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 — Providence, RI
Brown University Computer Science Department — 2017 – Present

Postdoctoral Researcher — Stanford, CA
Stanford University Computer Science Department — 2016 – 2017

Research Intern — San Francisco, CA
Adobe Creative Technologies Lab — Summer 2011

Graduate Research Assistant — Stanford, CA
Stanford University Computer Science Department — 2010 – 2016

Technical Director Intern — Emeryville, CA
Pixar Animation Studios — Summer 2009

Software Intern — Roseville, CA
Hewlett-Packard — Summer 2008

REFEREED PUBLICATIONS

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

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

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

Probablistic Programming for Computer Graphics
MIT, *PROBPROG 2018* October 2018

Learning Procedural Modeling Programs from Examples
MIT, *New England Symposium on Graphics* April 2018
Microsoft Research Cambridge, *New England Machine Learning Day* May 2018

Learning from Large-Scale Synthetic 3D Scene Data
Brown University Data Science Initiative, *Datathon* March 2018

Inferring Graphics Programs
University of Washington, *ML+PL Workshop* Feburary 2018

Learning and Inferring Graphics Programs
MIT, *Vision Seminar* September 2017

Creative AI for Computer Graphics (It's More Than Just Style Transfer)
Google Brain, *Magenta Group* January 2017

Probabilistic Programming for Procedural Modeling and Design
Adobe Systems, *Creative Technologies Lab* March 2016
Brown University, *Computer Science Department* February 2016
Harvey Mudd College, *Computer Science Department* February 2016
Yale University, *Computer Science Department* February 2016

PANELIST

Advances in Software for Approximate Bayesian Inference. *NIPS 2016 Workshop on Advances in Approximate Bayesian Inference.*

TEACHING

Instructor Fall 2018
Brown CSCI 1470/2470: Deep Learning

Instructor Spring 2018
Brown CSCI 2240: Interactive Computer Graphics

Instructor Fall 2017
Brown CSCI 2951-W: Creative Artificial Intelligence for Computer Graphics

Instructor Summer 2016
DARPA Probabilistic Programming for Advanced Machine Learning Summer School

Course Assistant Spring 2014
Stanford CS 348b: Image Synthesis Techniques

Course Assistant Fall 2011
Stanford CS 148: Introduction to Computer Graphics and Imaging

Graduate Student Instructor Fall 2009, Spring 2010
UC Berkeley CS 184: Foundations of Computer Graphics

Student Facilitator Spring 2009 – Spring 2010
UC Berkeley Undergraduate Graphics Group

Tutor Fall 2008
UC Berkeley Self-Paced Center

ADVISING & MENTORING

Theresa Barton	Brown CS PhD (current)
Kai Wang	Brown CS PhD (current)
Yu-An (Andy) Lin	Brown ECE M.S. (expected 2018)
Zejiang Shen	Brown DSI M.S. (expected 2019)
Yifan Liu	Brown CS M.Sc. (expected 2019)
Ruolan Tang	Brown CS M.Sc. (expected 2019)
Ben Weissmann	Brown CS B.Sc. (expected 2019)
Mae Heitmann	Brown CS B.Sc. (expected 2019)
Montana Fowler	Brown CS B.Sc. (expected 2019)
Nathan Umbanhowar	Brown Math+CS B.Sc. (expected 2019)
Daniel Murphy	Brown Applied Math+CS B.Sc. (expected 2019)
Shreya Shankar	Stanford CS BS (expected 2019)

Maxime Voisin — Stanford MS&E MS 2018
Next position: Research Assistant, Stanford University

Anna Thomas — Stanford CS BS 2018
Next position: Masters Student, University of Cambridge (Churchill Scholar)

Sarah Jobalia — Stanford CS MS 2018
Next position: Microsoft

Ben Mildenhall — Stanford CS BS 2015
Next position: PhD Student, UC Berkeley

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, 2019
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)