# **Prerna Chikersal**

MACHINE LEARNING · DATA SCIENCE · HUMAN-COMPUTER INTERACTION · UBIQUITOUS COMPUTING · NLP · UX RESEARCH

☆ prernaa.github.io | ☐ prernac | ☐ 412-326-8746 | ☑ pchikersal@gmail.com

### **Professional Interests**

My research focuses on developing machine learning methods and data-driven UIs for understanding and augmenting human behavior, with the goal of advancing high-impact application areas like health, well-being, computer-mediated communication, and collaboration.

Leveraging my diverse skills in behavioral statistics, machine learning, human-computer interaction, natural language processing, speech processing, and computer vision, I analyze and model complex datasets from various modalities, such as smartphone and wearable data, web interaction logs, text and speech data, face and body video, and electronic health records. My research methodology also involves user studies, iterative prototyping, and qualitative methods like user interviews and thematic analysis, enabling me to create methods and user interfaces that are tailored to the needs of specific populations, including clinical populations consisting of people with depression or Multiple Sclerosis.

### Education

### **Carnegie Mellon University**

Pittsburgh, PA, USA

Ph.D. IN HUMAN-COMPUTER INTERACTION, SCHOOL OF COMPUTER SCIENCE

Aug 2017 - Present

- COMMITTEE: Anind Dey (Co-Chair), Mayank Goel (Co-Chair), Andrew Campbell, Mary Czerwinski, and Geoff Kauffman.
- RESEARCH FOCUS: Multimodal Machine Learning, Data Science, Human-Computer Interaction, Ubiquitous Computing
- THESIS: "Multimodal Behavioral Sensing for Precision Mental Health Care"
- TA-ED: User Centered Research and Evaluation, Programming Usable Interfaces

### **Carnegie Mellon University**

Pittsburgh, PA, USA

M.S. IN HUMAN-COMPUTER INTERACTION, SCHOOL OF COMPUTER SCIENCE

Aug 2017 - May 2022

- Completed during the Ph.D. in Human-Computer Interaction degree.
- RELEVANT COURSES: HCI Process and Theory, Pervasive and Ubiquitous Computing, Social, Cognitive, Design, and Computer Science Perspectives in HCI, Human-Al Interaction, Computational Medicine, Data Visualization, and Applied Data Analysis.

### **Carnegie Mellon University**

Pittsburgh, PA, USA

M.S. IN ROBOTICS, SCHOOL OF COMPUTER SCIENCE

Aug 2015 - Aug 2017

- COMMITTEE: Laura Dabbish (advisor), Louis-Philippe Morency, Marynel Vázquez
- COLLABORATORS: Anita Woolley, Maria Tomprou, Young Ji Kim
- THESIS: "Deep Structures of Collaboration"
- RELEVANT COURSES: Introduction to Machine Learning (PhD-level), Computer Vision, Human-Robot Interaction, Human Communication and Multimodal Computation, and Experimental Design for Social and Behavioral Sciences.

### **Nanyang Technological University**

Singapore

B.Eng. in Computer Science, School of Computer Science and Engineering

Aug 2011 - May 2015

- First Class Honors and Specialization in Intelligent Systems
- THESIS ADVISOR: Erik Cambria
- FINAL YEAR THESIS: "Modeling Public Sentiment in Twitter" (A+ Grade)
- RELEVANT COURSES: Natural Language Processing, Neural Networks, Intelligent Agents, Artificial Intelligence, and Intro to Psychology.

