9973	0.9990

Best results compared with TP-based transformer approach!

Problems

1. Merging plenty of patches is **non-trivial process**.
2. The **heavy computation memory and cost** from cross-projection fusion.
3. **Special encoders need to be designed to address distortion issues.**



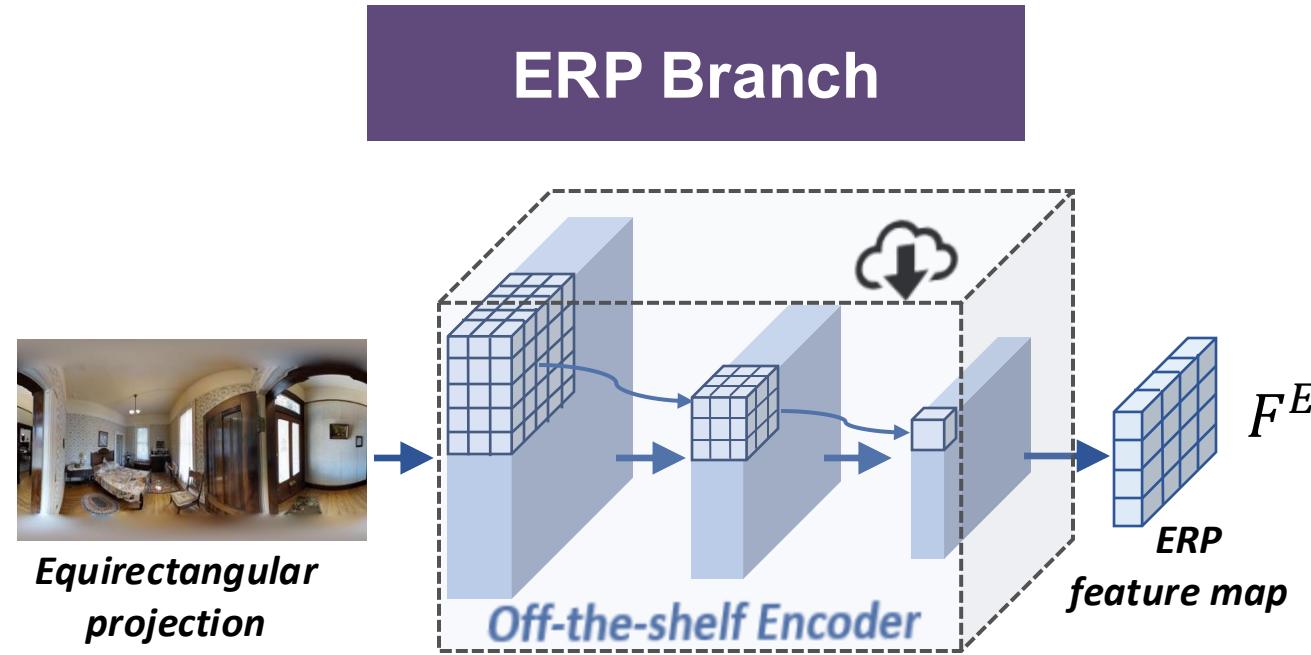
**Is it possible to use the off-the-shelf 2D encoders
and learn computationally-cheap models?**

(Elite360D, CVPR 2024)



ERP+ ICOSAP Fusion for Depth Estimation

Take the best of **ERP** and **ICOSAP** by learning a representation from a local-with-global perspective

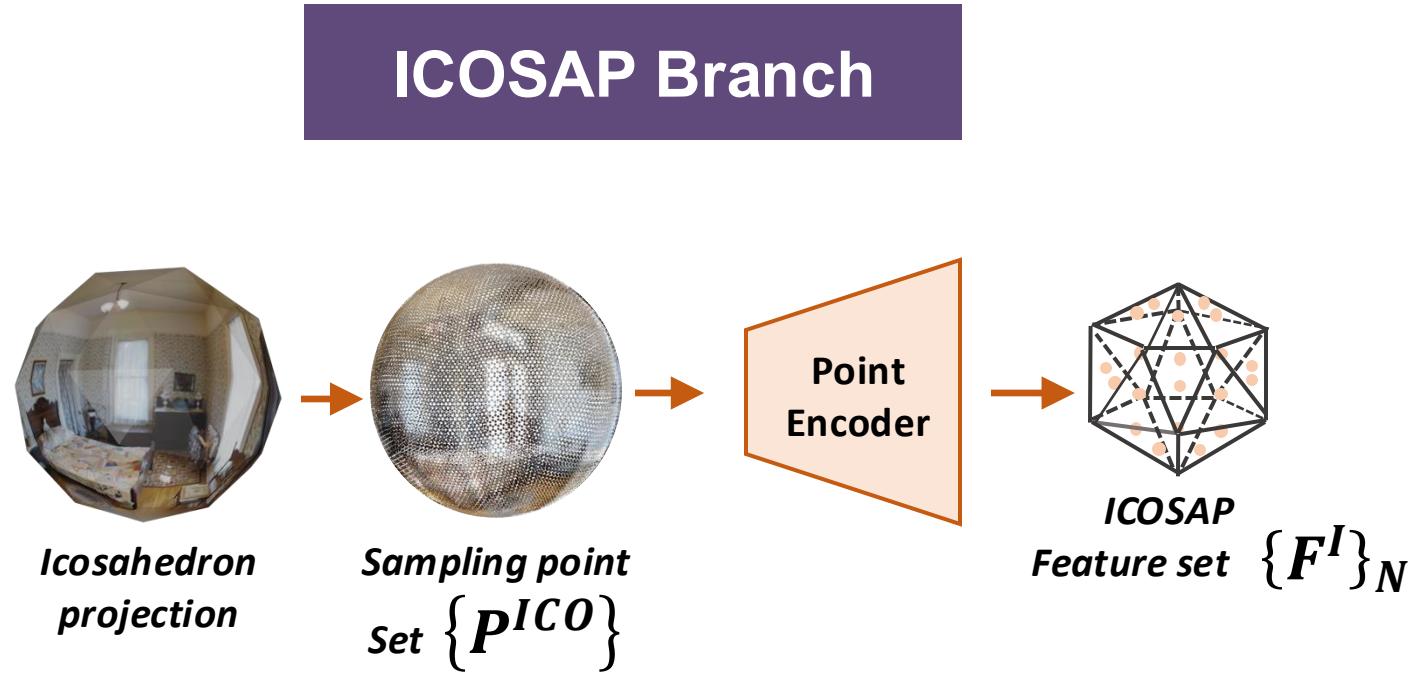


Support a wide range of 2D pretrained models as encoder backbones.



ERP+ ICOSAP Fusion for Depth Estimation

Take the best of **ERP** and **ICOSAP** by learning a representation from a local-with-global perspective

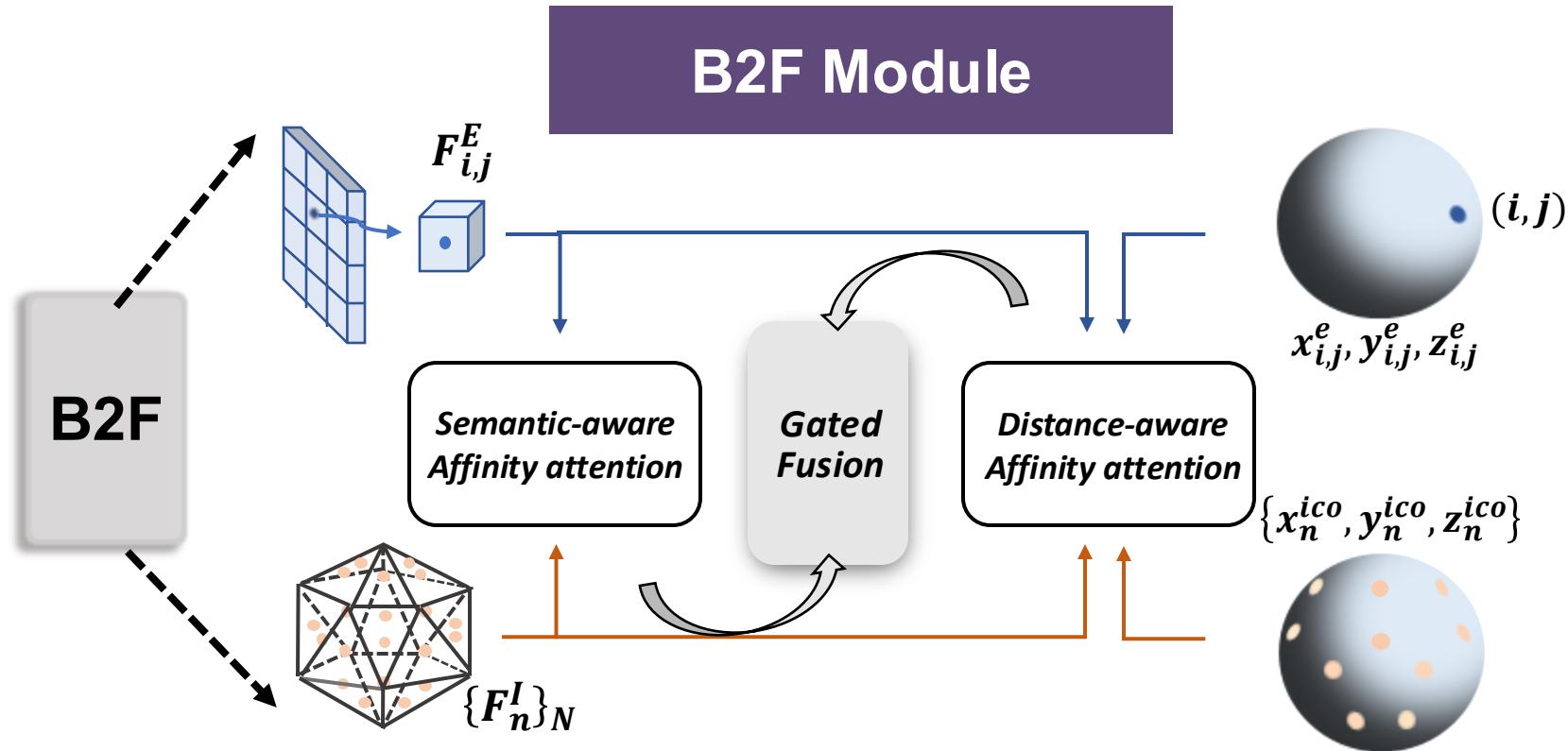


Represent ICOSAP sphere as the point set, which contain the spatial information and global perception.



ERP+ ICOSAP Fusion for Depth Estimation

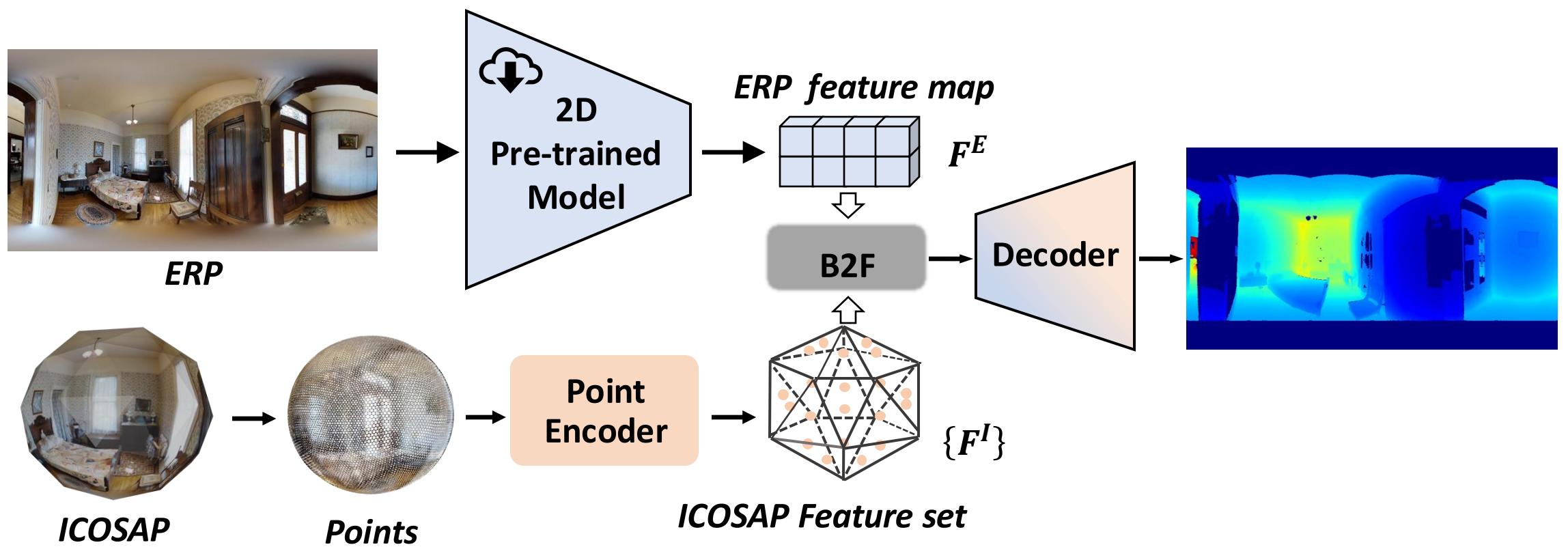
B2F: Bi-Projection Bi-attention Fusion Module



Capture the semantic- and distance-aware dependencies between each ERP pixel feature and entire ICOSAP feature set

ERP+ ICOSAP Fusion for Depth Estimation

Take the best of **ERP** and **ICOSAP** by learning a representation from a local-with-global perspective



ERP+ ICOSAP Fusion for Depth Estimation

Smallest model size with on par performance

Datasets	Backbone	Method	Pub'Year	#Params (M)	#FLOPs (G)	Abs Rel ↓	Sq Rel ↓	RMSE ↓	$\delta_1(\%) \uparrow$	$\delta_2(\%) \uparrow$	$\delta_3(\%) \uparrow$
M3D	Transformer	EGFormer	ICCV'23	15.39	66.21	0.1473	0.1517	0.6025	81.58	93.90	97.35
		PanoFormer	ECCV'22	20.38	81.09	0.1051	0.0966	0.4929	89.08	96.23	98.31
	ResNet-18	BiFuse	CVPR'20	35.80	165.66	0.1360	0.1202	0.5488	83.27	95.12	98.10
		UniFuse	RAL'21	30.26	62.60	0.1191	0.1030	0.5158	86.04	95.84	98.30
		OmniFusion	CVPR'22	32.35	98.68	0.1209	0.1090	0.5055	86.58	95.81	98.36
		HRDFuse [†]	CVPR'23	26.09	50.59	0.1414	0.1241	0.5507	81.48	94.89	98.20
		Ours	-	15.43	45.91	0.1272	0.1070	0.5270	85.28	95.28	98.49
	ResNet-34	BiFuse	CVPR'20	56.01	199.58	0.1126	0.0992	0.5027	88.00	96.13	98.47
		BiFuse++	TPAMI'22	52.49	87.48	0.1123	0.0915	0.4853	88.12	96.56	98.69
		UniFuse	RAL'21	50.48	96.52	0.1144	0.0936	0.4835	87.85	96.59	98.73
		OmniFusion	CVPR'22	42.46	142.29	0.1161	0.1007	0.4931	87.72	96.15	98.44
		HRDFuse [†]	CVPR'23	46.31	80.87	0.1172	0.0971	0.5025	86.74	96.17	98.49
		Ours	-	25.54	65.29	0.1115	0.0914	0.4875	88.15	96.46	98.74
	ResNet-50*	BiFuse	CVPR'20	253.08	775.24	0.1179	0.0981	0.4970	86.74	96.27	98.66
		UniFuse	RAL'21	131.30	222.30	0.1185	0.0984	0.5024	86.66	96.18	98.50
		Ours	-	42.99	170.11	0.1112	0.0980	0.4870	86.70	96.01	98.61



Data-specific models are difficult to be generalized to unseen scenes (outdoor and indoor)

Can we get 360 foundation model?

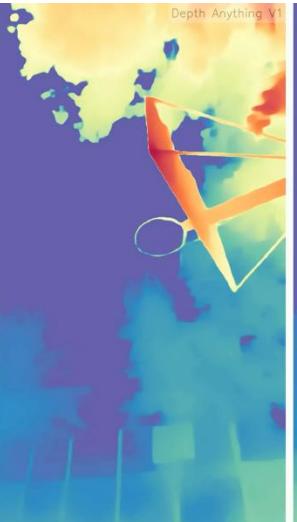


Unseen outdoor scenes

Vision Foundation Models

Depth Anything v1 & v2

- Utilize large amount of labeled and unlabeled data for training.



