

Source
RGB



↓ Syn to Real

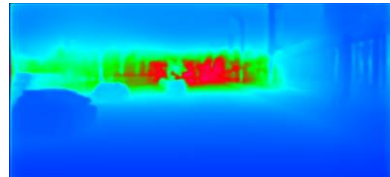
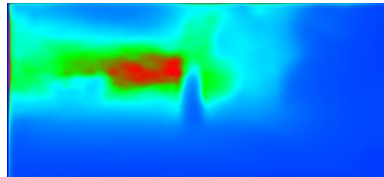
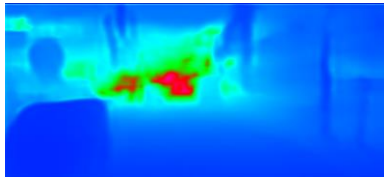
↓ Extreme Weather

↓ Scene Changes

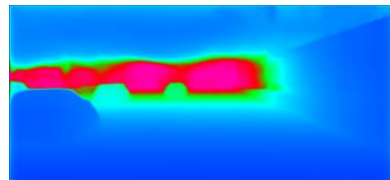
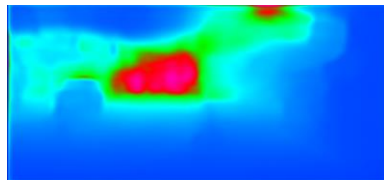
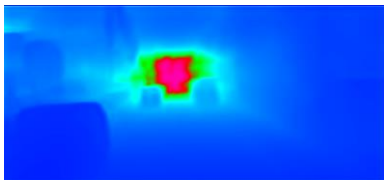
Target
Spike



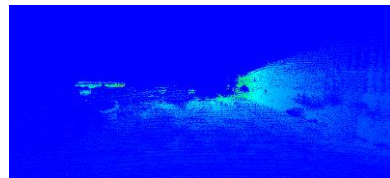
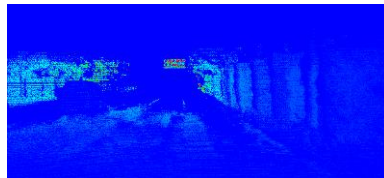
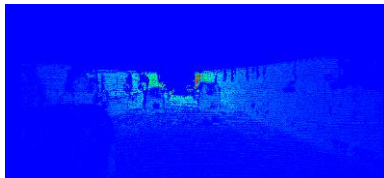
Baseline



BiCross



Depth
Map



Uncertainty
Map