### **Columbia University**

New York, NY, USA

SUMMER SCHOOL

Jul 2014 - Aug 2014

### **Publications**

### PEER-REVIEWED CONFERENCE AND JOURNAL PAPERS

- **Chikersal, P.**, Bayer, K., , Nayar, S. K., Smith, B. A. When Emoji Speak Louder than Words: Personalized Emoji-first Messaging for Enhanced Communication between Partners and Close Friends. In Preparation (Manucript available).
- Chikersal, P., Venkatesh, S., Masown, K., Walker, E., Quraishi, D., Dey, A., Goel, M., & Xia, Z. Predicting Multiple Sclerosis Outcomes during the COVID-19 Stay-at-Home Period: Observational Study Using Passively Sensed Behaviors and Digital Phenotyping. In *JMIR mental health* (2022).
- Xu, X., **Chikersal, P.**, Dutcher, J. M., Sefidgar, Y. S., Seo, W., Tumminia, M. J., Villalba, D. K., Cohen, S., Creswell, K. G., Creswell, J. D., Doryab, A., Nurius, P. S., Riskin, E., Dey, A. K., & Mankoff, J. Leveraging Collaborative-Filtering for Personalized Behavior Modeling: A Case Study of Depression Detection among College Students. In *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (Ubicomp 2021)*.
- Tomprou, M., Kim, Y. J., **Chikersal, P.**, Woolley, A. W., & Dabbish, L. (2021). Speaking out of turn: How video conferencing reduces vocal synchrony and collective intelligence. *PLOS ONE*.
- Chikersal, P., Doryab, A., Tumminia, M., Villalba, D., Dutcher, J., Liu, X., Cohen, S., Creswell, K., Mankoff, J., Creswell, D., Goel,

M., & Dey, A. (2020). Detecting Depression and Predicting its Onset Using Longitudinal Symptoms Captured by Passive Sensing: A Machine Learning Approach With Robust Feature Selection. *ACM Transactions on Computer-Human Interaction (TOCHI 2020)*. (Presented at CHI 2021).

- Chikersal, P., Belgrave, D., Doherty, G, Enrique, A., Palacios, J., Richards, D., & Thieme, A. (2020). Understanding Client Support Strategies to Improve Clinical Outcomes in an Online Mental Health Intervention. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI 2020)*. (Talk, Microsoft's Blog Post)
- Xu, X., **Chikersal, P.**, Doryab, A., Villalba, D., Dutcher, J. M., Tumminia, M. J., Althoff, T., Cohen, S., Creswell, K., Creswell, D., Mankoff, J., & Dey, A. K. (2019). Leveraging Routine Behavior and Contextually-Filtered Features for Depression Detection among College Students. In *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (Ubicomp 2019)*.
- Doryab, A., Villalba, D. K., **Chikersal, P.**, Dutcher, J. M., Tumminia, M., Liu, X., Cohen, S., Creswell, K., Mankoff, J., Creswell, D., & Dey, A. K. (2019). Identifying Behavioral Phenotypes of Loneliness and Social Isolation with Passive Sensing: A Three-fold Analysis. In *Journal of medical Internet research (JMIR 2019)*.
- Chikersal, P., Tomprou, M., Kim, Y. J., Woolley, A. W., & Dabbish, L. (2017). Deep Structures of Collaboration: Physiological Correlates of Collective Intelligence and Group Satisfaction. In *Proceedings of the 20th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2017)*.
- Chikersal, P., Poria, S., Cambria, E., Gelbukh, A., & Siong, C. E. (2015). Modelling Public Sentiment in Twitter: Using Linguistic Patterns to Enhance Supervised Learning. In *International Conference on Intelligent Text Processing and Computational Linguistics* (CICLing 2015) (pp. 49-65).

#### PEER-REVIEWED WORKSHOP PAPERS

- **Chikersal, P.**, Doherty, G, & Thieme, A. (2020). Towards Using AI to Augment Human Support in Digital Mental Healthcare. In *Proceedings of the 2020 CHI Workshop on Technology Ecosystems: Rethinking Resources for Mental Health*.
- Chikersal, P., Poria, S., & Cambria, E. (2015). SeNTU: Sentiment Analysis of Tweets by Combining a Rule-based Classifier with Supervised Learning. In *Proceedings of the 4th International Workshop on Semantic Evaluations* (pp. 647-651). Association for Computational Linguistics.

#### **THESIS**

- Chikersal, P. (Est. 2023). Multimodal Behavioral Sensing for Precision Mental Health Care. *Upcoming Doctoral Thesis, Carnegie Mellon University, Pittsburgh, PA, USA*.
- Chikersal, P. (2017, May). Deep Structures of Collaboration. Masters Thesis, Carnegie Mellon University, Pittsburgh, PA, USA.
- Chikersal, P. (2015, May). Modelling Public Sentiment in Twitter. Bachelor Thesis, Nanyang Technological University, Singapore.

