# Avirup Mandal, Ph.D.

mandal.avirup@gmail.com

**™** Google Scholar







### **Education**

2018 - 23IIT 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.

IIT Bombay, Mumbai, India. 2016 - 18

*M.Tech.*, Electrical Engineering, CGPA: 9.48/10.0.

Thesis: Haptic Rendering of Submerged Objects.

Advisor: Prof. Subhasis Chaudhuri.

♦ **Jadavpur University**, Kolkata, India. 2011 - 15

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**

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

### **Skills**

Languages  $\diamond$  Strong reading, writing and speaking competencies for English, Bengali.

Coding  $\diamond$  C++, C, Python, Java, OpenGL, CUDA, OpenHaptics, LTEX.

Tools  $\diamond$  MATLAB, Houdini, Visual Studio, Eclipse, Android Studio, MeshLab.

Web Dev ♦ HTML, CSS.

## **Experience as Teaching Assistant**

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).

### **Research Experience**

2014 ♦ Indian Statistical Institute, Kolkata, India.

Research Intern, Electronics and Communication Sciences Unit.

Topic: Object Detection and Tracking in Variable Background using Fuzzy Kalman Filter.

Mentor: Prof. Kumar Sankar Ray.

### **Relevant Courses**

Graphics  $\diamond$  Computer Graphics, Advanced Computer Graphics.

Mathematics  $\diamond$  Applied Linear Algebra, Statistical Signal Analysis, Optimization Techniques, Engineering

Statistics, Advanced Probability and Random Processes for Engineers.

Signal Processing Digital Signal Processing and its Applications, Adaptive Signal Processing, Recent Topics in Analytical Signal Processing.

Image Processing 

Image

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#### **Extracurricular**

**Interests** 

Reading  $\diamond$  Novels, Short stories, Popular science books.

♦ Astrophysics, Special and General Relativity, Topology, Differential Geometry.

Administrator  $\diamond$  Vision and Image Processing Lab, Department of EE, IIT Bombay (2018 – 2022).

### 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@cse.iitb.ac.in
- Abhishek Gupta, Assistant Professor of Mechanical Engineering, IIT Bombay. abhi.gupta@iitb.ac.in