

# 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

**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. *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. *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. *SIGGRAPH Asia 2020*.

**GANHopper: Multi-Hop GAN for Unsupervised Image-to-Image Translation.** Wallace Lira, Johannes Merz, Daniel Ritchie, Daniel Cohen-Or, Hao Zhang. *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. *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.** Nuttapon 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

**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

	<b>Probabilistic Programming</b> Brown ICERM, <i>Computer Vision Semester Program</i>	February 2019
	<b>Virtual Indoor Scene Synthesis: Past, Present, and Future</b> MIT, <i>Graphics Lunch</i>	December 2018
	<b>Toward Style-Aware Generative Models of Virtual Indoor Scenes</b> Wayfair LLC, <i>Computer Vision / Data Science Team</i>	December 2018
	<b>Visual Program Induction</b> Brown Applied Math, <i>Pattern Theory Seminar</i>	November 2018
	<b>Probabilistic Programming for Computer Graphics</b> MIT, <i>PROBPROG 2018</i>	October 2018
	<b>Learning Procedural Modeling Programs from Examples</b> MIT, <i>New England Symposium on Graphics</i>	April 2018
	Microsoft Research Cambridge, <i>New England Machine Learning Day</i>	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>TUTORIALS &amp; WORKSHOPS</b>	<b>Synthetic 3D Scene Datasets: Needs &amp; Opportunities</b> Daniel Ritchie, Angel Chang, Manolis Savva SIGGRAPH 2020 Birds of a Feather	August 2020
	<b>Learning 3D Generative Models</b> 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	June 2020
	<b>3D Scene Generation</b> Angel Chang, Qixing Huang, Daniel Ritchie, Manolis Savva CVPR 2019 Workshop	June 2019

**Learning Generative Models of 3D Structures**  
Siddhartha Chaudhuri, Daniel Ritchie, Kai Xu, Hao Zhang  
Eurographics 2019 Tutorial

May 2019

**TEACHING**

**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

Theresa Barton Brown CS PhD

Russell (Kenny) Jones Brown CS PhD

Xianghao Xu Brown CS PhD

Dylan Tian Brown CS ScB + Visual Art AB (expected 2021)

Homer Walke Brown CS ScB (expected 2021)

Bryce Blinn Brown CS ScB (expected 2021)

Maggie Wu Brown CS + Econ ScB (expected 2021)

Andrew Peterson Brown CS + Applied Math ScB, CS ScM (expected 2021)

David Charatan Brown Computer Engineering ScB (expected 2021)

Caleb Trotz Brown Math-CS ScB (expected 2022)

David Han Brown CS ScB (expected 2023)

### Alumni

Naveen Srinivasan Brown CS ScB + ScM 2020  
*Next position:*

Brian Oppenheim Brown CS ScB 2020  
*Next position: Google*

Brad Guesman Brown CS AB + Physics AB 2020  
*Next position: NVIDIA*

Miles Freeman Brown CS + Applied Math ScB 2020  
*Next position:*

Siqi Wang Brown CS ScM 2020  
*Next position: PhD Student, Boston University*

Loudon Cohen Brown CS ScB + ScM 2020  
*Next position: NVIDIA*

Purvi Goel Brown CS ScB + ScM 2020  
*Next position: PhD Student, Stanford University*

Natalie Lindsay Brown CS ScB + ScM 2020  
*Next position: Apple*

Leon Lei Brown CS ScB + ScM 2020  
*Next position: Amazon*

Ellen Jiang Brown CS ScB 2020  
*Next position: Google Brain, Big Picture Group*

Ruolan Tang Brown CS ScM 2019  
*Next position: Two Sigma*

Ben Weissmann Brown CS ScB 2019  
*Next position: Down Dog*

Mae Heitmann Brown Math+CS ScB 2019  
*Next position: AirBnB*

Montana Fowler Brown CS AB + Visual Art AB 2019  
*Next position: PhD Student, UC Santa Cruz*

Yu-An (Andy) Lin Brown ECE ScM 2018  
*Next position: Microsoft*

Yifan Liu Brown CS ScM 2018  
*Next position: Google*

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>	
Ben Mildenhall	Stanford CS BS 2015
<i>Next position: PhD Student, UC Berkeley</i>	

### Visitors

Hameed Abdul-Rashid	Visiting Researcher Summer 2019
<i>Home institution: University of Southern Mississippi</i>	

### FUNDING

<b>Adobe Inc.</b>	2020
Unrestricted Gift	
Sole PI. \$20,000	
<b>NSF CCRI Planning #2016532</b>	2020
A Community-Standard, Large-Scale Synthetic 3D Scene Dataset for Scene Analysis and Synthesis	
Sole PI. \$50,000	
<b>Autodesk Inc.</b>	2020
Unrestricted Gift	
Sole PI. \$30,000	
<b>NSF CAREER #1941808</b>	2020
Learning Neurosymbolic 3D Models	
Sole PI. \$549,999	
<b>NSF CHS Small #1907547</b>	2019
Learning to Automatically Design Interior Spaces	
Sole PI. \$498,333	
<b>DARPA GAILA HR00111990064</b>	2019
Cognitively-Motivated Word Learning in Embodied Virtual Agents	
Co-PIs: Ellie Pavlick, Roman Fieman, Stefanie Tellex, Carsten Eickhoff. \$954,509	
<b>Brown University OVRP Research Seed Fund Award</b>	2019
Building a Large Dataset of Articulated 3D Object Models	
Sole PI. \$42,500	
<b>NSF CRII #1753684</b>	2018
Learning Procedural Modeling Programs for Computer Graphics from Examples	
Sole PI. \$175,000	

<b>AWARDS &amp; HONORS</b>	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
<b>SERVICE</b>	<b>Program Committee Member / Area Chair</b>	
	SIGGRAPH Asia: 2018, 2019	
	SIGGRAPH Asia Courses: 2020	
	NeurIPS: 2019	
	ICLR: 2021	
	Eurographics: 2020, 2021	
	<b>Conflict of Interest Coordinator</b>	
	SIGGRAPH Asia: 2020	
	<b>Conference Proceedings Reviewer</b>	
	SIGGRAPH: 2016 – 2020	
	SIGGRAPH Asia: 2016 – 2020	
	CVPR: 2019, 2020	
	UIST: 2016	
	NeurIPS: 2016, 2018, 2019	
	Eurographics: 2017, 2018, 2019	
	Graphics Interface: 2019	
	ICCV: 2019	
	ECCV: 2020	
	ICML: 2018	
	ICLR: 2018	
	<b>Journal Reviewer</b>	
	ACM TOG: 2019	
	TVCG: 2016, 2019	
	Computer Graphics Forum: 2017, 2020	
	Pattern Recognition: 2019	
	Computer Aided Design: 2016	
	Transactions on Games: 2020	
	<b>Grant Reviewer</b>	
	NSF Proposal Reviewer: 2018	
<b>PATENTS</b>	<b>Methods and Apparatus for Comic Creation</b> (US 20130073952 A1)	
<b>FILM CREDITS</b>	<b>Day &amp; Night</b>	2010
	Pixar Animation Studios	
	<i>Shading Technical Director</i>	