### Patents\_

- Bayer, K., **Chikersal, P.**, Nayar, S. K., Smith, B. A. Client device processing received emoji-first messages. U.S. Patent 11,593,548, filed Apr 20, 2021, and issued on Feb 28, 2023.
- Bayer, K., **Chikersal, P.**, Nayar, S. K., Smith, B. A. Personalized emoji dictionary. U.S. Patent 11,531,406, filed Apr 20, 2021, and issued on Dec 20, 2022.
- Bayer, K., **Chikersal, P.**, Nayar, S. K., Smith, B. A. Emoji-First Messaging. U.S. Patent Appl. No. 17/234,884, filed Apr 20, 2021, and currently pending.

## Work Experience\_

## **Human-Computer Interaction Institute, Carnegie Mellon University**GRADUATE RESEARCH ASSISTANT (PHD STUDENT)

Pittsburgh, PA, USA Jul 2017 - PRESENT

- Leveraged passively sensed contextual data from multiple sensors on the user's smartphones and wearables to develop tools that aid in diagnosis, monitoring, and treatment of diseases, and make medicine more precise.
- E.g. Predicting symptoms of depression and loneliness in college students, neurological and mental health symptoms in patients with multiple sclerosis, understanding the user's context to intervene and reduce problematic smartphone use, and analyzing patterns in textual Electronic Health Records to suggest data-driven insights to reduce ER visits by young adults.
- Designed and implemented several in-person and remote human subject research studies, while collaborating with clinicians and researchers from various fields such as neurology, psychology, psychiatry, and emergency medicine.
- Developed Android and iOS apps for sensor-based human subject research.
- Led the development of novel machine learning and data mining methods for predicting health outcomes in mHealth.

### **Snap Research (Snapchat)**

RESEARCH INTERN (UX + DATA SCIENCE + HCI FOCUSED)

New York City, NY May 2020 - Aug 2020

- · Supervisors: Brian Smith, Shree Nayar
- Teams: Human-Computer Interaction, Computational Imaging
- Developed a new method of social visual communication. I implemented a novel emoji-first communication app for partners and close friends, that enhanced humor, affection, and creativity by leveraging the shared language formed between partners.
- I built the iOS app in Swift that allowed users to communicate via a novel "emoji first" paradigm. For this purpose, I computed default emoji-to-text mapping using an Emoji-to-Word Embedding model trained on emoji descriptions and Twitter data. I also implemented novel interaction design features that allowed users to develop their own shared emoji language.
- To test this app, I ran a user study during which I conducted semi-structured interviews and thematic analysis, to understand how users use the app, identify pain points, identify usability themes, understand design implications, and make design recommendations for future products. My project developed and explored a new messaging paradigm that has not previously explored.
- This project was the first to investigate the properties and affordances of an emoji-first messaging app for close relationships. I identified ten themes from participant interviews, revealing the values that EmoChat adds to messaging (compared to the status quo of text-based messaging). My results suggest that emoji-first messaging between partners in close relationships adds humor; builds secrecy for the exchange of private messages; promotes creativity, fun, a sense of play; and promotes companionship through affection and the sharing of perspectives.

 Microsoft Research
 Cambridge, UK

 RESEARCH INTERN (DATA SCIENCE + HCI FOCUSED)
 May 2019 - Sep 2019

- Supervisors: Anja Thieme, Danielle Belgrave
- Teams: Health Intelligence, Human Experience Design and Engineering
- Analyzed and modeled user interactions with a widely used Digital Mental Health Intervention, in order to recommend changes that would make the intervention more effective.
- · Analyzed over 200K supporter messages to discover how different support strategies correlate with clinical outcomes.
- Developed novel machine learning methods for: (i) clustering supporters based on client outcomes; (ii) using natural language processing techniques to extract and analyze linguistic features from supporter messages; and (iii) identifying context-specific patterns of support.
- The findings indicate that concrete, positive and supportive feedback from supporters that reference social behaviors are strongly associated with better outcomes; and show how their importance varies dependent on different client situations.
- I collaborated with and presented my findings to researchers at Microsoft Research, as well as the CTO and other technical and scientific leadership of a tech company called SilverCloud.