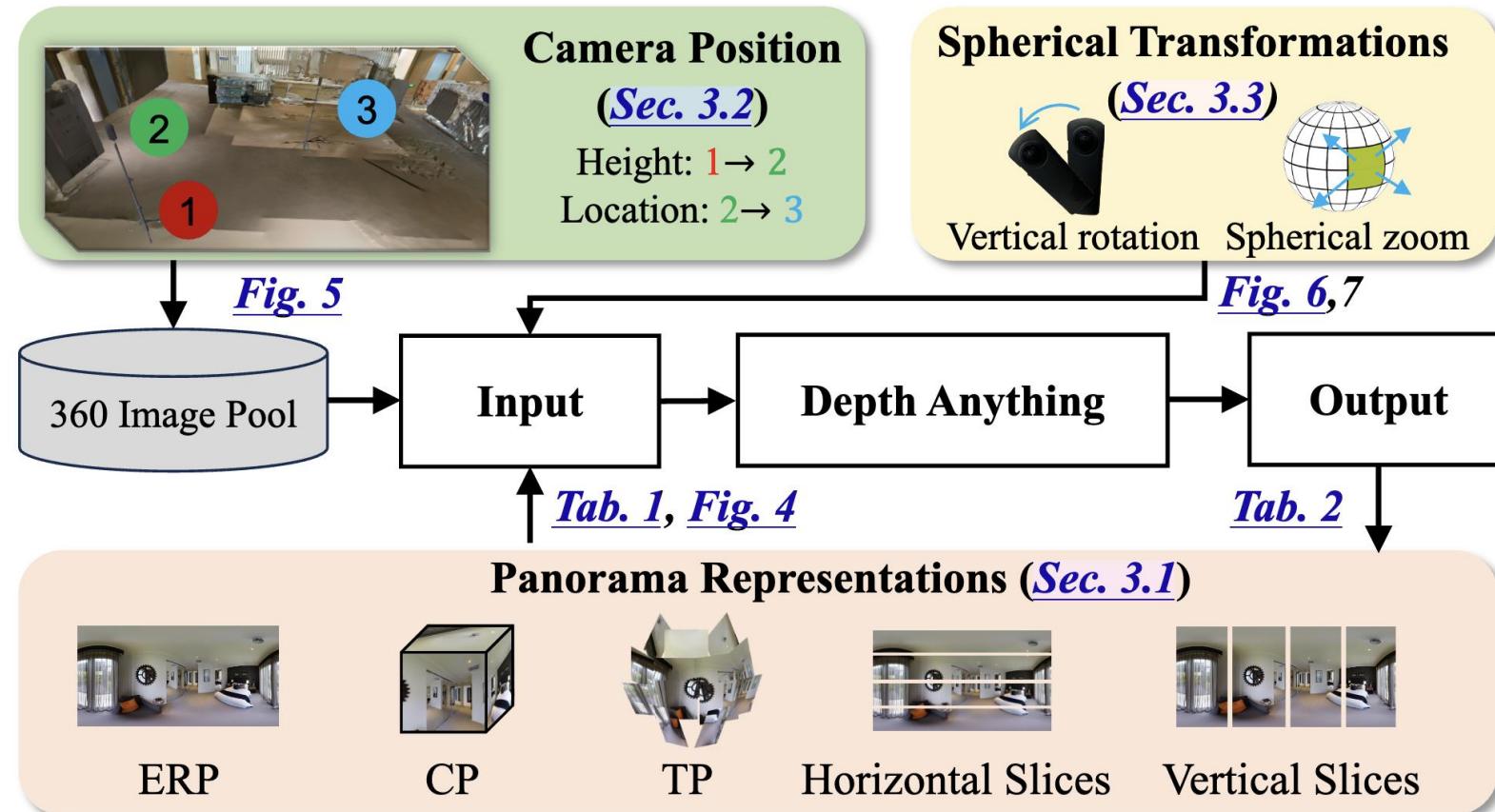
Do depth foundation models generalize well to 360 data across diverse scenes? (PanDA, CVPR 2025)



Leaderboard of Performance

Check the spherical properties of Depth Anything for panoramas

- Panoramic representations; Camera positions; and Spherical transformations.

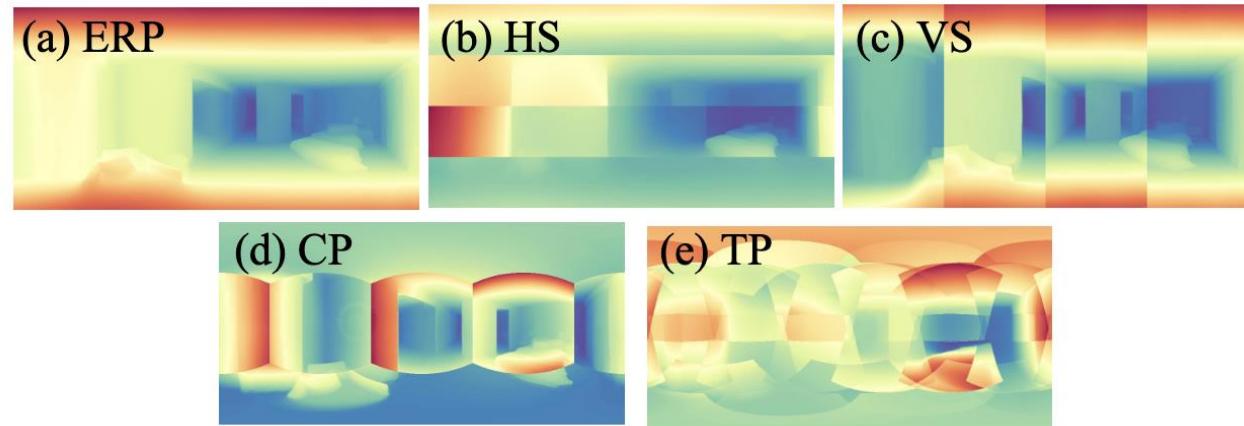


Finding 1

Check which panoramic representation is better for Depth Anything

- When the output space is ERP, **ERP** performs the best.

Method	Backbone	ERP	CP	TP	HS	VS
DAM v1 [49]	ViT-S	0.1687	0.2144	0.2289	0.2104	0.1873
	ViT-B	0.1629	0.2238	0.2251	0.2073	0.1889
	ViT-L	0.1614	0.2165	0.2046	0.2043	0.1858
DAM v2 [50]	ViT-S	0.1692	0.2205	0.2317	0.2186	0.1962
	ViT-B	0.1662	0.2249	0.2460	0.2149	0.2006
	ViT-L	0.1654	0.2238	0.2363	0.2101	0.1984



Finding 2

Check which panoramic representation is better for Depth Anything

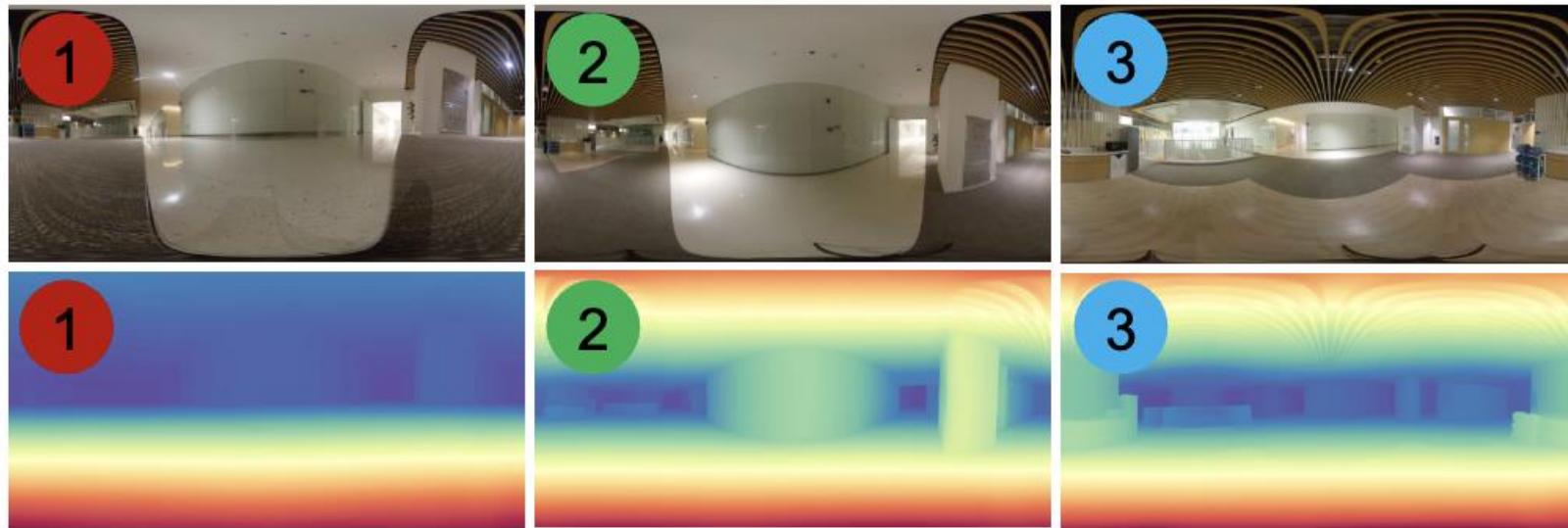
- When the output space is other projections, **ERP performs mostly the best.**
- The **prior knowledge** in Depth Anything can **address spherical distortion in some level.**

Inp. → Out.	Equator	Pole	Average
ERP → CP	0.1129	0.1201	0.1153
CP → CP	0.1164	0.1357	0.1228
ERP → TP	0.1235	0.1232	0.1234
TP → TP	0.1416	0.1492	0.1441
ERP → HS	0.1322	0.0965	0.1145
HS → HS	0.1760	0.1251	0.1507
ERP → VS	—	—	0.1438
VS → VS	—	—	0.1355

Finding 3

Check the camera position

1. Near the ground, **poor result** due to **large portion of polar regions**;
2. Lift the height, **better result**;
3. Lift the height and move towards the **interested objects**, **best result**.



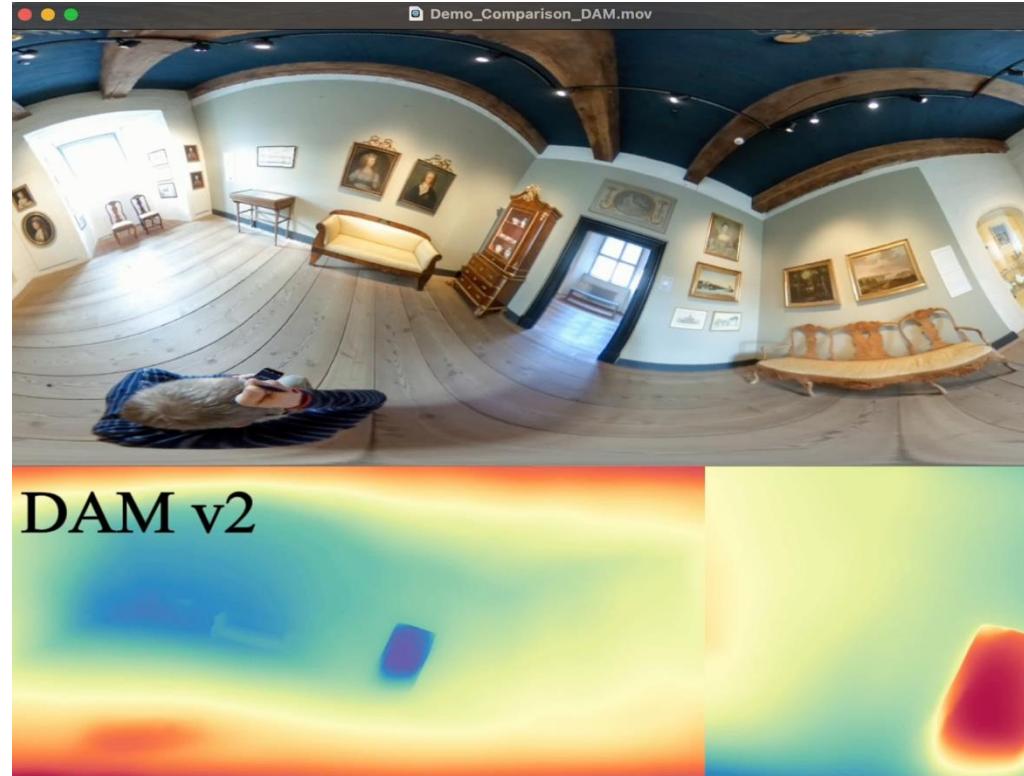
Finding 4

Check the robustness of Depth Anything for panoramas

- Depth Anything performs poorly with spherical transformations.



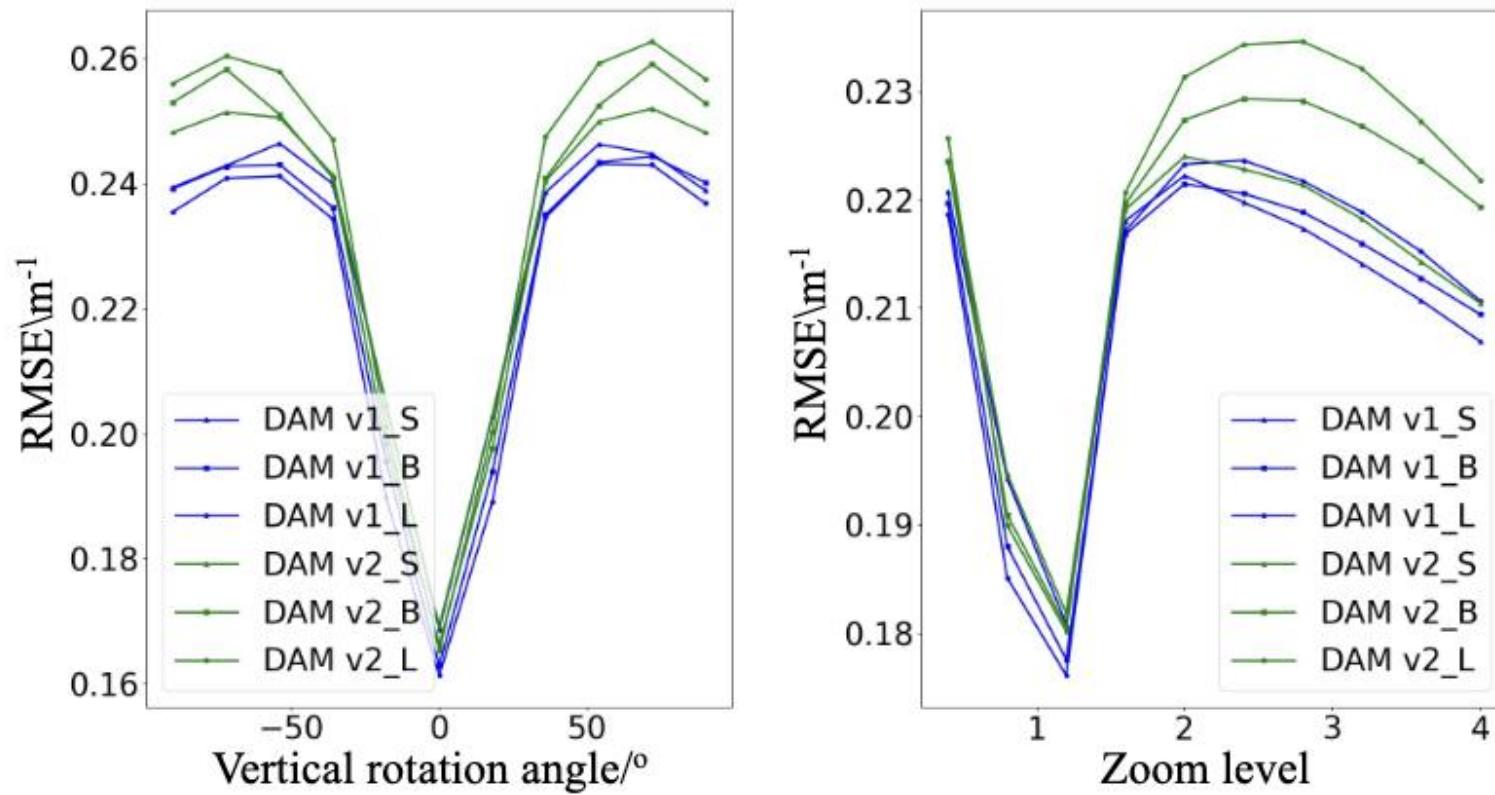
Vertical rotation



Finding 5

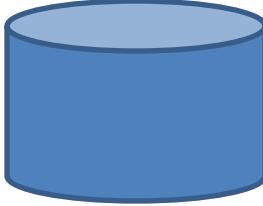
Check the robustness of Depth Anything for panoramas

- The performance of Depth Anything **changes rapidly**.

