

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 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. *SIGGRAPH 2019*.

Fast and Flexible Indoor Scene Synthesis via Deep Convolutional Generative Models. Daniel Ritchie, Kai Wang, Yu-an Lin. *CVPR 2019*.

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

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, Jürgen Sturm, Matthias Nießner. *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**

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, *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* February 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, <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	3D Scene Generation	June 2019
	Angel Chang, Qixing Huang, Daniel Ritchie, Manolis Savva CVPR 2019 Workshop	
	Learning Generative Models of 3D Structures	May 2019
	Siddhartha Chaudhuri, Daniel Ritchie, Kai Xu, Hao Zhang Eurographics 2019 Tutorial	
TEACHING	Instructor	Fall 2018, Fall 2019
	Brown CSCI 1470/2470: Deep Learning	
	Instructor	Spring 2018, Spring 2019
	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	Kai Wang	Brown CS PhD (current)
	Theresa Barton	Brown CS PhD (current)
	Russell Jones	Brown CS PhD (current)
	Xianghao Xu	Brown CS PhD (current)
	Siqi Wang	Brown CS ScM (expected 2020)
	Loudon Cohen	Brown CS ScB + ScM (expected 2020)

Purvi Goel	Brown CS ScB + ScM (expected 2020)
Natalie Lindsay	Brown CS ScB + ScM (expected 2020)
Leon Lei	Brown CS ScB + ScM (expected 2020)
Naveen Srinivasan	Brown CS ScB + ScM (expected 2020)
Michael Cosgrove	Brown CS ScB (expected 2021)
Dylan Tian	Brown CS ScB + Visual Art AB (expected 2021)
Brian Oppenheim	Brown CS ScB (expected 2020)
Brad Guesman	Brown CS AB + Physics AB (expected 2020)
Miles Freeman	Brown CS + Applied Math ScB (expected 2020)
Ellen Jiang	Brown CS ScB (expected 2020)
David Charatan	Brown Computer Engineering ScB (expected 2022)
Hameed Abdul-Rashid	Visiting Researcher Summer 2019
<i>Home institution: University of Southern Mississippi</i>	
Ruolan Tang	Brown CS ScM 2019
<i>Next position: Two Sigma</i>	
Ben Weissmann	Brown CS ScB 2019
<i>Next position: Down Dog</i>	
Mae Heitmann	Brown Math+CS ScB 2019
<i>Next position: AirBnB</i>	
Montana Fowler	Brown CS AB + Visual Art AB 2019
<i>Next position: PhD Student, UC Santa Cruz</i>	
Yu-An (Andy) Lin	Brown ECE ScM 2018
<i>Next position: Microsoft</i>	
Yifan Liu	Brown CS ScM 2018
<i>Next position: Google</i>	
Shreya Shankar	Stanford CS BS 2019
<i>Next position: Machine Learning Engineer, Viaduct</i>	
Maxime Voisin	Stanford MS&E MS 2018
<i>Next position: Research Assistant, Stanford University</i>	
Anna Thomas	Stanford CS BS 2018
<i>Next position: Masters Student, University of Cambridge (Churchill Scholar)</i>	
Sarah Jobalia	Stanford CS MS 2018
<i>Next position: Microsoft</i>	

Stanford CS BS 2015

NSF CHS Small #1907547

Learning to Automatically Design Interior Spaces
Sole PI. \$498,333

2019

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

2019

Building a Large Dataset of Articulated 3D Object Models
Sole PI. \$42,500

2018

Learning Procedural Modeling Programs for Computer Graphics from Examples
Sole PI. \$175,000

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

Program Committee Member / Area Chair

SIGGRAPH Asia: 2018, 2019

NeurIPS: 2019

Eurographics: 2020

Conference Proceedings Reviewer

SIGGRAPH: 2016, 2017, 2018, 2019

SIGGRAPH Asia: 2016, 2017, 2018, 2019

CVPR: 2019

UIST: 2016

NeurIPS: 2016, 2018, 2019

Eurographics: 2017, 2018, 2019

Graphics Interface: 2019

ICCV: 2019

ICML: 2018

ICLR: 2018

Journal Reviewer

ACM TOG: 2019

TVCG: 2016, 2019

Computer Graphics Forum: 2017

Pattern Recognition: 2019

Computer Aided Design: 2016

Grant Reviewer

NSF Proposal Reviewer: 2018

PATENTS

Methods and Apparatus for Comic Creation (US 20130073952 A1)