

# 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

### Assistant Professor

Brown University Computer Science Department

Providence, RI

2017 – Present

### 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

**Learning to Infer Graphics Programs from Hand-Drawn Images.** Kevin Ellis, Daniel Ritchie, Armando Solar-Lezama, Joshua B. Tenenbaum. *NIPS 2018*.

**Improving Shape Deformation in Unsupervised Image-to-Image Translation** Aaron Gokaslan, Vivek Ramanujan, Daniel Ritchie, Kwang In Kim, James Tompkin. *ECCV 2018*.

**Deep Convolutional Priors for Indoor Scene Synthesis** Kai Wang, Manolis Savva, Angel X. Chang, Daniel Ritchie. *SIGGRAPH 2018*.

**ScanComplete: Large-Scale Scene Completion and Semantic Segmentation for 3D Scans** Angela Dai, Daniel Ritchie, Martin Bokeloh, Scott Reed, Jrgen Sturm, Matthias Niener. *CVPR 2018*.

**Example-based Authoring of Procedural Modeling Programs with Structural and Continuous Variability** Daniel Ritchie, Sarah Jobalia, Anna Thomas *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. *NIPS 2016*.

**C3: Lightweight Incrementalized MCMC for Probabilistic Programs using Continuations and Callsite Caching.** Daniel Ritchie, Andreas Stuhlmüller, Noah D. Goodman. *AISTATS 2016*.

**Controlling Procedural Modeling Programs with Stochastically-Ordered Sequential Monte Carlo.** Daniel Ritchie, Ben Mildenhall, Noah D. Goodman, and Pat Hanrahan. *SIGGRAPH 2015*.

**Generating Design Suggestions under Tight Constraints with Gradient-based Probabilistic Programming.** Daniel Ritchie, Sharon Lin, Noah D. Goodman, and Pat Hanrahan. *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. *PLDI 2014*.

**Probabilistic Color-by-Numbers: Suggesting Pattern Colorizations Using Factor Graphs.** Sharon Lin, Daniel Ritchie, Matthew Fisher, and Pat Hanrahan. *SIGGRAPH 2013*.

**Example-based Synthesis of 3D Object Arrangements.** Matthew Fisher, Daniel Ritchie, Manolis Savva, Thomas Funkhouser, and Pat Hanrahan. *SIGGRAPH Asia 2012*.

**d.tour: Style-based Exploration of Design Example Galleries.** Daniel Ritchie, Ankita Arvind Kejriwal, and Scott R. Klemmer. *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. *SIGGRAPH 2010*.

**Interactive Simulation of Surgical Needle Insertion and Steering.** Nuttapong Chentanez, Ron Alterovitz, Daniel Ritchie, Lita Cho, Kris K. Hauser, Ken Goldberg, Jonathan R. Shewchuk, and James F. O'Brien. *SIGGRAPH 2009*.

## TECHNICAL REPORTS

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

## INVITED TALKS

**Learning Procedural Modeling Programs from Examples**

MIT, *New England Symposium on Graphics*

Microsoft Research Cambridge, *New England Machine Learning Day*

April 2018

May 2018

	<b>Learning from Large-Scale Synthetic 3D Scene Data</b> Brown University Data Science Initiative, <i>Datathon</i>	March 2018
	<b>Inferring Graphics Programs</b> University of Washington, <i>ML+PL Workshop</i>	February 2018
	<b>Learning and Inferring Graphics Programs</b> MIT, <i>Vision Seminar</i>	September 2017
	<b>Creative AI for Computer Graphics (It's More Than Just Style Transfer)</b> Google Brain, <i>Magenta Group</i>	January 2017
	<b>Probabilistic Programming for Procedural Modeling and Design</b> 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
<b>PANELIST</b>	Advances in Software for Approximate Bayesian Inference. <i>NIPS 2016 Workshop on Advances in Approximate Bayesian Inference.</i>	
<b>TEACHING</b>	<b>Instructor</b> Brown CSCI 1470/2470: Deep Learning	Fall 2018
	<b>Instructor</b> Brown CSCI 2240: Interactive Computer Graphics	Spring 2018
	<b>Instructor</b> Brown CSCI 2951-W: Creative Artificial Intelligence for Computer Graphics	Fall 2017
	<b>Instructor</b> DARPA Probabilistic Programming for Advanced Machine Learning Summer School	Summer 2016
	<b>Course Assistant</b> Stanford CS 348b: Image Synthesis Techniques	Spring 2014
	<b>Course Assistant</b> Stanford CS 148: Introduction to Computer Graphics and Imaging	Fall 2011
	<b>Graduate Student Instructor</b> UC Berkeley CS 184: Foundations of Computer Graphics	Fall 2009, Spring 2010
	<b>Student Facilitator</b> UC Berkeley Undergraduate Graphics Group	Spring 2009 – Spring 2010
	<b>Tutor</b> UC Berkeley Self-Paced Center	Fall 2008
<b>ADVISING &amp; MENTORING</b>	Kai Wang	Brown CS PhD (current)
	Yifan Liu	Brown CS M.S. (expected 2019)
	Ruolan Tang	Brown CS M.S. (expected 2019)

Nathan Umbanhowar	Brown Math+CS B.Sc. (expected 2019)
Daniel Murphy	Brown Applied Math+CS B.Sc. (expected 2019)
Anna Thomas	Stanford CS BS (expected 2018)
Maxime Voisin	Stanford MS&E MS (expected 2018)
Shreya Shankar	Stanford CS BS (expected 2019)
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

**FUNDING**      **NSF CRII #1753684**      2018  
Learning Procedural Modeling Programs for Computer Graphics from Examples

**AWARDS & HONORS**

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

**SERVICE**

**Program Committee Member**  
SIGGRAPH Asia: 2018

**Conference Proceedings Reviewer**  
SIGGRAPH: 2016, 2017, 2018  
SIGGRAPH Asia: 2016, 2017  
UIST: 2016  
NIPS: 2016, 2018  
Eurographics: 2017, 2018  
ICML: 2018  
ICLR: 2018

**Journal Reviewer**  
Computer Aided Design: 2016  
IEEE TVCG: 2016  
Computer Graphics Forum: 2017

**Grant Reviewer**  
NSF Proposal Reviewer: 2018

**PATENTS**      **Methods and Apparatus for Comic Creation** (US 20130073952 A1)