

DANIEL RITCHIE

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EDUCATION

Stanford University

PhD, Computer Science

Dissertation: *Probabilistic Programming for Procedural Modeling and Design*

Advisors: Pat Hanrahan, Noah Goodman

Conferred September 2016

Stanford University

MS, Computer Science

Conferred April 2013

University of California Berkeley

BA, Computer Science

Conferred May 2010

EMPLOYMENT

Eliot Horowitz Assistant Professor

Brown University Computer Science Department

Providence, RI

2021 – Present

Assistant Professor

Brown University Computer Science Department

Providence, RI

2017 – 2021

Postdoctoral Researcher

Stanford University Computer Science Department

Stanford, CA

2016 – 2017

Research Intern

Adobe Creative Technologies Lab

San Francisco, CA

Summer 2011

Graduate Research Assistant

Stanford University Computer Science Department

Stanford, CA

2010 – 2016

Technical Director Intern

Pixar Animation Studios

Emeryville, CA

Summer 2009

Software Intern

Hewlett-Packard

Roseville, CA

Summer 2008

REFEREED

PUBLICATIONS

All publications listed below follow the author order conventions for visual computing (e.g. graphics, vision, machine learning): the first author is the primary implementer (typically a PhD student), and the last author is typically the direct supervisor of the first author and the principal investigator on the project. Middle authors vary in role, with students and interns typically listed before faculty and senior research scientists.

Annotation scheme for publications started while employed at Brown University (July 2017 onwards):

- **Blue bold text**: PhD student in Daniel's lab.
- **Purple bold text**: undergraduate or masters student in Daniel's lab.
- **Green bold text**: external PhD student whom Daniel closely mentored.
- **Orange bold text**: external undergraduate or masters student whom Daniel closely mentored.

The Shape Part Slot Machine: Contact-based Reasoning for Generating 3D Shapes from Parts. Kai Wang, Srinath Sridhar, Paul Guerrero, Vladimir Kim, Siddhartha Chaudhuri, Minhyuk Sung, Daniel Ritchie. *ECCV 2022*.

Unsupervised Kinematic Motion Detection for Part-segmented 3D Shape Collections. Xianghao Xu, Yifan Ruan, Srinath Sridhar, Daniel Ritchie. *SIGGRAPH 2022*.

The Neurally-Guided Shape Parser: Grammar-based Labeling of 3D Shape Regions with Approximate Inference. R. Kenny Jones, Aalia Habib, Rana Hanocka, Daniel Ritchie. *CVPR 2022*.

PLAD: Learning to Infer Shape Programs with Pseudo-Labels and Approximate Distributions. R. Kenny Jones, Homer Walke, Daniel Ritchie. *CVPR 2022*.

Learning to Infer Kinematic Hierarchies for Novel Object Instances. Hameed Abdul-Rashid, Miles Freeman, Ben Abbatematteo, George Konidaris, Daniel Ritchie. *ICRA 2022*.

Roominoes: Generating Novel 3D Floor Plans From Existing 3D Rooms. Kai Wang, Xianghao Xu, Leon Lei, Natalie Lindsay, Selena Ling, Angel X. Chang, Manolis Savva, Daniel Ritchie. *Symposium on Geometry Processing (SGP) 2021*.

ShapeMOD: Macro Operation Discovery for 3D Shape Programs. R. Kenny Jones, David Charatan, Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2021*.

Inferring CAD Modeling Sequences using Zone Graphs. Xianghao Xu, Wenzhe Peng, Chin-Yi Cheng, Karl D. D. Willis, Daniel Ritchie. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2021*.

Motion Annotation Programs: A Scalable Approach to Annotating Kinematic Articulations in Large 3D Shape Collections. Xianghao Xu, David Charatan, Sonia Raychaudhuri, Hanxiao Jiang, Mae Heitmann, Vladimir Kim, Siddhartha Chaudhuri, Manolis Savva, Angel X. Chang, Daniel Ritchie. *International Conference on 3D Vision (3DV) 2020*.