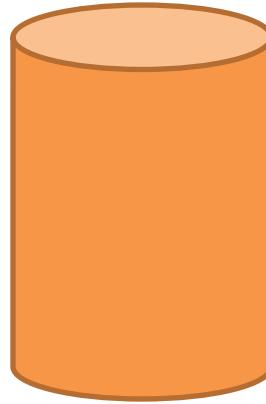


Hurdles for Achieving 360 Foundation Model

360 depth ground truth is difficult to acquire



Labeled Perspective
 $> 10M$



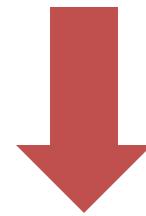
Unlabeled
Perspective
 $> 50M$



Labeled 360
 $< 0.1M$



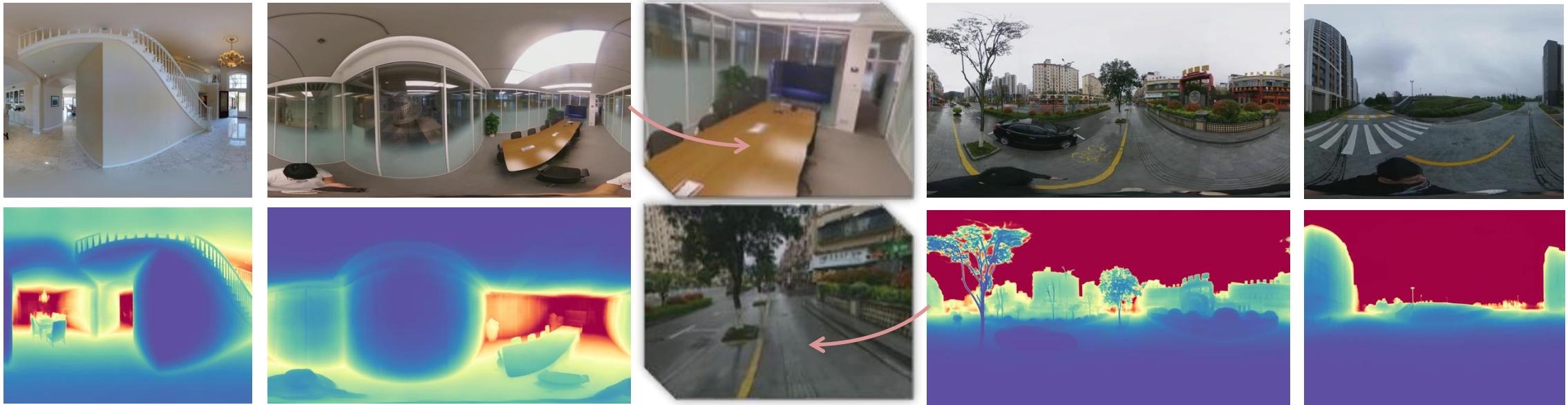
Unlabeled 360
About 0.4M



Complicated annotation on curves, and require stitching

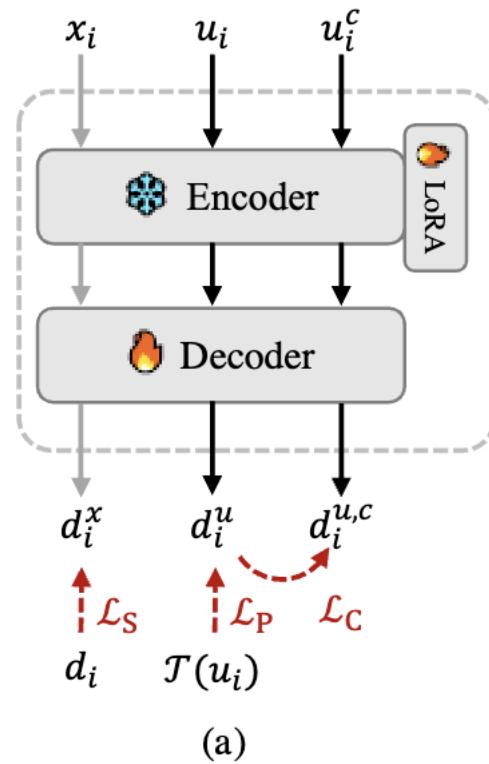
Achieving 360 Depth Anything

- **Fine-tune** Depth Anything to omnidirectional images with three stages of semi-supervised learning
- **Teacher model training** with **synthetic** panoramas;
- Collect **100k unlabeled real-world images** and generate pseudo labels from the teacher model;
- **Student model training** using both **labeled and unlabeled** data.



Achieving 360 Depth Anything

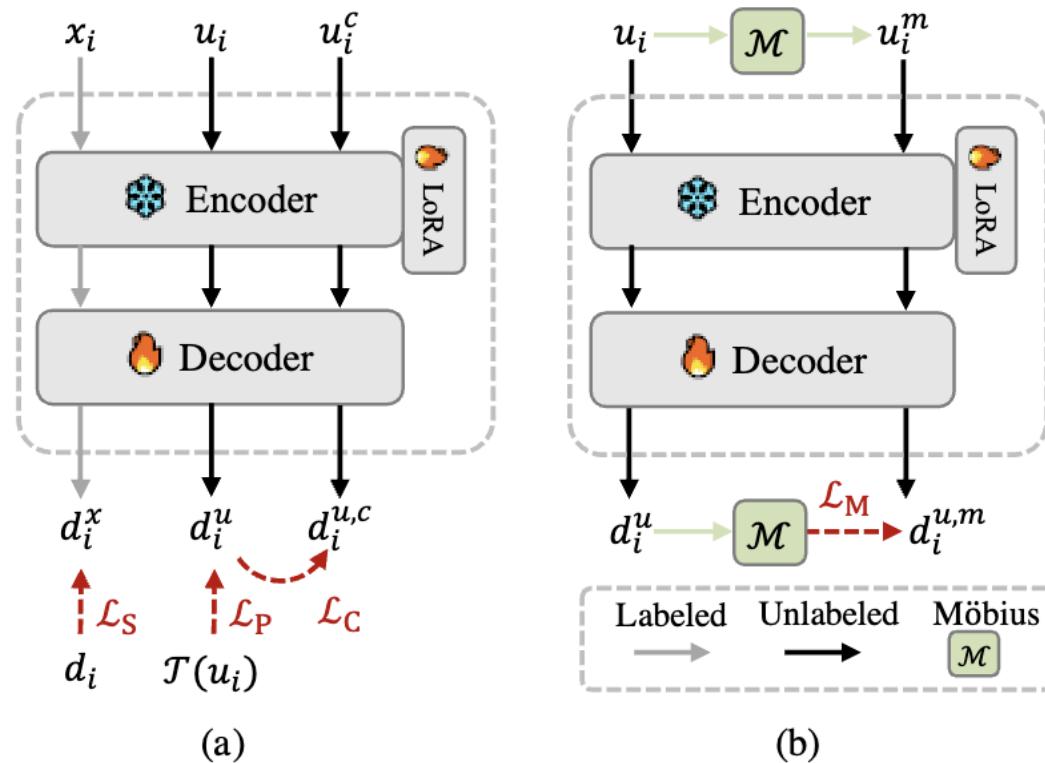
- Semi-supervision pipeline
- Enforce consistency between the original unlabeled panorama and color-augmented ones.



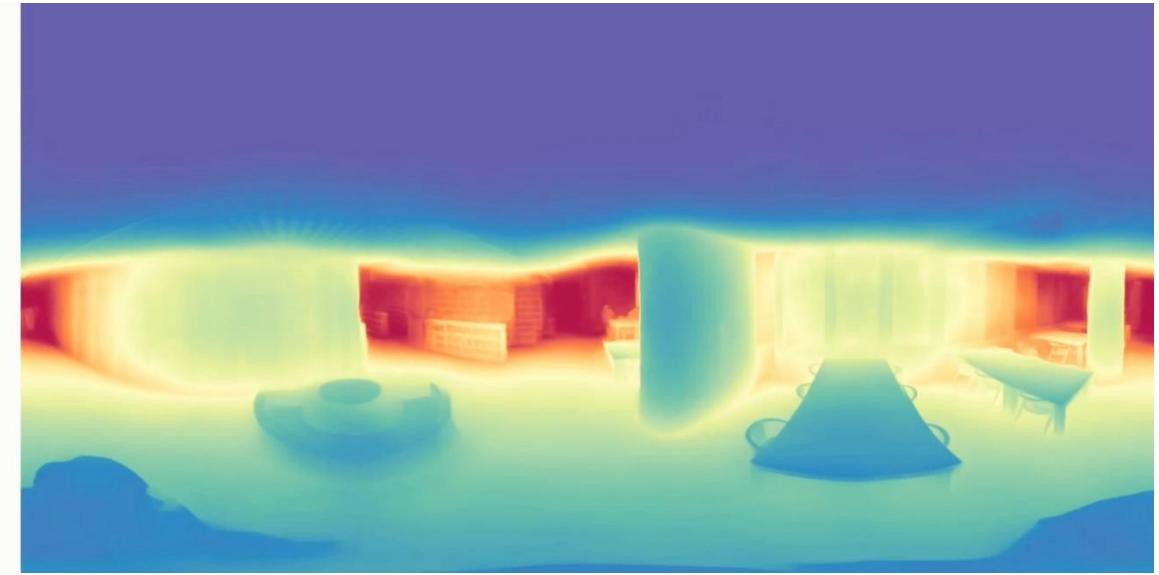
(a)

Achieving 360 Depth Anything

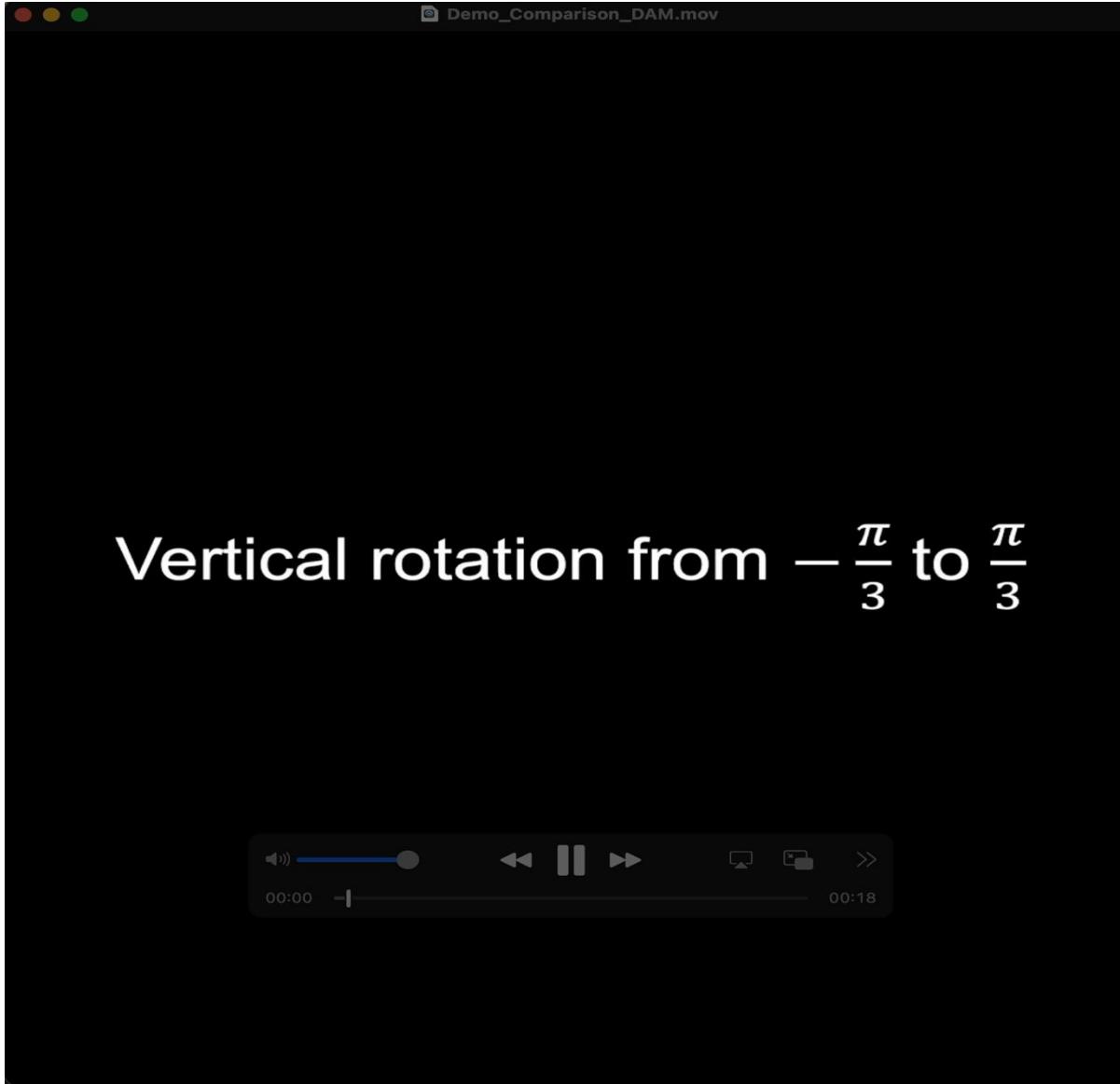
- Semi-supervision pipeline
- Enforce consistency between the original unlabeled panorama and color-augmented ones.
- Enforce consistency between the original unlabeled **panorama and spherical-transformed** ones.



Open World Results



Open-World Results (Random Transformation)



New Approach to 360 Depth Anything



**Scale in Data
31% Improvement**

**Scale in Data and Model
45% Improvement**

Methods	$AbsRel \downarrow$	$RMSE \downarrow$	$\delta_1 \uparrow$	$\delta_2 \uparrow$	$\delta_3 \uparrow$
BiFuse [40]	0.1209	0.4142	86.60	95.80	98.60
UniFuse [17]	0.1114	0.3691	87.11	96.64	98.82
HoHoNet [38]	0.1014	0.3834	90.54	96.93	98.86
BiFuse++ [41]	—	0.3720	87.83	96.49	98.84
ACDNet [55]	0.0984	0.3410	88.72	97.04	98.95
PanoFormer [35]	0.1131	0.3557	88.08	96.23	98.55
HRDFuse [2]	0.0935	0.3106	91.40	97.98	99.27
S2Net [24]	0.0903	0.3383	91.91	97.82	99.12
Depth Anywhere [42]	0.1180	0.3510	91.00	97.10	98.70
PanDA-S	0.0762	0.2866	95.31	98.60	99.36
PanDA-B	0.0635	0.2682	95.84	98.95	99.51
PanDA-L	0.0609	0.2540	96.82	99.05	99.52

