

David Porfirio

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RESEARCH INTERESTS

My research lies at the intersection of **robot application development** and **human-robot interaction**. To this end, I design and evaluate novel technologies that empower users to create personalized robot applications.

EDUCATION

PhD	University of Wisconsin–Madison (UW–Madison), Madison, WI, USA Computer Sciences	2018-2022
MSc	UW–Madison, Madison, WI, USA Computer Sciences	2016-2018
BS	University of Arizona (UA), Tucson, AZ, USA Double degree (hon) in computer science and physiology Minor in mathematics Summa cum laude	2011-2016

WORK & RESEARCH EXPERIENCE

NRC RAP Postdoctoral Fellow United States Naval Research Laboratory Advisor: Dr. Laura Hiatt	2022-Present
Doctoral Research UW–Madison Computer Sciences Department Committee: Drs. Bilge Mutlu, Aws Albarghouthi, Maya Cakmak, and Kevin Ponto	2016-2022
Research Intern Nokia Bell Labs, New Providence, NJ, USA (Virtual) Mentors: Drs. Martin Carroll, Kedar Namjoshi, Itai Segall	Summer 2021
Undergraduate Senior Thesis UA Department of Computer Science Advisor: Dr. John Kececioglu	2015-2016
Undergraduate Research UA Department of Computer Science Advisors: Drs. E. Fiona Bailey and Joanna Masel	2013-2014

REFEREED FULL PAPERS

Porfirio, D. , Roberts, M., & Hiatt, L. (2024, March). Goal-Oriented End-User Development of Robots. In 2024 18th ACM/IEEE International Conference on Human-Robot Interaction (HRI). (in press) ACM/IEEE.	Acceptance rate: 25%
Porfirio, D. , Roberts, M., & Hiatt, L. (2023, August). Guidelines for a Human-Robot Interaction Specification Language. In 2023 IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN) IEEE.	

Porfirio, D. , Stegner, L., Cakmak, M., Sauppé, A., Albarghouthi, A., & Mutlu, B. (2023, March). Sketching Robot Programs On the Fly. In 2023 18th ACM/IEEE International Conference on Human-Robot Interaction (HRI). ACM/IEEE.	Acceptance rate: 25%
Porfirio, D. , Stegner, L., Cakmak, M., Sauppé, A., Albarghouthi, A., & Mutlu, B. (2021, May). Figaro: A Tabletop Authoring Environment for Human-Robot Interaction. In Proceedings of the 2021 Conference on Human Factors in Computing Systems (CHI) (pp. 1-15).	Acceptance rate: 26%
Porfirio, D. , Sauppé, A., Albarghouthi, A., & Mutlu, B. (2020, April). Transforming robot programs based on social context. In Proceedings of the 2020 conference on human factors in computing systems (CHI) (pp. 1-12).	Acceptance rate: 24%
Porfirio, D. , Fisher, E., Sauppé, A., Albarghouthi, A., & Mutlu, B. (2019, October). Bodystorming human-robot interactions. In Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST) (pp. 479-491). ACM.	Acceptance rate: 24%
Porfirio, D. , Sauppé, A., Albarghouthi, A., & Mutlu, B. (2018, October). Authoring and verifying human-robot interactions. In The 31st Annual ACM Symposium on User Interface Software and Technology (UIST) (pp. 75-86). ACM. Best Paper Award	Acceptance rate: 21%
Xiong, K., McEntee, J. P., Porfirio, D. J. , & Masel, J. (2017). Drift barriers to quality control when genes are expressed at different levels. <i>Genetics</i> , 205(1), 397-407.	Impact factor: 3.564
Shumway, K. R., Porfirio, D. J. , & Bailey, E. F. (2015). Phonation-related rate coding and recruitment in the genioglossus muscle. <i>Experimental brain research</i> , 233(7), 2133-2140.	Impact factor: 2.395