Shape from Tracing: Towards Reconstructing 3D Object Geometry and SVBRDF Material from Images via Differentiable Path Tracing. Purvi Goel, Loudon Cohen, James Guesman, Vikas Thamizharasan, James Tompkin, Daniel Ritchie. *International Conference on 3D Vision (3DV) 2020*.

ShapeAssembly: Learning to Generate Programs for 3D Shape Structure Synthesis. R. Kenny Jones, Theresa Barton, Xianghao Xu, Kai Wang, Ellen Jiang, Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia) 2020*.

GANHopper: Multi-Hop GAN for Unsupervised Image-to-Image Translation. Wallace Lira, Johannes Merz, Daniel Ritchie, Daniel Cohen-Or, Hao Zhang. *European Conference on Computer Vision (ECCV) 2020*.

Learning Generative Models of 3D Structures. Siddhartha Chaudhuri, Daniel Ritchie, Jiajun Wu, Kai Xu, Hao Zhang. *Eurographics 2020 State-of-the-Art Report*.

Learning Style Compatibility Between Objects in a Real-World 3D Asset Database. Yifan Liu, Ruolan Tang, Daniel Ritchie. *Pacific Graphics 2019*.

PlanIT: Planning and Instantiating Indoor Scenes with Relation Graph and Spatial Prior Networks. Kai Wang, Yu-an Lin, Ben Weissmann, Manolis Savva, Angel X. Chang, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2019*.

Fast and Flexible Indoor Scene Synthesis via Deep Convolutional Generative Models. Daniel Ritchie, Kai Wang, Yu-an Lin. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2019*.

Learning to Describe Scenes with Programs. Yunchao Liu, Zheng Wu, Daniel Ritchie, William T. Freeman, Joshua B. Tenenbaum, Jiajun Wu. *International Conference on Learning Representations (ICLR) 2019*.

Learning to Infer Graphics Programs from Hand-Drawn Images. Kevin Ellis, Daniel Ritchie, Armando Solar-Lezama, Joshua B. Tenenbaum. *Conference on Neural Information Processing Systems (NeurIPS) 2018*. SPOTLIGHT PRESENTATION.

Improving Shape Deformation in Unsupervised Image-to-Image Translation Aaron Gokaslan, Vivek Ramanujan, Daniel Ritchie, Kwang In Kim, James Tompkin. *European Conference on Computer Vision (ECCV) 2018*.

Deep Convolutional Priors for Indoor Scene Synthesis Kai Wang, Manolis Savva, Angel X. Chang, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2018*.

ScanComplete: Large-Scale Scene Completion and Semantic Segmentation for 3D Scans Angela Dai, Daniel Ritchie, Martin Bokeloh, Scott Reed, Jürgen Sturm, Matthias Nießner. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2018*.

Example-based Authoring of Procedural Modeling Programs with Structural and Continuous Variability Daniel Ritchie, Sarah Jobalia, Anna Thomas *Proceedings of Eurographics 2018*.

An Improved Training Procedure for Neural Autoregressive Data Completion. Maxime Voisin, Daniel Ritchie. *NIPS 2017 Bayesian Deep Learning Workshop*.

Neurally-Guided Procedural Models: Amortized Inference for Procedural Graphics Programs using Neural Networks. Daniel Ritchie, Anna Thomas, Pat Hanrahan, Noah D. Goodman. *Conference on Neural Information Processing Systems (NIPS) 2016*.

C3: Lightweight Incrementalized MCMC for Probabilistic Programs using Continuations and Callsite Caching. Daniel Ritchie, Andreas Stuhlmüller, Noah D. Goodman. *International Conference on Artificial Intelligence and Statistics (AISTATS) 2016*.

Controlling Procedural Modeling Programs with Stochastically-Ordered Sequential Monte Carlo. Daniel Ritchie, Ben Mildenhall, Noah D. Goodman, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH)* 2015.

Generating Design Suggestions under Tight Constraints with Gradient-based Probabilistic Programming. Daniel Ritchie, Sharon Lin, Noah D. Goodman, and Pat Hanrahan. *Proceedings of Eurographics 2015*. BEST PAPER HONORABLE MENTION.