Takeaways

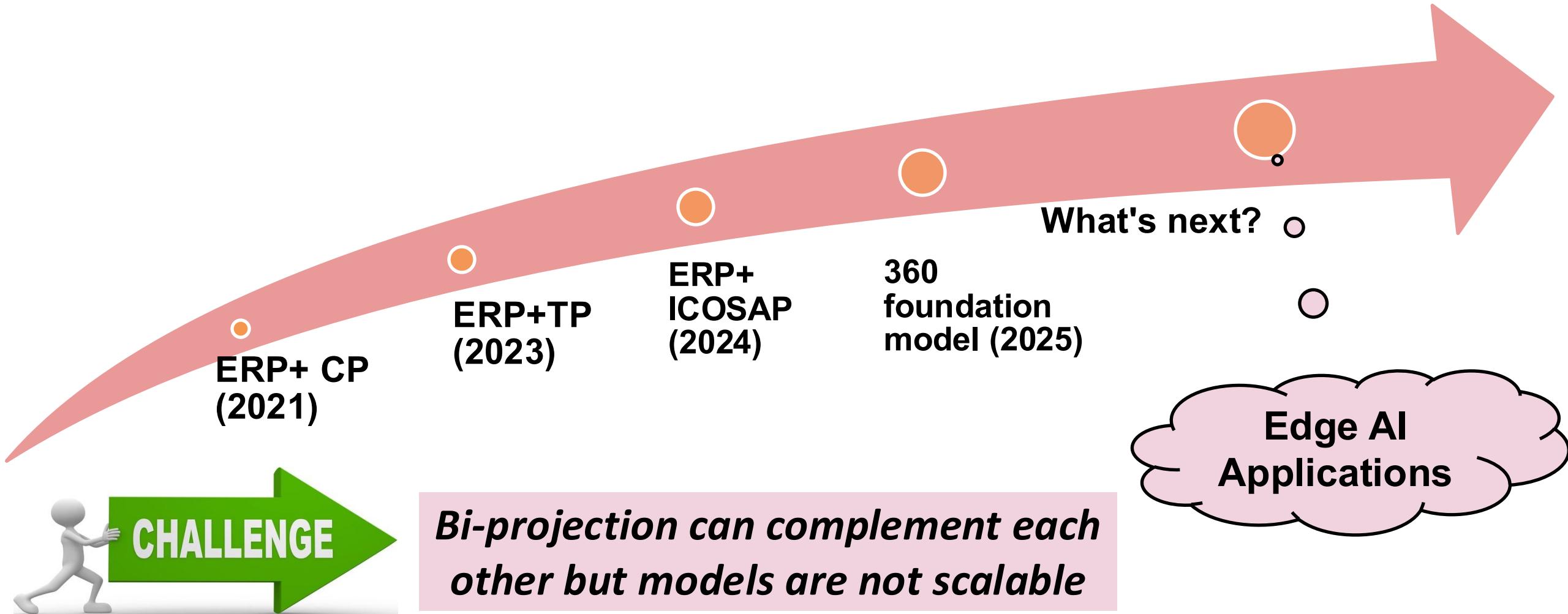
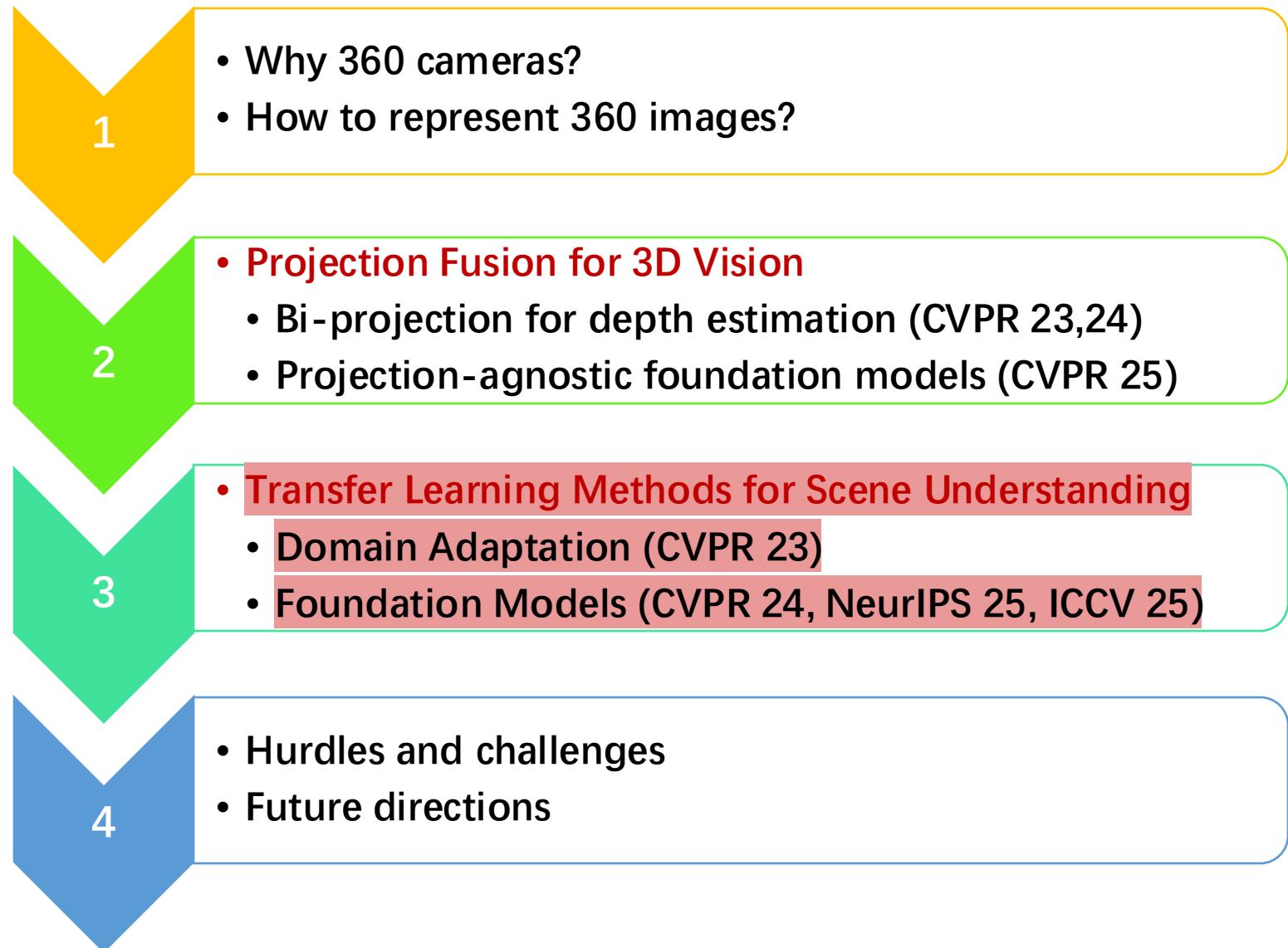


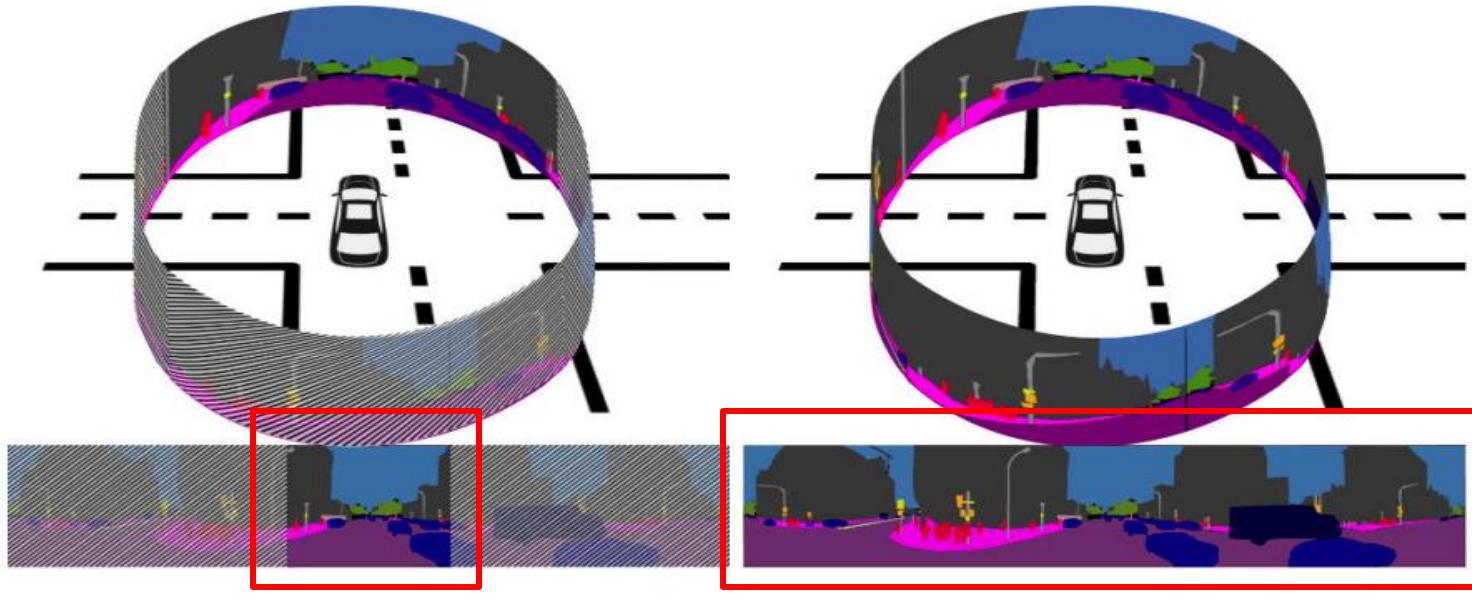
Table of Contents

Takeaways: Learning strategies are important for efficient and effective 360-based scene understanding!

We are here now!



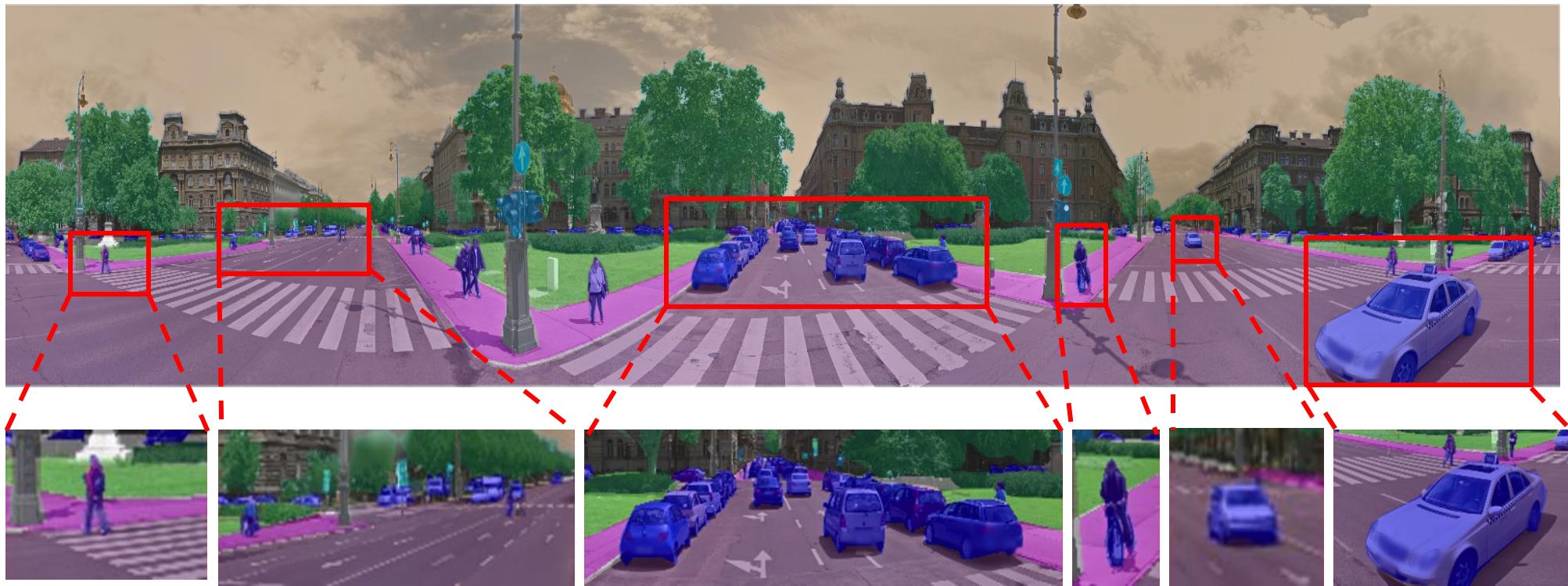
What can we benefit from 360 cameras?



Perspective vs 360 camera

360 cameras' comprehensive view of the vehicle's surroundings, eliminating **blind spots** and increasing **situational awareness**.

What can we benefit from 360 cameras?



Lack of labeled data (labeling 360 images is very time-consuming and labor-intensive) !

Transferring knowledge

Pinhole image



Limited FoV

No Distortion

Sufficient Labels

Panoramic (ERP) image



Broader / 360 FoV

Severe Distortion

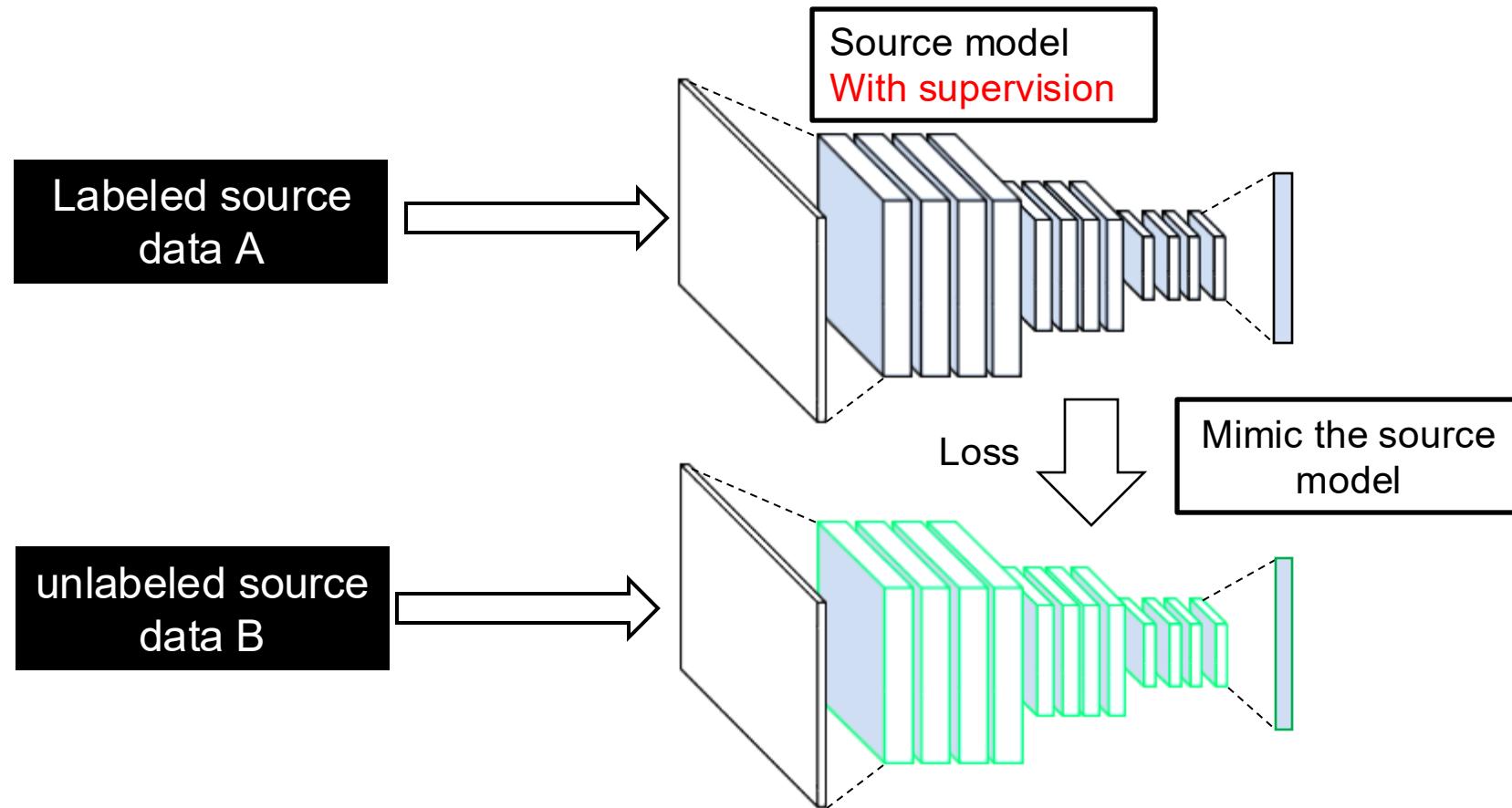
Scarce Labels



Transferring knowledge

How it works?

- Transfer knowledge from a trained model on source data A to a new model for target data B.
- To improve training of the new model (on unlabeled target data B)



Research Questions

Synthetic



(GTA5)

Real Pinhole



(Cityscapes)

Real Panorama



(DensePASS)

Domain Gaps: Style

Domain Gaps: Style & Distortion

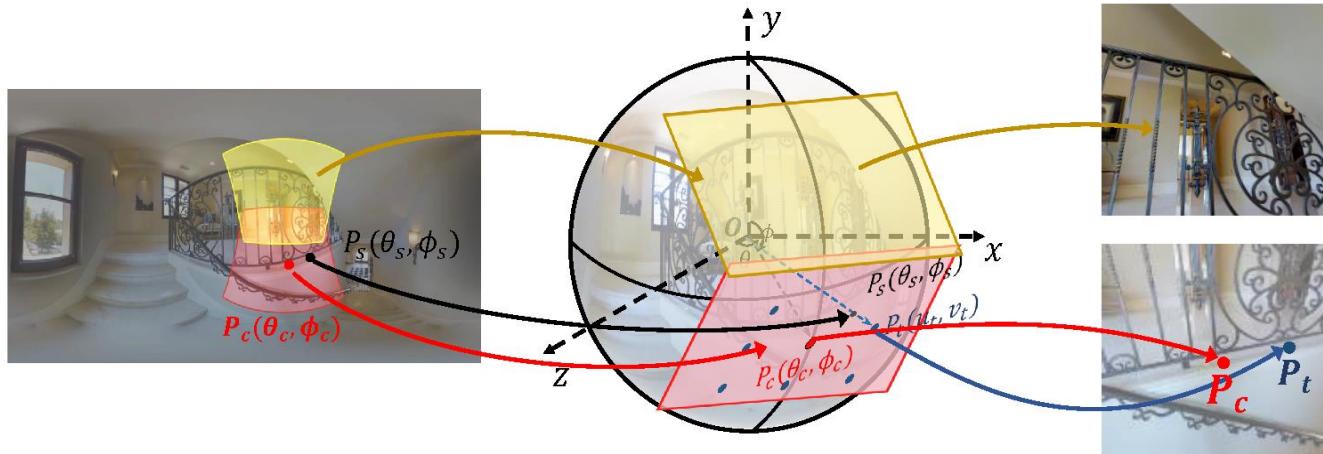
Domain Gaps

Inherent Gaps: Diverse camera sensors and captured scenes

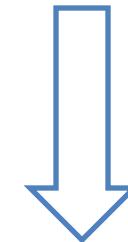
Format Gaps: Distinct image representation formats

Research question: How to alleviate these domain gaps?

