

Avirup Mandal, Ph.D.

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🌐 <https://avirupmandal.github.io/>



Education

- 2018 – 23 ♦ **IIT Bombay**, Mumbai, India.
Ph.D., Electrical Engineering, CGPA: 9.33/10.0.
Dissertation: *Fast Remeshing-Free Methods for Complex Cutting and Fracture Simulation*.
Advisors: Prof. Parag Chaudhuri and Prof. Subhasis Chaudhuri.
- 2016 – 18 ♦ **IIT Bombay**, Mumbai, India.
M.Tech., Electrical Engineering, CGPA: 9.48/10.0.
Thesis: *Haptic Rendering of Submerged Objects*.
Advisor: Prof. Subhasis Chaudhuri.
- 2011 – 15 ♦ **Jadavpur University**, Kolkata, India.
B.E., Electronics & Telecommunication Engineering, CGPA: 9.03/10.0.

Research Interests

I am broadly interested in developing *fast, efficient* and *robust* algorithms for **physics-based animation**. I have worked on the following projects.

- Developed *remeshing-free graph-based Finite Element Method* for fracture simulation.
- Proposed *probabilistic damage mechanics* for impurity induced random fracture.
- Built an *interactive framework with haptic feedback* for virtual sculpting.
- Devised an algorithm for *non-linear Monte Carlo ray tracing* using General Relativity.
- Developed a *Smooth Particle Hydrodynamics-based* interactive framework for underwater haptic rendering.

I am also interested in *machine learning algorithms* applied to dynamic physical Systems.

Research Articles

Journals/Conferences

1. **A. Mandal**, P. Chaudhuri, and S. Chaudhuri. *Remeshing-Free Graph-Based Finite Element Method for Fracture Simulation*. Computer Graphics Forum. 2023.
2. **A. Mandal**, P. Chaudhuri, and S. Chaudhuri. *Simulating Fracture in Anisotropic Materials Containing Impurities*. ACM SIGGRAPH Conference on Motion, Interaction and Games - MIG. Guanajuato, Mexico. November 2022.
3. **A. Mandal**, P. Chaudhuri, and S. Chaudhuri. *Interactive Physics-Based Virtual Sculpting with Haptic Feedback*. ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games - I3D. Virtual event. May 2022. (Journal version appeared in Proceedings of the ACM on Computer Graphics and Interactive Techniques).
4. **A. Mandal**, P. Chaudhuri, and S. Chaudhuri. *Real-time Physics-based mesh deformation with haptic feedback and material anisotropy*. International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - GRAPP. Lisbon, Portugal. February 2023.
5. **A. Mandal***, K. Ayush*, and P. Chaudhuri. *Non-linear Monte Carlo Ray Tracing for Visualizing Warped Spacetime*. International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - IVAPP. Virtual event. February 2021. (Joint first authors).
6. **A. Mandal**, D. Sardar, and S. Chaudhuri. *Haptic Rendering of Solid Object Submerged in Flowing Fluid with Environment Dependent Texture*. EuroHaptics. Pisa, Italy. June 2018.

Posters

1. **A. Mandal**, P. Chaudhuri, and S. Chaudhuri. *Artist Controlled Fracture Design Using Impurity Maps*. SIGGRAPH Posters. Vancouver, BC, Canada. August 2022.

2. **A. Mandal**, P. Chaudhuri, and S. Chaudhuri. *Scalable Visual Simulation of Ductile and Brittle Fracture*. SIGGRAPH Posters. Virtual event. August 2021.

Patent

1. T. Kundu, K. Lahiri, **A. Mandal**, A. Mukherjee, M. K. Naskar, and S. Sinha. *Generic Data Compression for Heart Diagnosis*. U.S. Patent 9477701 B1 2016.

Awards and Achievements

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| 2022 | ◇ Qualcomm Innovation Fellowship <i>Super-Winner</i> , India. |
| | ◇ ACM Student Research Competition <i>Semi-Finalist</i> , SIGGRAPH. |
| 2021 | ◇ Qualcomm Innovation Fellowship <i>Winner</i> , India. |
| | ◇ Best Paper Award <i>Finalist</i> , IVAPP. |
| | ◇ Best Teaching Assistant Award (awarded twice), IIT Bombay. |
| 2016 | ◇ All India Rank 113 out of 152k candidates in <i>GATE</i> with <i>ECE specialization</i> . |
| 2011 | ◇ State Rank 94 out of 125k candidates in <i>West Bengal Joint Entrance Examination</i> . |

Skills

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| Languages | ◇ Strong reading, writing and speaking competencies for English, Bengali. |
| Coding | ◇ C++, C, Python, Java, OpenGL, CUDA, OpenHaptics, \LaTeX . |
| Tools | ◇ MATLAB, Houdini, Visual Studio, Eclipse, Android Studio, MeshLab. |
| Web Dev | ◇ HTML, CSS. |

Experience as Teaching Assistant

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| 2016 – 21 | ◇ Digital Signal Processing (EE 603), Digital Communications (EE 328), Computer Vision (EE 702), Digital Signal Processing System Design and Implementation Lab (EE 750). |
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Research Experience

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| 2014 | ◇ Indian Statistical Institute , Kolkata, India.
<i>Research Intern</i> , Electronics and Communication Sciences Unit.
Topic: <i>Object Detection and Tracking in Variable Background using Fuzzy Kalman Filter</i> .
Mentor: Prof. Kumar Sankar Ray. |
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Relevant Courses

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| Graphics | ◇ Computer Graphics, Advanced Computer Graphics. |
| Mathematics | ◇ Applied Linear Algebra, Statistical Signal Analysis, Optimization Techniques, Engineering Statistics, Advanced Probability and Random Processes for Engineers. |
| Signal Processing | ◇ Digital Signal Processing, Recent Topics in Analytical Signal Processing. |
| Image Processing | ◇ Image Processing, Computer Vision, Digital Image Processing of Remotely Sensed Data. |
| Machine Learning | ◇ Foundations of Machine Learning, Deep Learning - Theory and Practice. |
| Computer Science | ◇ Digital Logic Design, Operating Systems. |

Extracurricular

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| Reading | ◇ Novels, Short stories, Popular science books. |
| Interests | ◇ Astrophysics, Special and General Relativity, Topology, Differential Geometry. |
| Administrator | ◇ Vision and Image Processing Lab, Department of EE, IIT Bombay (2018 – 2022). |
| Organiser | ◇ Department of ETCE alumni meet (SANJOG '13) at Jadavpur University. |

References

- **Subhasis Chaudhuri**, Director of IIT Bombay & K. N. Bajaj Chair Professor of Electrical Engineering, IIT Bombay. sc@ee.iitb.ac.in
- **Parag Chaudhuri**, Associate Professor of Computer Science and Engineering, IIT Bombay. paragc@ese.iitb.ac.in
- **Abhishek Gupta**, Assistant Professor of Mechanical Engineering, IIT Bombay. abhi.gupta@iitb.ac.in