Quicksand: A Lightweight Embedding of Probabilistic Programming for Procedural Modeling and Design. Daniel Ritchie. *The 3rd NIPS Workshop on Probabilistic Programming*, 2014.

First-class Runtime Generation of High-performance Types using Exotypes. Zach Devito, Daniel Ritchie, Matthew Fisher, Alex Aiken, and Pat Hanrahan. *Programming Language Design and Implementation (PLDI)* 2014.

Probabilistic Color-by-Numbers: Suggesting Pattern Colorizations Using Factor Graphs. Sharon Lin, Daniel Ritchie, Matthew Fisher, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH)* 2013.

Example-based Synthesis of 3D Object Arrangements. Matthew Fisher, Daniel Ritchie, Manolis Savva, Thomas Funkhouser, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia)* 2012.

d.tour: Style-based Exploration of Design Example Galleries. Daniel Ritchie, Ankita Arvind Kejriwal, and Scott R. Klemmer. *ACM Symposium on User Interface Software and Technology (UIST)* 2011.

Dynamic Local Remeshing for Elastoplastic Simulation. Martin Wicke, Daniel Ritchie, Bryan M. Klingner, Sebastian Burke, Jonathan R. Shewchuk, and James F. O'Brien. *ACM Transactions on Graphics (Proceedings of SIGGRAPH)* 2010.

Interactive Simulation of Surgical Needle Insertion and Steering. Nuttapon Chentanez, Ron Alterovitz, Daniel Ritchie, Lita Cho, Kris K. Hauser, Ken Goldberg, Jonathan R. Shewchuk, and James F. O'Brien. *ACM Transactions on Graphics (Proceedings of SIGGRAPH)* 2009.

TECHNICAL REPORTS

Deep Amortized Inference for Probabilistic Programs. Daniel Ritchie, Paul Horsfall, Noah D. Goodman. *arXiv:1610.05735*, 2016.

INVITED TALKS

Learning to Represent Shapes as Programs
Symposium on Geometry Processing, *Summer School* July 2022

Programs as Representations for Inferring and Generating 3D Structures
Cornell University, *Graphics/Vision Seminar* March 2022

Conversations with Research Pioneers: Daniel Ritchie
Unity Technologies, *Conversations with Research Pioneers* December 2021

AI-assisted 3D Content Creation: Successes, Challenges, & Opportunities
Roblox, *Research Colloquium* December 2021

Learning to Infer and Generate Programs for 3D Shapes and Scenes
 ICCV, *Holistic Structures for 3D Vision Workshop* October 2021
 ICCV, *Structural and Compositional Learning on 3D Data Workshop* October 2021

Neurosymbolic Generative Models for Structured 3D Content
 3DGV, *3D Geometry and Vision Seminar* February 2021

Learning Neurosymbolic 3D Models
 PROBPLOG, *International Conference on Probabilistic Programming* March 2020

Everything You Need to Know About Deep Fakes
 Full Stack at Brown, *Hack@Home* October 2020

Neurosymbolic 3D Models: Learning to Generate 3D Shape Programs
 GAMES, *Graphics and Mixed Environment Seminar* August 2020

Toward Synthesizing Training Data for 3D Scene Understanding
 CVPR, *3D Scene Understanding Workshop* June 2020

From Neural to Neurosymbolic 3D Modeling
 CVPR, *Neurosymbolic Visual Learning & Program Induction Workshop* June 2020

Neurosymbolic 3D Models
 MIT, *Vision Seminar* March 2020

Learning to Generate 3D Structures
 Brown Department of Biostatistics, *Deep Learning Seminar* February 2020

Deep Learning for Graph(ic)s
 Simon Fraser University, *Visual Computing Group* December 2019

Learning to Generate Visual Structures
 Carney Institute for Brain Science, *Lunch Seminar* October 2019

Indoor Scene Synthesis: Past, Present, and Future
 Shenzhen University, *Visual Computing Summer School* July 2019

Probabilistic Programming
 Brown ICERM, *Computer Vision Semester Program* February 2019