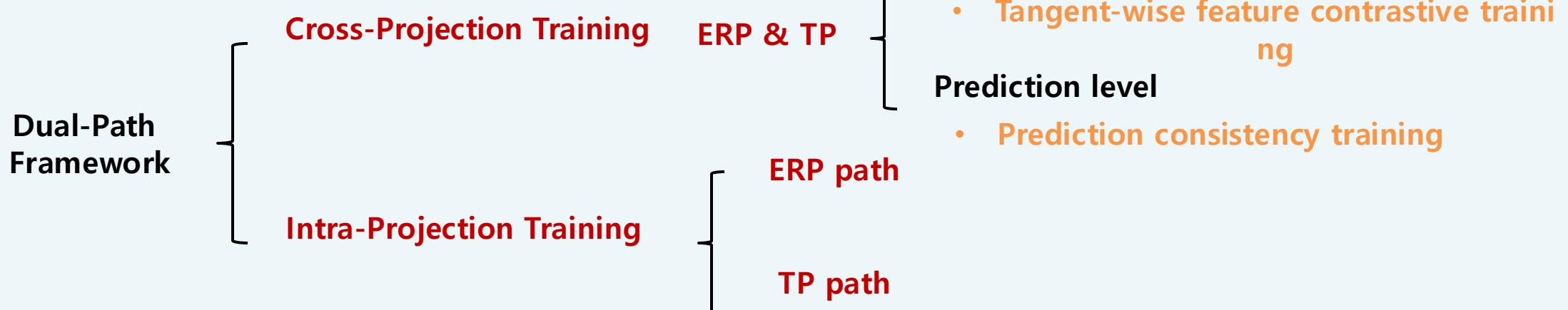
Key Idea



Use tangent projection (TP) along with ERP for alleviating the format gap caused by distortion.

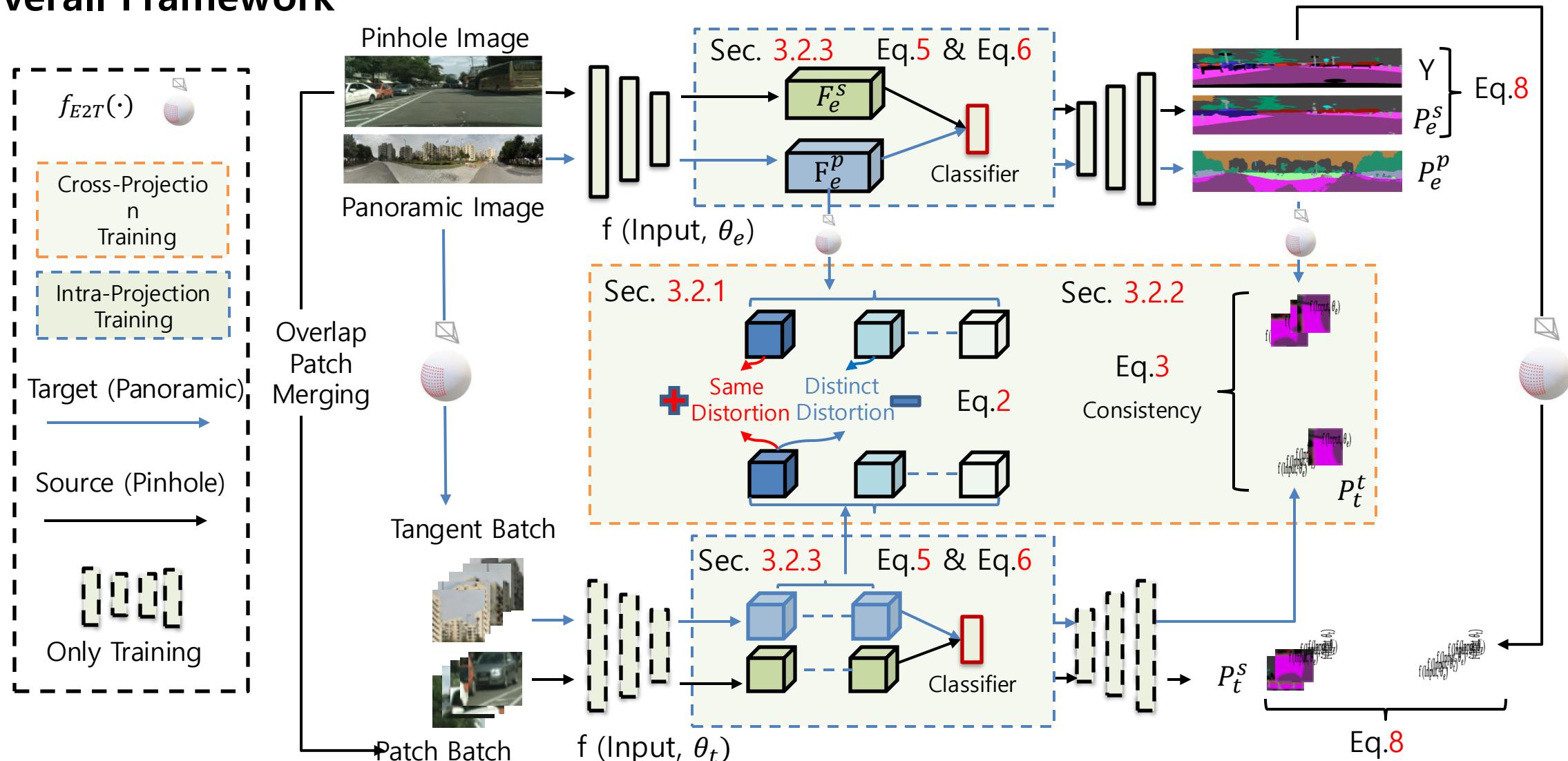


Our Key Idea!



Transferring knowledge

Overall Framework



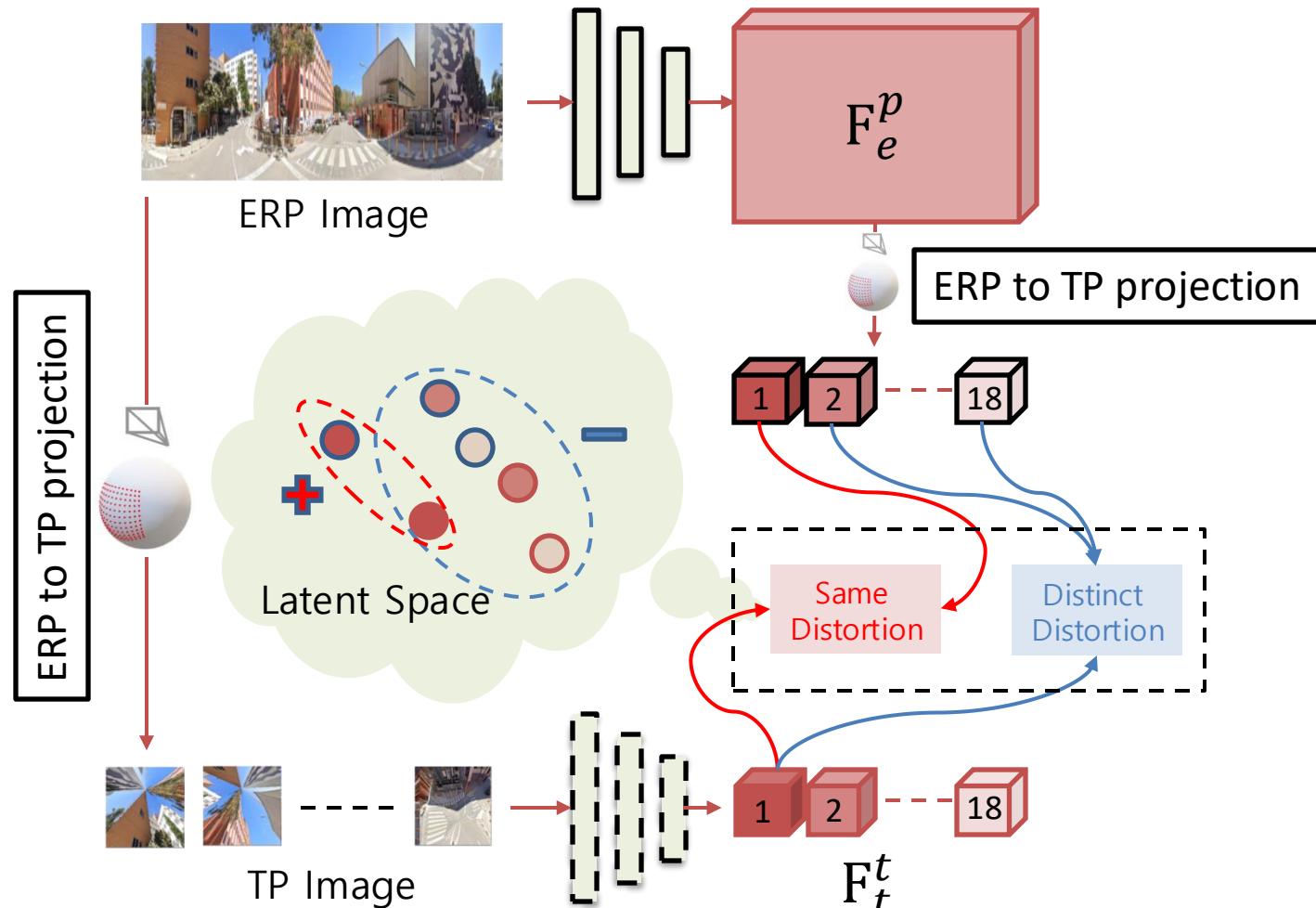
Transferring knowledge

Cross Projection Training:

- Tangent-wise feature contrastive training:

$$L_{fc} = \frac{1}{F_i} \sum_{f_+ \in F_i} -\log \frac{\exp(f_+/\tau)}{\exp(f_+/\tau) + \sum_f \exp(f_-/\tau)}$$

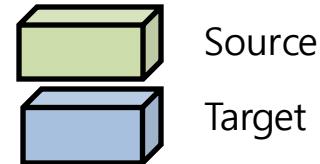
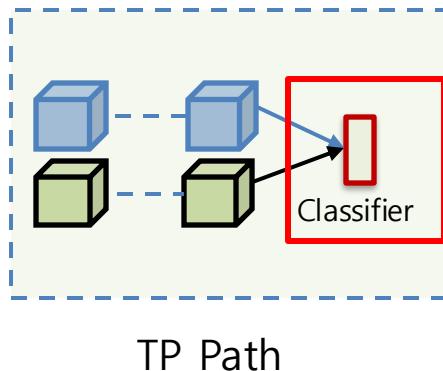
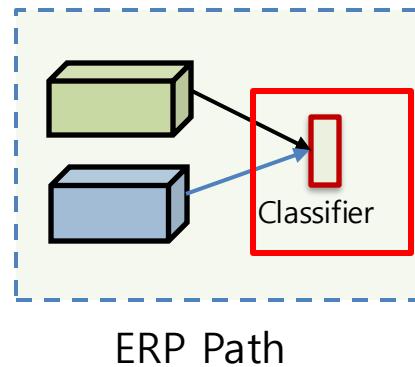
Positive Negative



Transferring knowledge

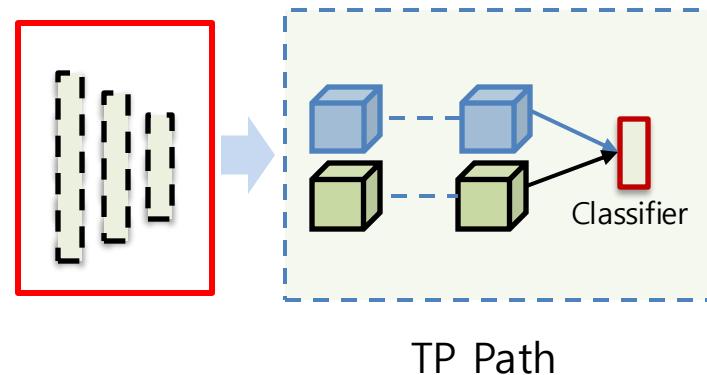
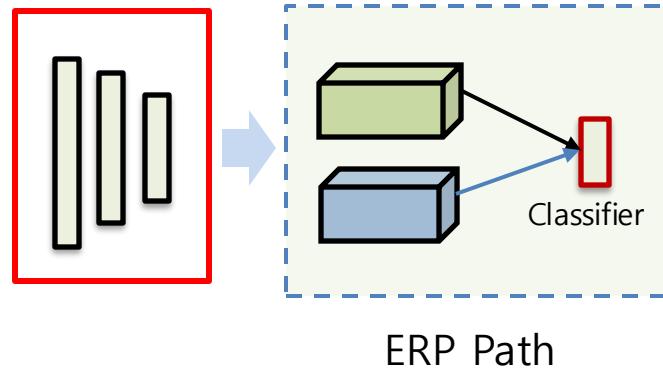
Intra Projection Training:

Classifier:



Distinguish features (distortion)

Feature Extractor:



Generate domain-invariant features

Transferring knowledge

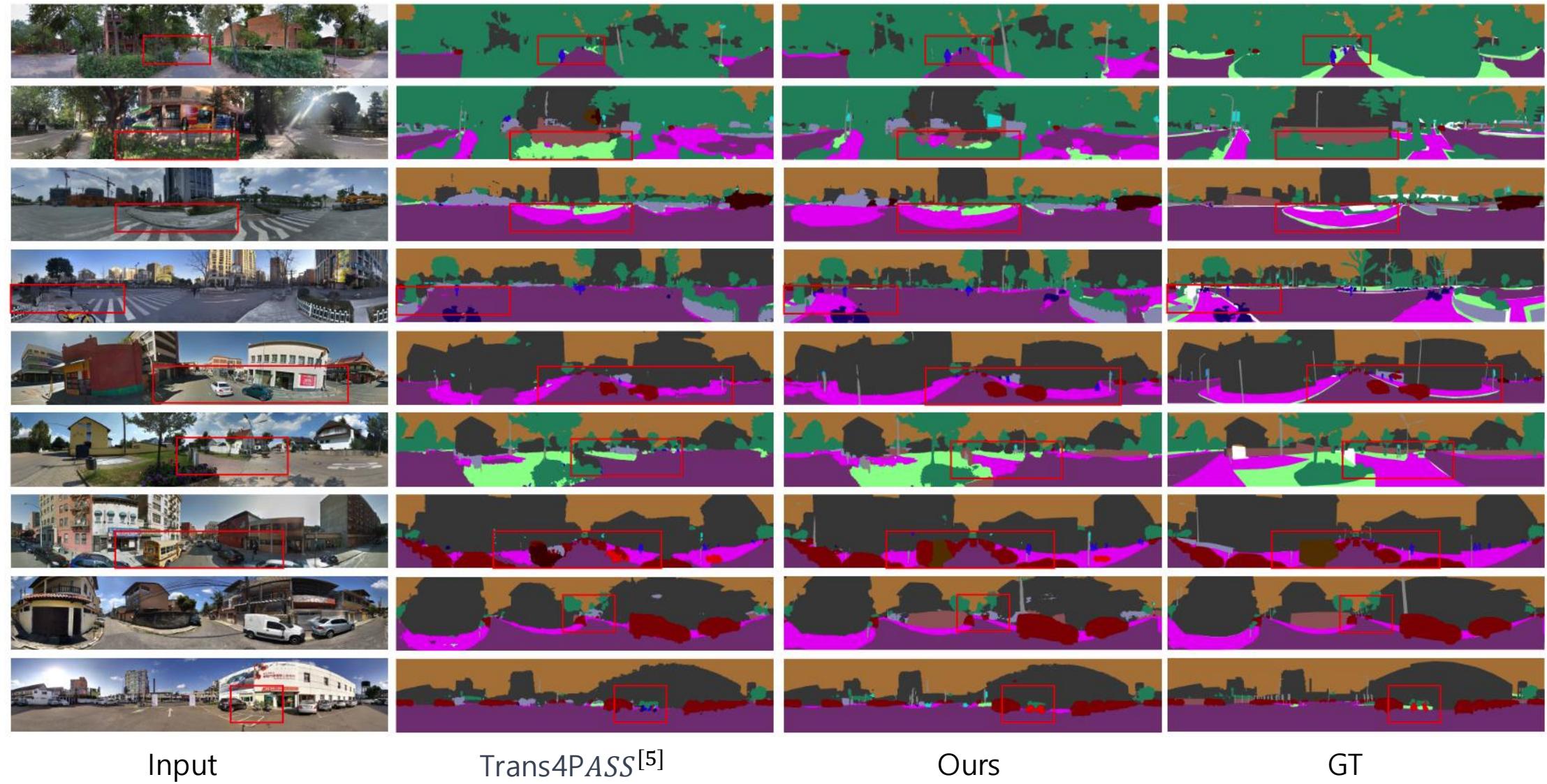
Per-class results of the SoTA panoramic image semantic segmentation methods on DensePASS test set.