REFEREED SHORT PAPERS

Praveena, P., Schoen, A., Gleicher, M., Porfirio, D. , & Mutlu, B. (2023, October). Petri Nets for the Iterative Development of Interactive Robotic Systems. In 2023 AAAI Fall Symposium Series on <i>Unifying Representations for Robot Application Development</i> (UR-RAD) (in press).	
Stegner, L., Porfirio, D. , Roberts, M., & Hiatt, L. (2023, October). Considerations for End-User Development in the Caregiving Domain. In 2023 AAAI Fall Symposium Series on <i>Unifying Representations for Robot Application Development</i> (UR-RAD) (in press).	
Porfirio, D. , Roberts, M., & Hiatt, L. (2023, March). On a Standardized Logical Representation for Human-Robot Interaction. In 2023 AAAI Spring Symposium, <i>HRI in Academia and Industry: Bridging the Gap</i>	
Porfirio, D. , Sauppé, A., Cakmak, M., Albarghouthi, A., & Mutlu, B. (2023, March). Crowdsourcing Task Traces for Service Robotics. In 2023 18th ACM/IEEE International Conference on Human-Robot Interaction (HRI) (in press). ACM/IEEE.	
Porfirio, D. , Cakmak, M., Sauppé, A., Albarghouthi, A., & Mutlu, B. (2021, May). Interaction Templates: A Data-Driven Approach for Authoring Robot Programs. In 2021 12th Annual Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU) (in press).	
Porfirio, D. , Sauppé, A., Albarghouthi, A., & Mutlu, B. (2019, March). Computational Tools for Human-Robot Interaction Design. In 2019 14th ACM/IEEE International Conference on Human-Robot Interaction (HRI) (pp. 733-735). IEEE.	Acceptance rate: 31%

FELLOWSHIPS, HONORS, AND AWARDS

Best Paper Nominee 2023 AAAI Spring Symposium, <i>HRI in Academia and Industry: Bridging the Gap</i>	2023
Postdoctoral Research Award NRC Research Associateship Programs	2022-Present

Robotics Perception and Learning Summer School, KTH Royal Institute of Technology Invited to attend	2021
Microsoft Dissertation Grant Awarded \$21,148 for dissertation research	2021
Cisco Graduate Student Fellowship Selected by the UW–Madison Computer Sciences Department	2021
Heidelberg Laureate Forum Invited to attend as a young researcher	2019
Best Paper Award UIST '18	2018
NSF Graduate Research Fellowship	2017-2022
Advanced Opportunity Fellowship Selected by the UW–Madison Computer Sciences Department	2016, 2020
Excellence in Undergraduate Research Award Selected by the UA Department of Computer Science	2016
Galileo Circle Scholar Selected by the UA Department of Computer Science	2015
National Hispanic Scholar Selected by the National Hispanic Recognition Program	2011
Dean's List with Distinction Awarded during six semesters at UA	2011-2016

TEACHING EXPERIENCE

Grandparents University Instructor Co-organized social robotics lecture and lab sessions for children and their grandparents.	Summers 2018-2019
Teaching Assistant, UA CSC 352, Systems Programming and Unix Duties: holding office hours and grading programming assignments	Summer 2015
Section Leader, UA CSC 245, Introduction to Discrete Structures CSC 227, Program Design and Development Duties: teaching lab sessions, holding office hours, and grading assignments	Fall 2014 - Spring 2015

ACADEMIC SERVICES

Event Organization 2024 Program committee (PC) member for the ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2024 HRI Workshop— <i>End-User Development for Human-Robot Interaction</i> 2023 AAAI Fall Symposium— <i>Unifying Representations for Robot Application Development</i> 2022 HRI Workshop— <i>Participatory Design and End-User Programming for Human-Robot Interaction</i>
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Referee Service

2024 ACM International Conference on Autonomous Agents and Multiagent Systems (AAMAS)
2024 IEEE International Conference on Robotics and Automation (ICRA)
2024 ACM Conference on Human Factors in Computing Systems Full Papers (CHI)
2024 ACM/IEEE HRI PIONEERS Workshop
2023 ACM International Conference on Human-Agent Interaction (HAI) Full Papers
2023 ACM/IEEE HRI Full Papers
2023 ACM/IEEE HRI Late-Breaking Reports (LBR)
2023 ACM/IEEE HRI PIONEERS Workshop
2022 ACM Conference On Computer-Supported Cooperative Work And Social Computing (CSCW)
2022 ACM/IEEE HRI Full Papers
2022 ACM CHI Full Papers (CHI)
2021 ACM Symposium on User Interface Software and Technology (UIST)
2021 AAAI Artificial Intelligence for Human-Robot Interaction (AI-HRI) Fall Symposium Series
2021 ACM/IEEE HRI LBR
2021 ACM/IEEE HRI PIONEERS Workshop
2020 ACM Transactions on Human-Robot Interaction (THRI)
2020 ACM/IEEE HRI Alt.HRI

TECHNICAL SKILLS

Programming

Python, Golang, Java, Javascript, HTML, CSS, C#, C

Tools, Libraries, and Frameworks

ROS, Z3 Theorem Prover, PRISM Model Checker, NuSMV Model Checker, LaTeX, Git, OpenCV, D3.js, Matplotlib
fast-downward/PDDL

Robot Platforms

Hello-Robot Stretch 2, Softbank Pepper, Softbank Nao, Temi, iRobot Create 2

Software

Illustrator, Premiere, Photoshop, Unity Editor, Office