Virtual Indoor Scene Synthesis: Past, Present, and Future
 MIT, *Graphics Lunch* December 2018

Toward Style-Aware Generative Models of Virtual Indoor Scenes
 Wayfair LLC, *Computer Vision / Data Science Team* December 2018

Visual Program Induction
 Brown Applied Math, *Pattern Theory Seminar* November 2018

Probabilistic Programming for Computer Graphics
 MIT, *PROBPLOG 2018* October 2018

Learning Procedural Modeling Programs from Examples
 MIT, *New England Symposium on Graphics* April 2018

	Microsoft Research Cambridge, <i>New England Machine Learning Day</i>	May 2018
	Learning from Large-Scale Synthetic 3D Scene Data Brown University Data Science Initiative, <i>Datathon</i>	March 2018
	Inferring Graphics Programs University of Washington, <i>ML+PL Workshop</i>	February 2018
	Learning and Inferring Graphics Programs MIT, <i>Vision Seminar</i>	September 2017
	Creative AI for Computer Graphics (It's More Than Just Style Transfer) Google Brain, <i>Magenta Group</i>	January 2017
	Probabilistic Programming for Procedural Modeling and Design Adobe Systems, <i>Creative Technologies Lab</i>	March 2016
	Brown University, <i>Computer Science Department</i>	February 2016
	Harvey Mudd College, <i>Computer Science Department</i>	February 2016
	Yale University, <i>Computer Science Department</i>	February 2016
PANELIST	Advances in Software for Approximate Bayesian Inference. <i>NIPS 2016 Workshop on Advances in Approximate Bayesian Inference.</i>	
TUTORIALS & WORKSHOPS	Learning to Generate 3D Shapes and Scenes	October 2022
	Kai Wang, Akshay Gadi Patil, Angel X. Chang, Paul Guerrero, Daniel Ritchie, Manolis Savva	
	ECCV 2022 Workshop	
	Machine Learning in Computational Design	September 2022
	Andrew Spielberg, Caitlin Mueller, Lydian Chilton, Rafael Gomez-Bombarelli, Vladimir Kim, Daniel Ritchie	
	ICML 2022 Workshop	
	Learning to Generate 3D Shapes and Scenes	June 2021
	Manyi Li, Zhenpei Yang, Angel X. Chang, Siddhartha Chaudhuri, Daniel Ritchie, Manolis Savva	
	CVPR 2021 Workshop	
	Synthetic 3D Scene Datasets: Needs & Opportunities	August 2020
	Daniel Ritchie, Angel Chang, Manolis Savva	
	SIGGRAPH 2020 Birds of a Feather	
	Learning 3D Generative Models	June 2020
	Daniel Ritchie, Florian Golemo, Angel Chang, Siddhartha Chaudhuri, Aaron Courville, Qixing Huang, Derek Nowrouzezahrai, Pedro O. Pinheiro, Sai Rajeswar, Manolis Savva, David Vasquez, Kai Xu, Hao Zhang	
	CVPR 2020 Workshop	
	3D Scene Generation	June 2019
	Angel Chang, Qixing Huang, Daniel Ritchie, Manolis Savva	
	CVPR 2019 Workshop	

	Learning Generative Models of 3D Structures Siddhartha Chaudhuri, Daniel Ritchie, Kai Xu, Hao Zhang Eurographics 2019 Tutorial	May 2019
TEACHING	Instructor Brown CSCI 1230: Introduction to Computer Graphics	Fall 2021
	Instructor Brown CSCI 1470/2470: Deep Learning	Fall 2018 – 2020
	Instructor Brown CSCI 2240: Interactive Computer Graphics	Spring 2018 – 2020
	Instructor Brown CSCI 2951-W: Creative Artificial Intelligence for Computer Graphics	Fall 2017
	Instructor DARPA Probabilistic Programming for Advanced Machine Learning Summer School	Summer 2016
	Course Assistant Stanford CS 348b: Image Synthesis Techniques	Spring 2014
	Course Assistant Stanford CS 148: Introduction to Computer Graphics and Imaging	Fall 2011
	Graduate Student Instructor UC Berkeley CS 184: Foundations of Computer Graphics	Fall 2009, Spring 2010
	Student Facilitator UC Berkeley Undergraduate Graphics Group	Spring 2009 – Spring 2010
	Tutor UC Berkeley Self-Paced Center	Fall 2008
RESEARCH MENTORING	Current Students	
	Kai Wang	Brown CS PhD
	Russell (Kenny) Jones	Brown CS PhD
	Xianghao Xu	Brown CS PhD
	Aditya Ganeshan	Brown CS PhD
	Arman Maesumi	Brown CS PhD
	Rao Fu	Brown CS PhD
	Bryce Blinn	Brown CS ScB + ScM (expected 2022)
	Yuchen Zhou	Brown CS ScM (expected 2022)
	Zhouqi Gong	Brown CS ScM (expected 2022)