Method	mIoU	road	sidewalk	building	wall	fence	pole	traffic Light	traffic Sign	tegetation	terrain	sky	Person	rider	car	truck	bus	train	motorcycle	bicycle
ERFNet	16.65	63.59	18.22	47.01	9.45	12.79	17.00	8.12	6.41	34.24	10.15	18.43	4.96	2.31	46.03	3.19	0.59	0.00	8.30	5.55
PASS(ERFNet)	23.66	67.84	28.75	59.69	19.96	29.41	8.26	4.54	8.07	64.96	13.75	33.50	12.87	3.17	48.26	2.17	0.82	0.29	23.76	19.46
Omni-sup(ECANet)	43.02	81.60	19.46	81.00	32.02	39.47	25.54	3.85	17.38	79.01	39.75	94.60	46.39	12.98	81.96	49.25	28.29	0.00	55.36	29.47
P2PDA(Adversarial)	41.99	70.21	30.24	78.44	26.72	28.44	14.02	11.67	5.79	68.54	38.20	85.97	28.14	0.00	70.36	60.49	38.90	77.80	39.85	24.02
PCS	53.83	78.10	46.24	86.24	30.33	45.78	34.04	22.74	13.00	79.98	33.07	93.44	47.69	22.53	79.20	61.59	67.09	83.26	58.68	39.80
Trans4PASS-T †	53.18	78.13	41.19	85.93	29.88	37.02	32.54	21.59	18.94	78.67	45.20	93.88	48.54	16.91	79.58	65.33	55.76	84.63	59.05	37.61
Trans4PASS-S †	55.22	78.38	41.58	86.48	31.54	45.54	33.92	22.96	18.27	79.40	41.07	93.82	48.85	23.36	81.02	67.31	69.53	86.13	60.85	39.09
DPPASS-T(Ours)	55.30	78.74	46.29	87.47	48.62	40.47	35.38	24.97	17.39	79.23	40.85	93.49	52.09	29.40	79.19	58.73	47.24	86.48	66.60	38.11
DPPASS-S(Ours)	56.28	78.99	48.14	87.63	42.12	44.85	34.95	27.38	19.21	78.55	43.08	92.83	55.99	29.10	80.95	61.42	55.68	79.70	70.42	38.40

Huge boost to key targets (classes) for autonomous driving purpose.



Transferring knowledge



Towards 360 Foundation Models for Segmentation!

**Knowledge transfer from Segment Anything Model
(GoodSAM, CVPR 2024)**



Emergence of Segment Anything Model (SAM)

Segment Anything Model (SAM): a new AI model from Meta AI that can "cut out" any object, in any image, with a single click.

- SAM AMG is a **prompt-free mode of SAM** that automatically generates multi-level masks for all visible objects in an image — **no manual prompts or training required.**



Prompt it with interactive points and boxes.



Generate multiple valid masks for ambiguous prompts.



Automatically segment everything (AMG mode) in an image.

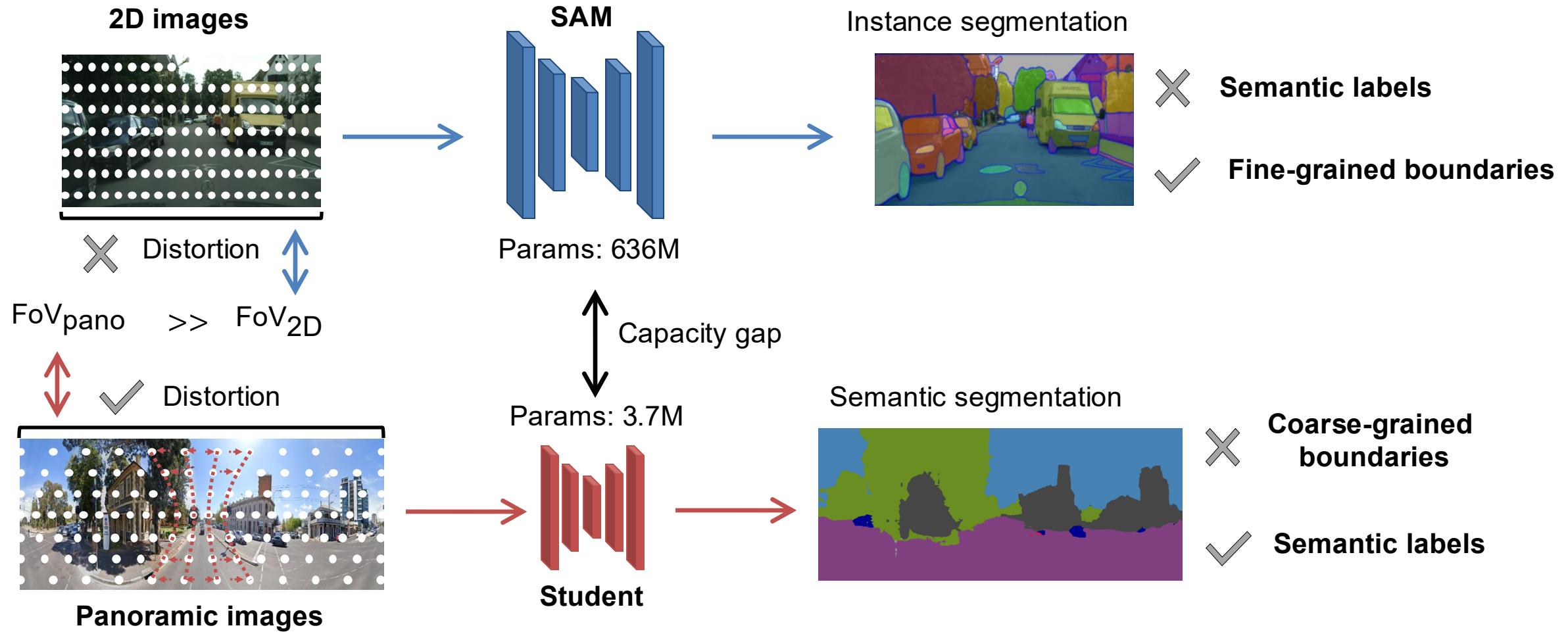
All demos are from SAM official website.



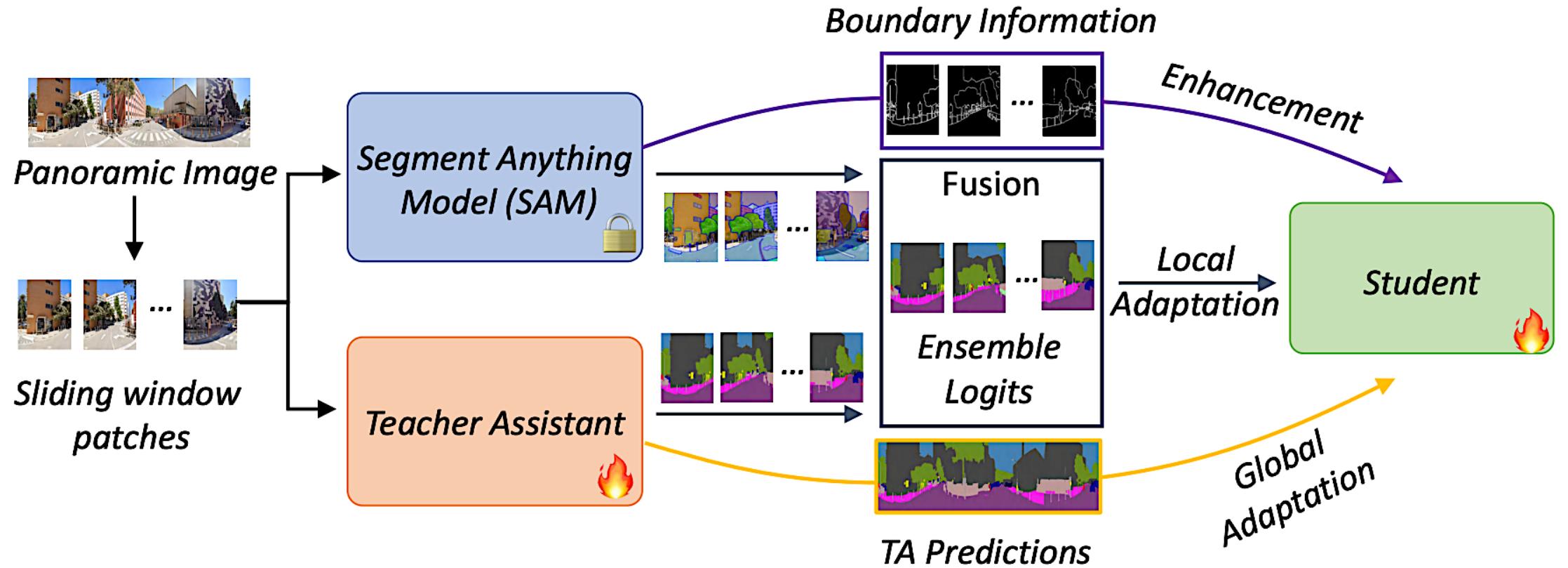
NANYANG TECHNOLOGICAL UNIVERSITY | SINGAPORE

Emergence of Segment Anything Model (SAM)

How to transfer the instance segmentation knowledge from SAM to learn a more compact panoramic semantic segmentation model (i.e., student) without requiring any labeled data?

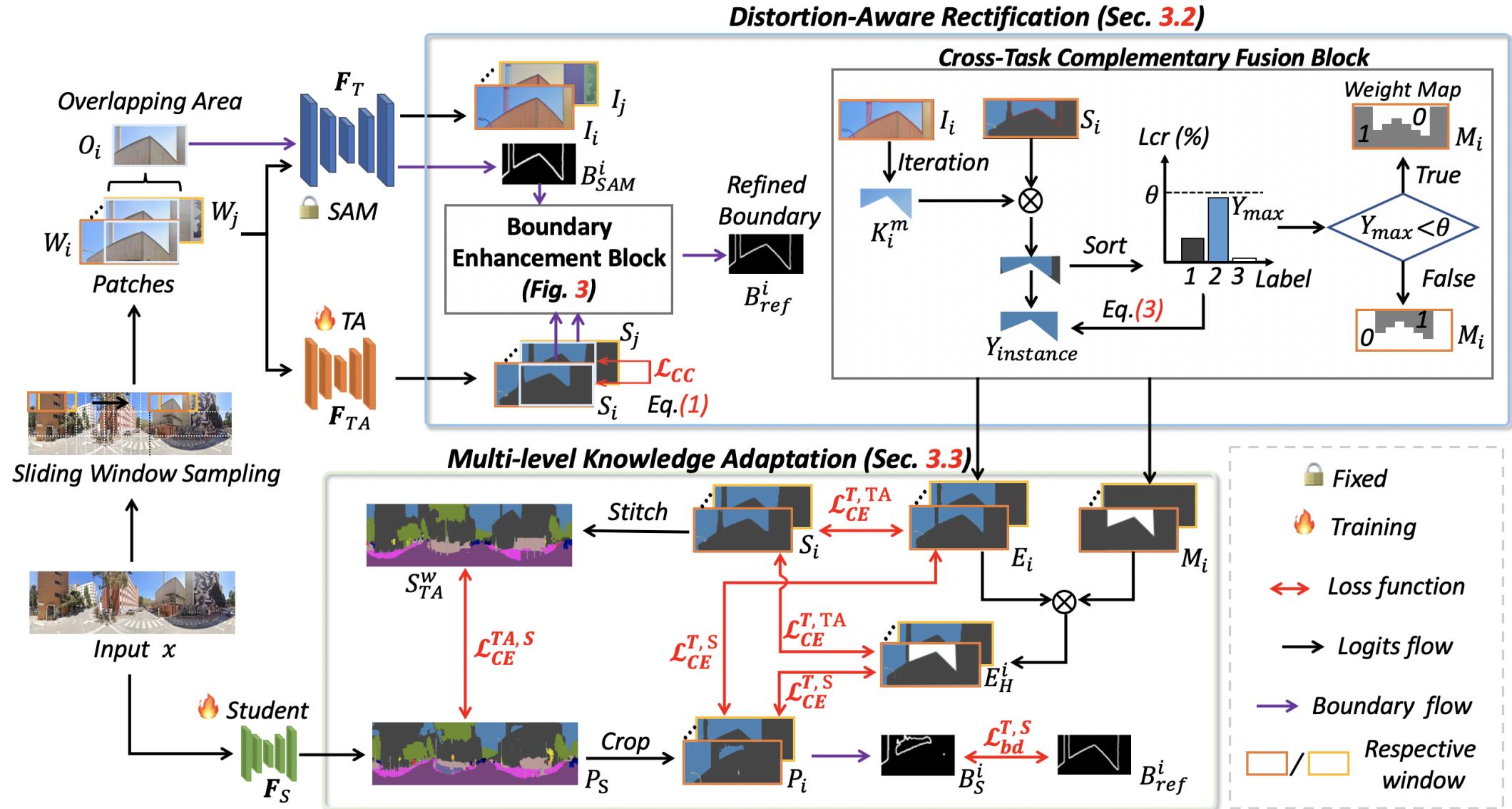


Our Key Idea

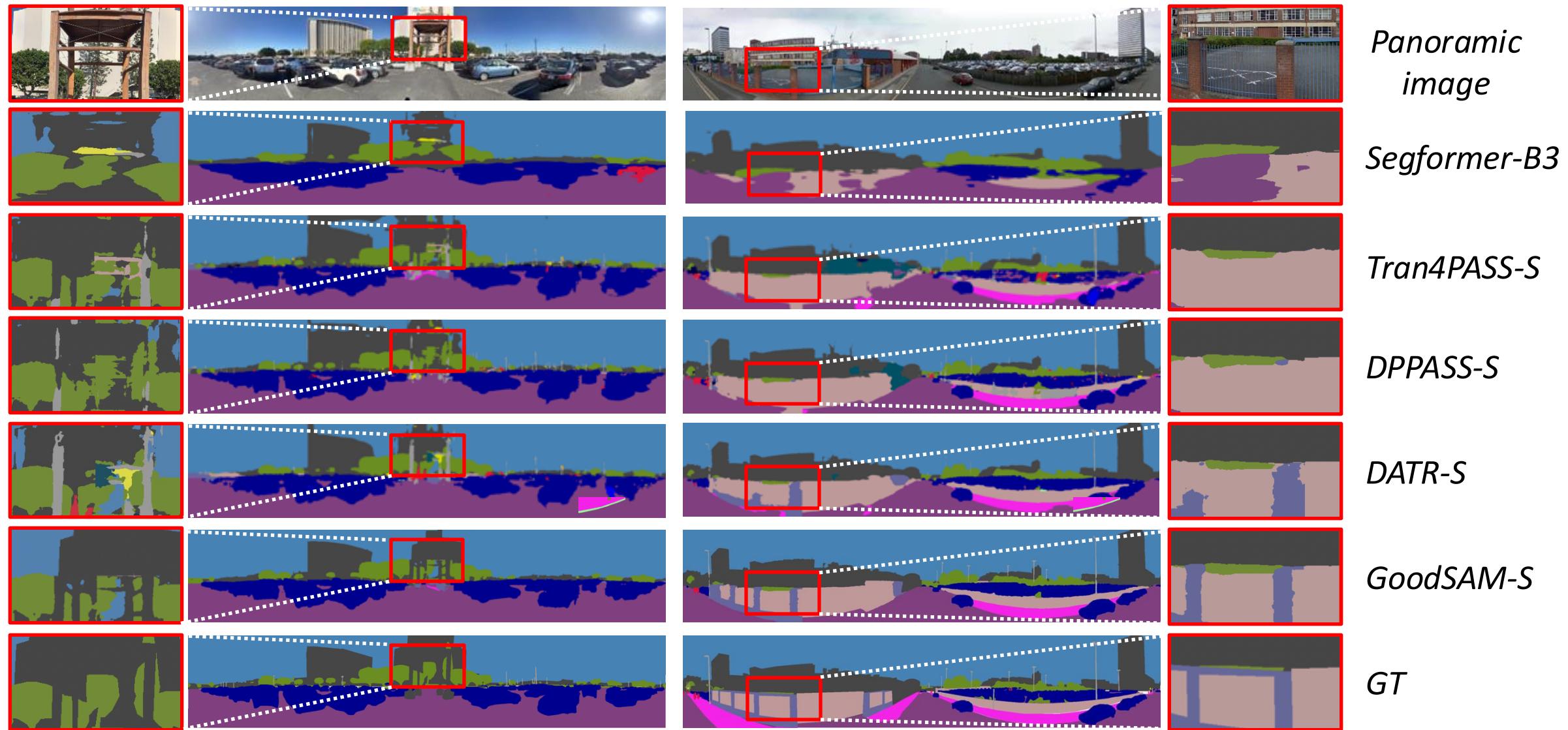


Leveraging **instance masks and boundary information** provided by SAM, coupled with **segmentation logits from the teacher assistant**, to obtain reliable ensemble logits for knowledge adaptation to our student.

Two Technical Contributions



Visual Comparison



Quantitative results

Method	P. (M)	mIoU	Road	S.W.	Build.	Wall	Fence	Pole	Tr.L.	Tr.S.	Veget.	Terr.	Sky	Person	Rider	Car	Truck	Bus	Train	M.C.	B.C.
ERFNet [16]	-	16.65	63.59	18.22	47.01	9.45	12.79	17.00	8.12	6.41	34.24	10.15	18.43	4.96	2.31	46.03	3.19	0.59	0.00	8.30	5.55
PASS(ERFNet) [28]	-	23.66	67.84	28.75	59.69	19.96	29.41	8.26	4.54	8.07	64.96	13.75	33.50	12.87	3.17	48.26	2.17	0.82	0.29	23.76	19.46
Omni-sup(ECANet) [30]	-	43.02	81.60	19.46	81.00	32.02	39.47	25.54	3.85	17.38	79.01	39.75	94.60	46.39	12.98	81.96	49.25	28.29	0.00	55.36	29.47
P2PDA(Adversarial) [36]	-	41.99	70.21	30.24	78.44	26.72	28.44	14.02	11.67	5.79	68.54	38.20	85.97	28.14	0.00	70.36	60.49	38.90	77.80	39.85	24.02
PCS [33]	25.56	53.83	78.10	46.24	86.24	30.33	45.78	34.04	22.74	13.00	79.98	33.07	93.44	47.69	22.53	79.20	61.59	67.09	83.26	58.68	39.80
Trans4PASS-T [37]	13.95	53.18	78.13	41.19	85.93	29.88	37.02	32.54	21.59	18.94	78.67	45.20	93.88	48.54	16.91	79.58	65.33	55.76	84.63	59.05	37.61
Trans4PASS-S [37]	24.98	55.22	78.38	41.58	86.48	31.54	45.54	33.92	22.96	18.27	79.40	41.07	93.82	48.85	23.36	81.02	67.31	69.53	86.13	60.85	39.09
DPPASS-T [42]	14.0	55.30	78.74	46.29	87.47	48.62	40.47	35.38	24.97	17.39	79.23	40.85	93.49	52.09	29.40	79.19	58.73	47.24	86.48	66.60	38.11
DPPASS-S [42]	25.4	56.28	78.99	48.14	87.63	42.12	44.85	34.95	27.38	19.21	78.55	43.08	92.83	55.99	29.10	80.95	61.42	55.68	79.70	70.42	38.40
DATR-M [41]	4.64	52.90	78.71	48.43	86.92	34.92	43.90	33.43	22.39	17.15	78.55	28.38	93.72	52.08	13.24	77.92	56.73	59.53	93.98	51.52	34.06
DATR-T [41]	14.72	54.60	79.43	49.70	87.39	37.91	44.85	35.06	25.16	19.33	78.73	25.75	93.60	53.52	20.20	78.07	60.43	55.82	91.11	67.03	34.32
DATR-S [41]	25.76	56.81	80.63	51.77	87.80	44.94	43.73	37.23	25.66	21.00	78.61	26.68	93.77	54.62	29.50	80.03	67.35	63.75	87.67	67.57	37.10
GoodSAM-M(ours)	3.7	55.93	79.57	51.04	86.24	43.42	44.86	30.92	26.60	20.62	77.79	25.43	92.99	53.77	25.84	82.01	70.94	62.29	91.93	58.24	38.25
GoodSAM-T(ours)	14.0	58.21	80.06	53.29	89.75	44.91	46.98	31.13	27.81	19.83	79.58	25.72	93.81	55.44	26.99	84.54	73.07	68.41	93.99	67.36	43.39
GoodSAM-S(ours)	25.4	60.56	80.98	52.96	93.22	48.17	51.28	33.51	28.09	20.15	81.64	30.97	95.21	55.13	29.01	87.89	75.28	69.37	94.98	73.28	49.64

- Significant boost compared with existing methods.
- Generalization is not good in outdoor scenes.



Towards 360 Foundation Models for Segmentation!

Data and Generalization are always a challenge!
(NeurIPS 2025, ICCV 2025)



Data is always a challenge

The scale and diversity of existing 360 video datasets remain limited due to:

1. Long time to annotate because of large field of view.
2. Distortion and object deformation, as shown in (a).
3. Long time to annotate objects crossing border, as shown in (b).

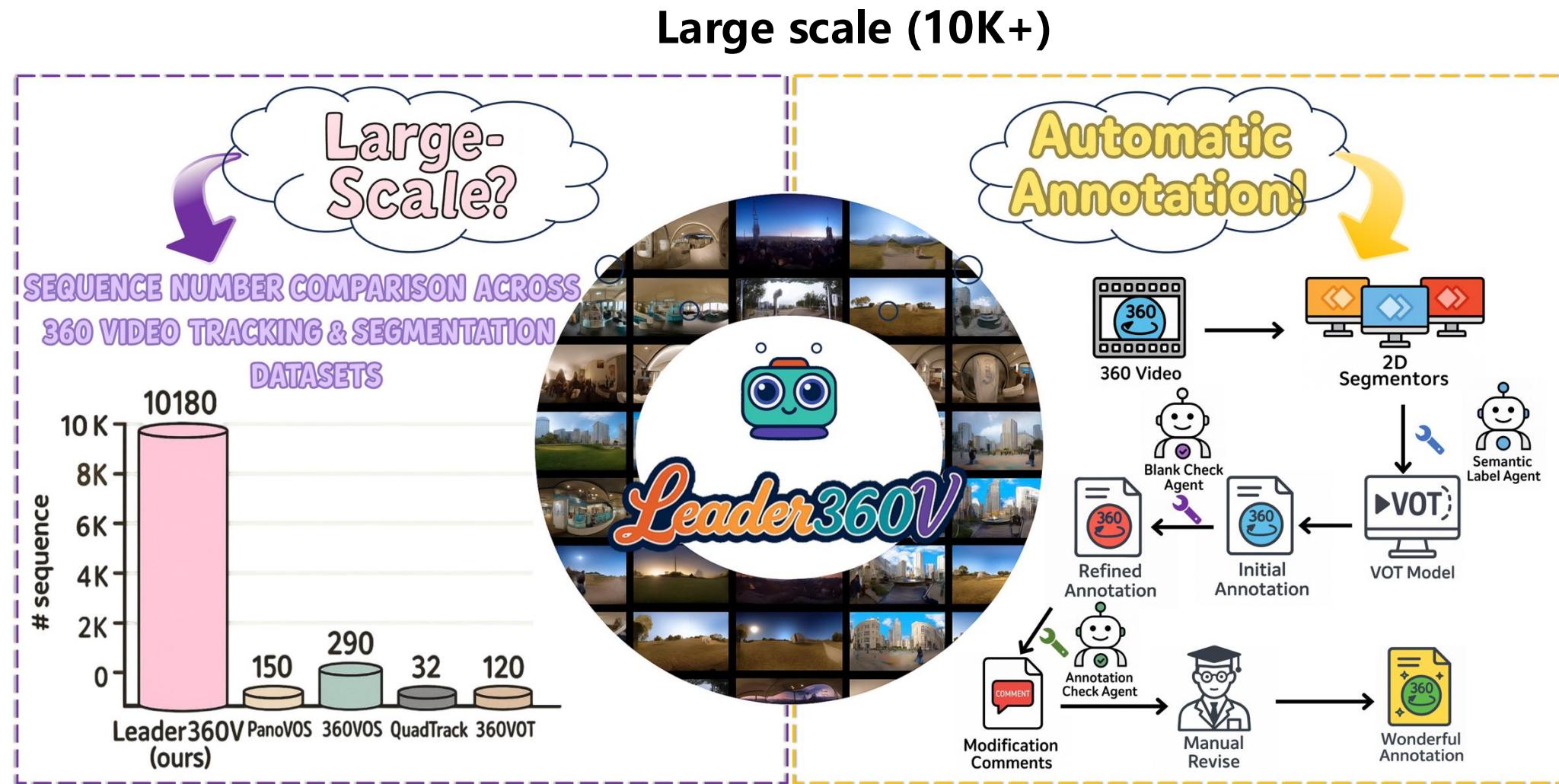


(a)



(b)

Our Dataset (Leader360V)- NeurIPS 2025



Our Dataset (Leader360V)

Real-world data

High scene diversity

Covering 198 object types

Indoor



Outdoor



Video Samples



Video Samples



Raw video



Annotation



E-SAM: Training-Free Segment Every Entity Model

Weiming Zhang¹, Dingwen Xiao¹, Lei Chen^{1,2}, Lin Wang³



Thu 13:30- 17:00
Poster #7238 ☺

Home Page

<http://www.csie.ntu.edu.tw/~leichen/E-SAM/>



Why Entity Segmentation Matters?

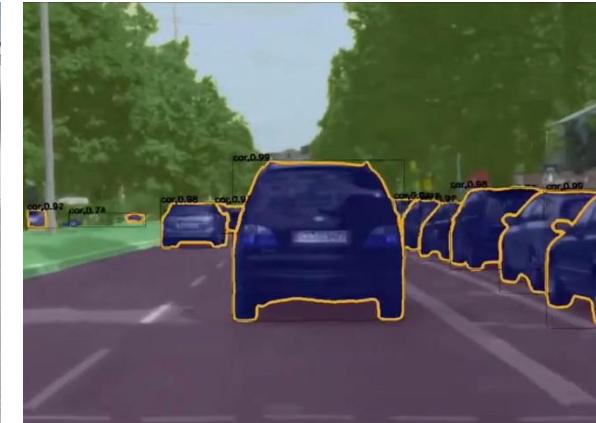
- The class-agnostic nature makes ES well-suited to various open-world applications:



Video Tracking



Image Inpainting



Autonomous Driving



Robotics Perception

Entity Segmentation provides rich mask proposals for various open-world applications.

The left video demo is adapted from Track-Anything: Segment and Track Anything in Videos [Gao et al., 2023], available at <https://github.com/gaomingqi/Track-Anything>.

The middle video fragment is taken from the demo video available at YouTube (<https://www.youtube.com/watch?v=cC6lR7ScecU>).

The right video segment is adapted from the official Track-Anything demo available at <https://www.youtube.com/watch?v=GIXs6TAaPM8>.

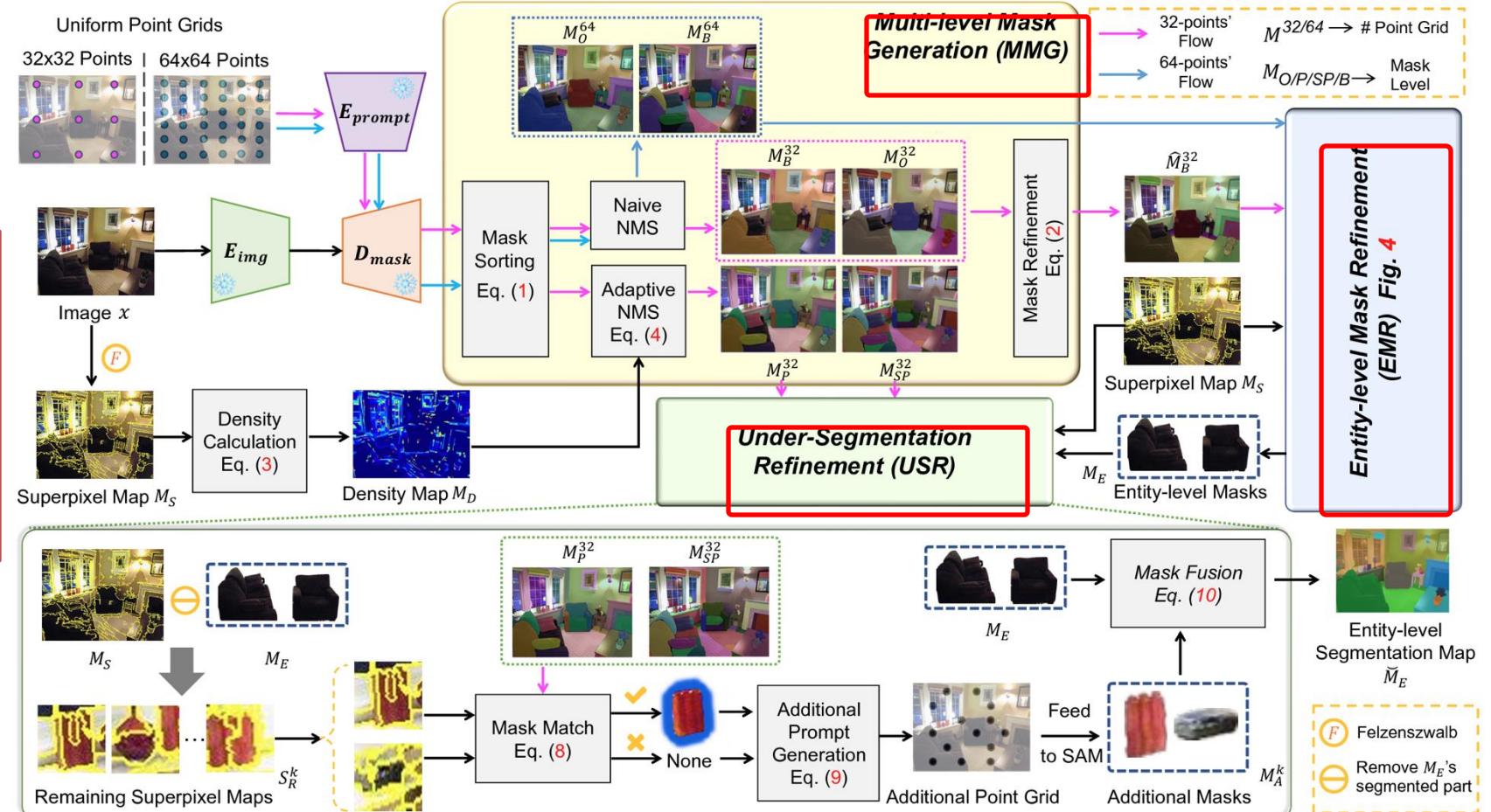


Key Question & Idea

How can we efficiently and effectively achieve ES of all entities in an image?

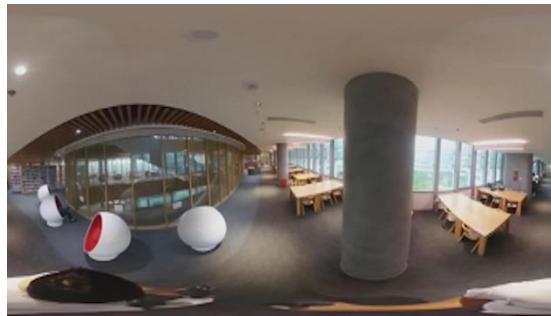
Key Idea

Hierarchical self-refining masking mechanism that transforms SAM's coarse, multi-granular masks into clean, entity-level segmentations — **all in a training-free manner.**

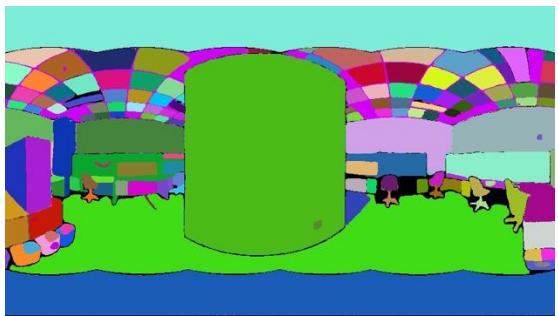
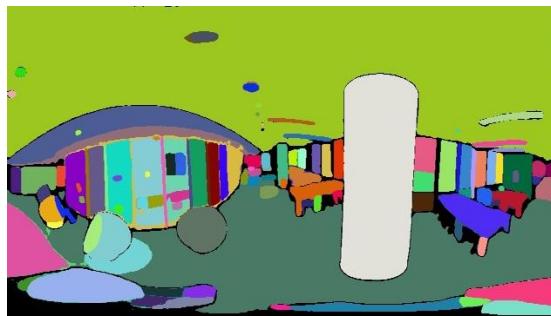