Joshua Pierce	Brown CS ScM (expected 2022)
Caleb Trotz	Brown Math-CS ScB (expected 2022)
Aalia Habib	Brown CS ScB (expected 2022)
Yifan Ruan	Brown Math-CS ScB (expected 2023)
David Han	Brown CS ScB (expected 2023)
Adam Wang	Brown CS + Applied Math ScB (expected 2023)
Sean Zhan	Brown CS + Applied Math + Econ ScB (expected 2023)
Paul Biberstein	Brown CS ScB (expected 2023)
Adrian Chang	Brown CS ScB (expected 2023)
Alex Ding	Brown CS ScB (expected 2024)
Anh Truong	Brown CS ScB (expected 2024)

Alumni

Vikas Thamizharasan <i>Next position: R&D Engineer, Activision</i>	Brown CS ScM 2022
Selena Ling <i>Next position: PhD Student, University of Toronto</i>	Brown CS ScM 2021
David Charatan <i>Next position: Common Sense Machines</i>	Brown Computer Engineering ScB 2021
Andrew Peterson <i>Next position: Disney Animation</i>	Brown CS + Applied Math ScB, CS ScM 2021
Maggie Wu <i>Next position: Microsoft</i>	Brown CS + Econ ScB 2021
Homer Walke <i>Next position: PhD Student, UC Berkeley</i>	Brown CS ScB 2021
Theresa Barton <i>Next position: The New York Times</i>	Brown CS ScM 2021
Naveen Srinivasan <i>Next position: Amazon Lab126</i>	Brown CS ScB + ScM 2020
Brian Oppenheim <i>Next position: Google</i>	Brown CS ScB 2020
Brad Guesman <i>Next position: NVIDIA</i>	Brown CS AB + Physics AB 2020

Miles Freeman <i>Next position: Winnie</i>	Brown CS + Applied Math ScB 2020
Siqi Wang <i>Next position: PhD Student, Boston University</i>	Brown CS ScM 2020
Loudon Cohen <i>Next position: NVIDIA</i>	Brown CS ScB + ScM 2020
Purvi Goel <i>Next position: PhD Student, Stanford University</i>	Brown CS ScB + ScM 2020
Natalie Lindsay <i>Next position: Apple</i>	Brown CS ScB + ScM 2020
Leon Lei <i>Next position: Amazon</i>	Brown CS ScB + ScM 2020
Ellen Jiang <i>Next position: Google Brain, Big Picture Group</i>	Brown CS ScB 2020
Ruolan Tang <i>Next position: Two Sigma</i>	Brown CS ScM 2019
Ben Weissmann <i>Next position: Down Dog</i>	Brown CS ScB 2019
Mae Heitmann <i>Next position: AirBnB</i>	Brown Math+CS ScB 2019
Montana Fowler <i>Next position: PhD Student, UC Santa Cruz</i>	Brown CS AB + Visual Art AB 2019
Yu-An (Andy) Lin <i>Next position: Microsoft</i>	Brown ECE ScM 2018
Yifan Liu <i>Next position: Google</i>	Brown CS ScM 2018
Shreya Shankar <i>Next position: Machine Learning Engineer, Viaduct</i>	Stanford CS BS 2019
Maxime Voisin <i>Next position: Research Assistant, Stanford University</i>	Stanford MS&E MS 2018
Anna Thomas <i>Next position: Masters Student, University of Cambridge (Churchill Scholar)</i>	Stanford CS BS 2018
Sarah Jobalia <i>Next position: Microsoft</i>	Stanford CS MS 2018
Ben Mildenhall <i>Next position: PhD Student, UC Berkeley</i>	Stanford CS BS 2015

Visitors

Hameed Abdul-Rashid Visiting Researcher Summer 2019
Home institution: University of Southern Mississippi

External Thesis Committees

Wenzhe Peng 2022
MIT Department of Architecture

FUNDING

Adobe Inc. 2020 – 2022
Unrestricted Gifts
Sole PI. \$99,000

NSF REU Site #2150184 2021
Artificial Intelligence for Computational Creativity
Sole PI. \$313,000

Google exploreCSR 2020
Unrestricted Gift
Co-PIs: James Tompkin, Jeff Huang, Amy Greenwald. \$18,000

Autodesk Inc. 2020 – 2021
Unrestricted Gifts
Sole PI. \$60,000

NSF CCRI Planning #2016532 2020
A Community-Standard, Large-Scale Synthetic 3D Scene Dataset for Scene Analysis and Synthesis
Sole PI. \$50,000

NSF CAREER #1941808 2020
Learning Neurosymbolic 3D Models
Sole PI. \$549,999

NSF CHS Small #1907547 2019
Learning to Automatically Design Interior Spaces
Sole PI. \$498,333

DARPA GAILA HR00111990064 2019
Cognitively-Motivated Word Learning in Embodied Virtual Agents
Co-PIs: Ellie Pavlick, Roman Fieman, Stefanie Tellex, Carsten Eickhoff. \$954,509

Brown University OVR Research Seed Fund Award 2019
Building a Large Dataset of Articulated 3D Object Models
Sole PI. \$42,500

NSF CRII #1753684 2018
Learning Procedural Modeling Programs for Computer Graphics from Examples
Sole PI. \$175,000

AWARDS & HONORS

Eliot Horowitz Assistant Professorship	2021
NSF CAREER Award	2020
Eurographics Best Paper Honorable Mention	2015
Stanford Graduate Fellowship	2010
UC Berkeley EECS Departmental Citation	2010
UC Berkeley Computer Science Highest Achievement Award	2010
CRA Outstanding Undergraduate Researcher Honorable Mention	2010
UC Berkeley Edward Frank Kraft Scholarship	2007

PROFESSIONAL SERVICE **Program Committee Member / Area Chair**

SIGGRAPH: 2021, 2022
 SIGGRAPH Asia: 2018, 2019
 SIGGRAPH Asia Courses: 2020
 NeurIPS: 2019
 ICLR: 2021
 Eurographics: 2020, 2021

Conflict of Interest Coordinator

SIGGRAPH Asia: 2020

Conference Proceedings Reviewer

SIGGRAPH: 2016 – 2022
 SIGGRAPH Asia: 2016 – 2022
 CVPR: 2019 – 2022
 UIST: 2016
 NeurIPS: 2016, 2018, 2019
 Eurographics: 2017 – 2019
 Graphics Interface: 2019
 ICCV: 2019, 2021
 ECCV: 2020
 ICML: 2018
 ICLR: 2018

Journal Editor

Computer Graphics Forum (Associate Editor): 2021 – 2024

Journal Reviewer

ACM TOG: 2019, 2022
 TVCG: 2016, 2019, 2021
 Computer Graphics Forum: 2017, 2020, 2022
 Pattern Recognition: 2019
 Computer Aided Design: 2016
 Transactions on Games: 2020
 IEEE TPAMI: 2022

Grant Reviewer

NSF Proposal Reviewer: 2018, 2020, 2021

DEPARTMENT SERVICE

PhD Admissions Committee Member	2017 – 2021
Diversity & Inclusion Committee Chair	2021 – 2022

PATENTS	Methods and Apparatus for Comic Creation (US 20130073952 A1)	
FILM CREDITS	Day & Night Pixar Animation Studios <i>Shading Technical Director</i>	2010