Visual Results from Leader360V Dataset

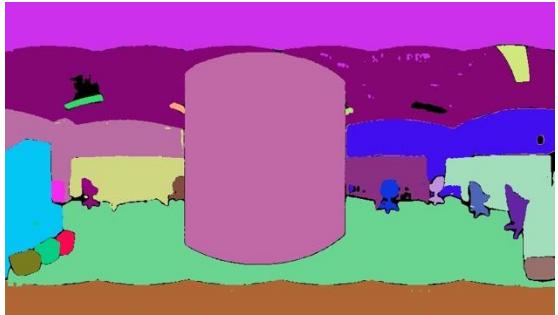
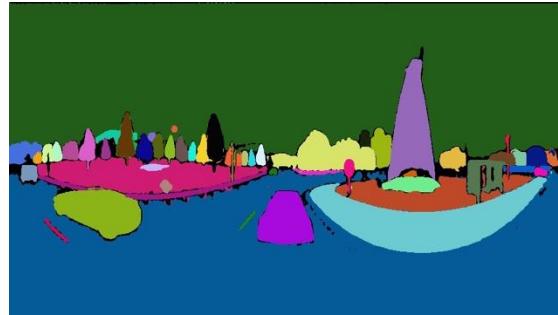
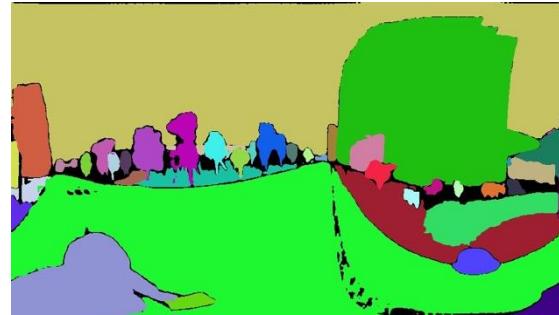
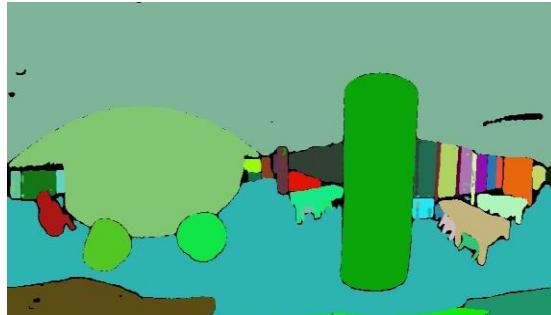
Image



SAM AMG



E-SAM (Ours)

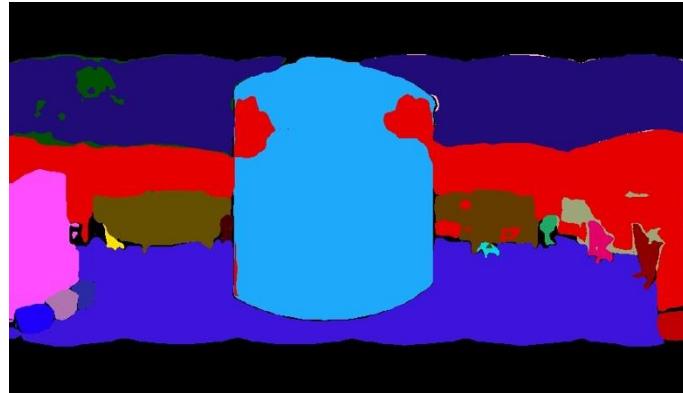


More Open-World Examples:

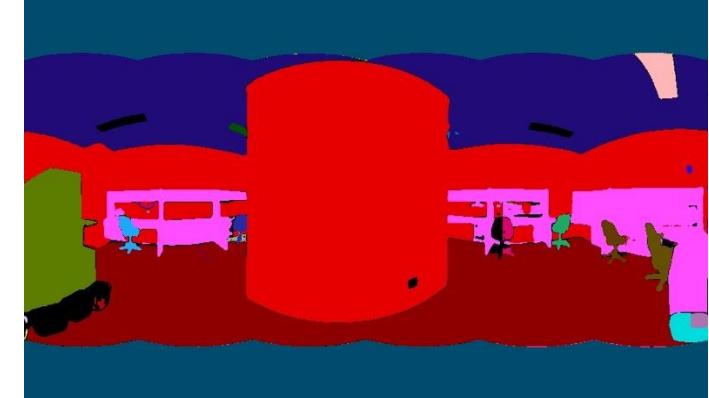
Image



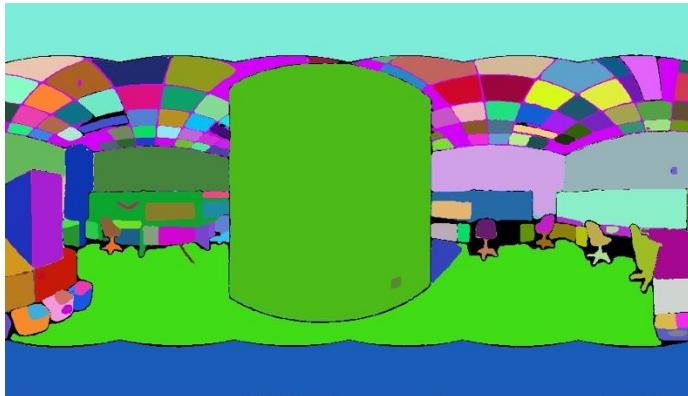
Entity Framework



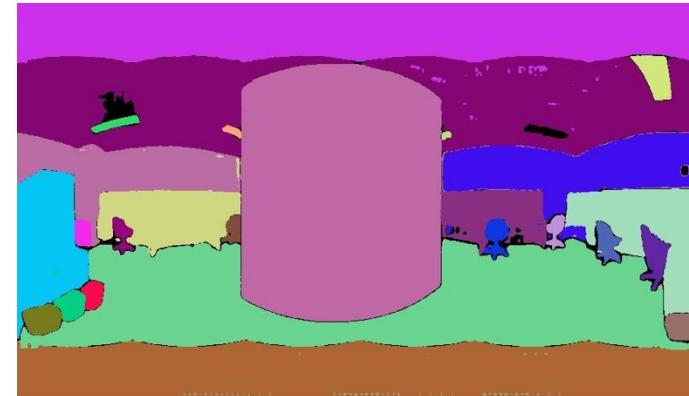
CropFormer



SAM



E-SAM



Takeaways and Some of My Thoughts

Takeaways

360 cameras more advantageous in their application potential.

- 1
 - 360 data are with multi-projection properties with larger field-of-view (FoV).
 - By principle, one 360 camera can cover the whole scene.

Projection fusion is a way to address distortion and learn complete visual info

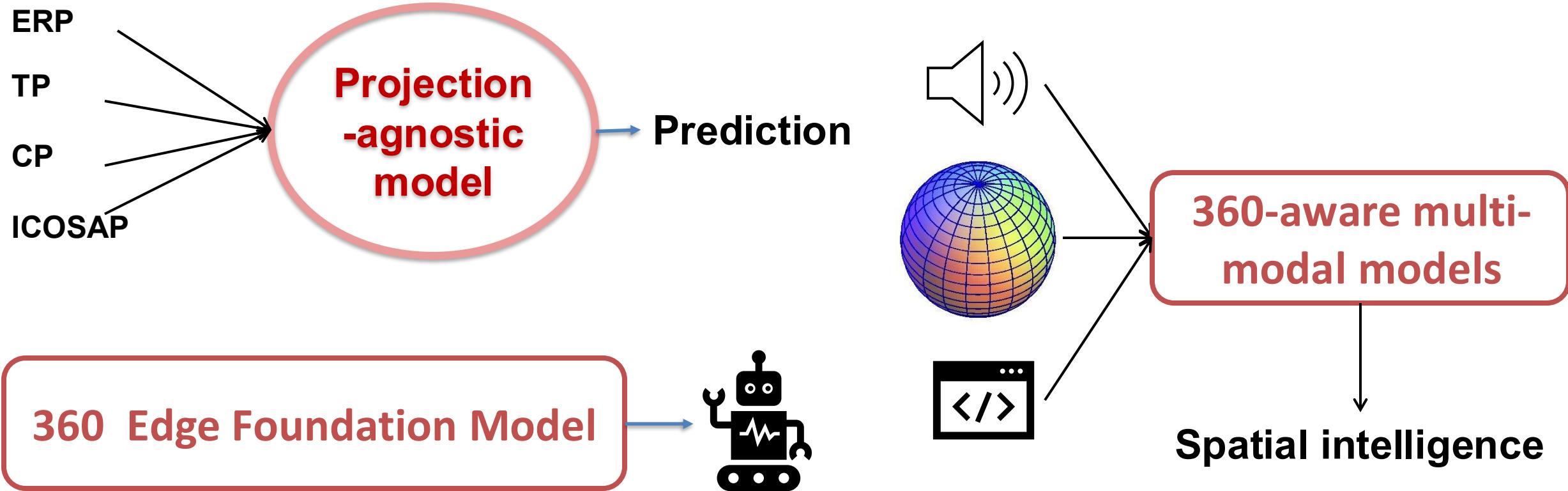
- 2
 - Uni-projection is trapped by distortion, disconnection, and overlap issues.
 - Fusion has to deal with geometric and semantic mismatch issues.

Handling data shortage is crucial; transfer learning is important.

- 3
 - Domain adaptation or knowledge distillation are beneficial to overcome data issues.
 - Learning scalable 360 foundation models needs real-world data.



Future Directions



linwang@ntu.edu.sg
www.linkedin/in/addison-lin-wang-62542b222/

Thank you!
Q/A



Distortion issues are still

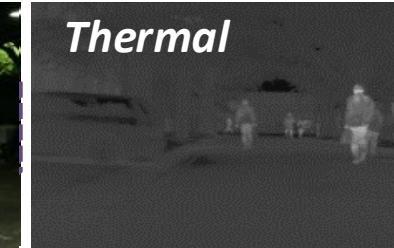
Challenges for Embodied Intelligent Systems



Adverse Visual Conditions

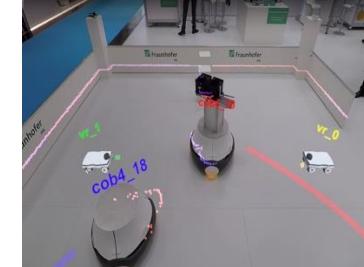


RGB



Thermal

Multi-source Heterogenous Data



Dynamically Varying Env.



Adverse Visual Conditions

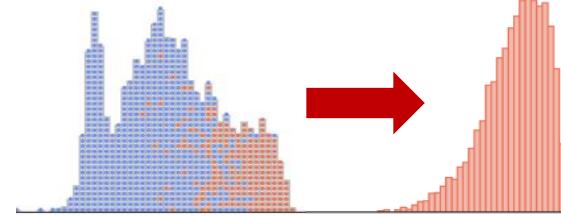


*Dynamic range/
Noise*



*Unideal Sensor
Match*

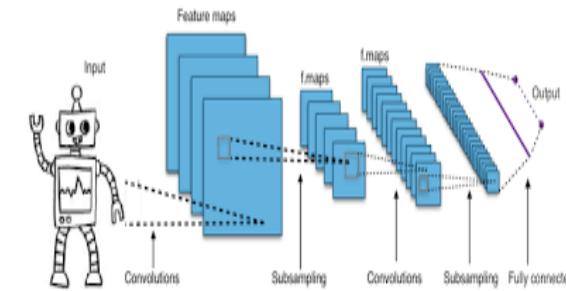
Complex Open-world Env.



*Normal Condi-
tion*

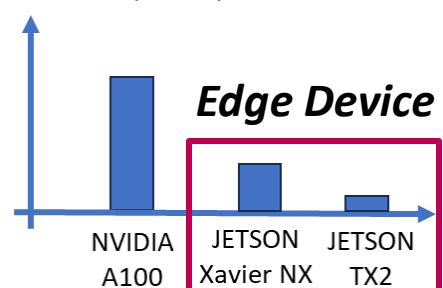
*Adverse Condi-
tion*

Cumbersome Model Size



Limited Computation

TFLOPS (FP16)

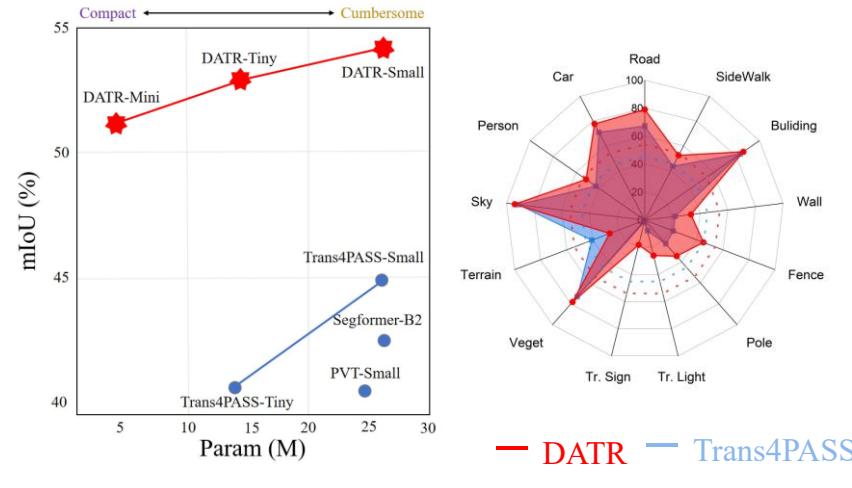
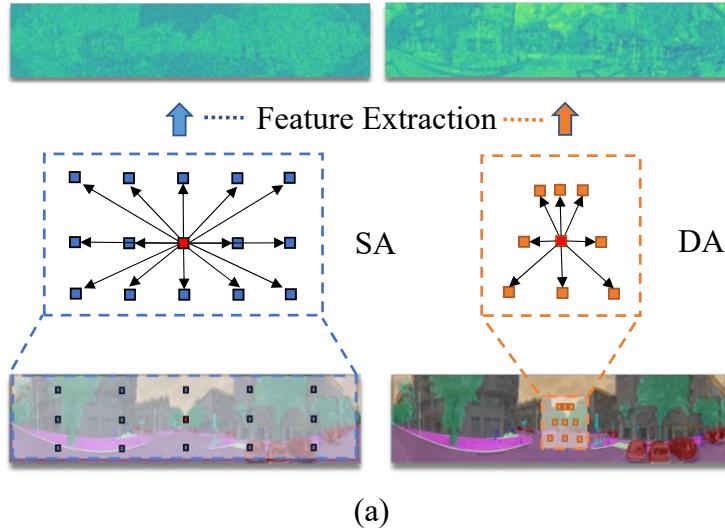


Distortion Matters

Efficient backbone and algorithm for UDA in Panoramic Semantic Segmentation

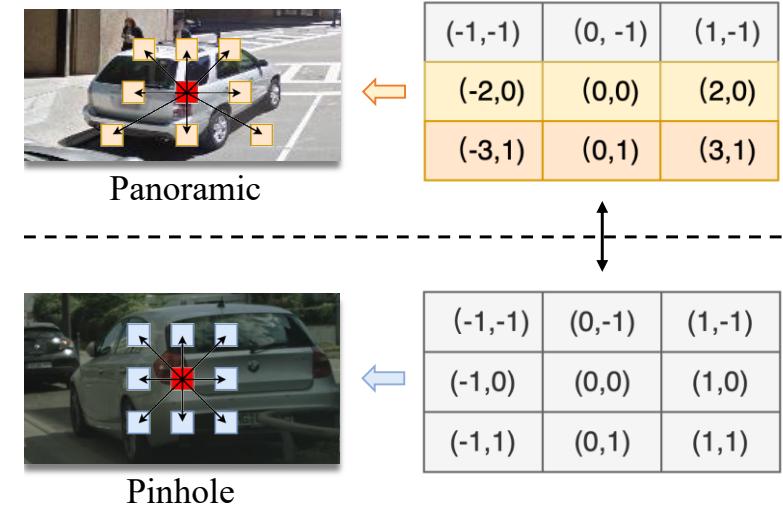
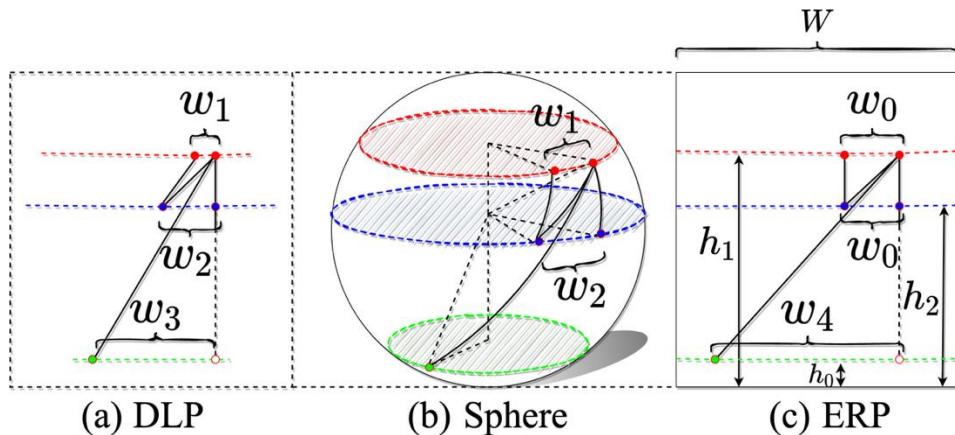
★ We find that the pixels' neighboring region of ERP indeed introduce less distortion

Distortion-aware Attention (DA) & Class-wise Feature Aggregation (CFA)



It is challenging to address distortion issues

Distortion-aware Attention: Why we focus on the neighboring region?



It is easier to capture the positional distribution among the pixels by **reducing the receptive field**.

This **Relative Positional Encoding** captures the distribution of different neighboring pixels.

What is challenging?

Class-wise Feature Aggregation: Why class-wise feature aggregation?