## **Human-Computer Interaction Institute, Carnegie Mellon University** GRADUATE RESEARCH ASSISTANT (MS STUDENT)

Pittsburgh, PA, USA Aug 2015 - Jul 2017

- Studied the physiological and behavioral underpinnings of Team Performance (Collective Intelligence) and Cohesion (Group Satisfaction) using speech, video, and physiological sensor data collected during a video call between 2 people. My work revealed new relationships between Synchrony in Facial Expressions and Collective Intelligence, and Synchrony in Electrodermal Activity and Group Satisfaction.
- Repeated the study by connecting participants over an audio-only call, and found that contrary to popular belief, the presence
  of visual cues surprisingly has no effect on Collective Intelligence (CI). In fact, teams without visual cues are more successful in
  synchronizing their vocal cues and speaking turns, and when they do so, they have higher CI. These findings show that nonverbal
  synchrony is important in distributed collaboration and call into question the necessity of video support. This work was widely
  covered by major media publications such as the Wall Street Journal, Forbes, and Harvard Business Review.
- Predicted the outcomes of negotiations between 2 people by applying Multimodal Machine Learning techniques to audio and video recordings of their interaction. Support Vector Machine (SVM) with Multiple Kernel Learning that learnt different kernels for audio and video features gave a 10% higher accuracy than the LSVM baseline.
- $\bullet \ \ \text{A combination of qualitative (surveys, user-centered tasks) and quantitative methods (statistics, machine learning) were used.}$

## Nanyang Technological University PRESIDENT RESEARCH SCHOLAR (SENIOR)

Singapore Sep 2014 - Jun 2015

Proposed a system to enhance supervised learning for polarity classification by leveraging on linguistic rules based on
conjunctions and conditionals. Additionally, built a hybrid classifier by adding an unsupervised classification layer to the
supervised classifier. The unsupervised classifier applied rules based on commonsense concepts extracted from text. By
estimating the polarities of multiple expressions of one or a few words, then analyzing these polarities when taken together,
my approach provides more accuracy than simply assigning word-level polarities, since it provides more contextual information
about the concepts expressed in a given passage.

## Computer Vision Lab, École Polytechnique Fédérale de Lausanne, Switzerland RESEARCH INTERN

Lausanne, Switzerland Aug 2013 - Jan 2014

• Worked on re-identification and tracking of people in sports and pedestrian datasets using appearance cues like color and texture. Implemented and evaluated methods using – (i) dominant colors, (ii) color histograms, and (iii) color invariants.

## Computer Graphics Lab, École Polytechnique Fédérale de Lausanne, Switzerland SUMMER RESEARCH INTERN

Lausanne, Switzerland May 2013 - Aug 2013

• Used RGB-D input to track a person's hand in real-time and capture its performance. More specifically – Used RGB-D data to create a 3D mesh of a person's hand in real-time. Multithreading and Optimization was used to improve performance. Hand and fingertips were detected.

### **Nanyang Technological University**

PRESIDENT RESEARCH SCHOLAR (SOPHOMORE)

Singapore Sep 2012 - May 2013

• Conducted a literature review and helped develop an animated "Talking Head" of a living person, based on how phonemes and visemes of speech appear in 3D computer graphics.

### Awards & Fellowships

1.	Awarded the Snap Research Fellowship (from Snapchat) – which "honors the brightest, most driven	Dec 2020
	students who positively impacted research and product development during their internships at Snap".	

2. **Awarded the Grace Hopper Celebration (GHC) Scholarship** – sponsors women who actively contribute to their community, to attend the Grace Hopper Celebration of Women in Computing.

3. **Awarded a Fellowship in Digital Health** by the Center for Machine Learning and Health (CMLH) at CMU. Aug 2017 – Aug 2018 Covers tuition, stipend, and \$3000 research expenses for 1 year.

4. **Awarded a Research Scholarship by EPFL** for NTU-EPFL's research exchange program. *Aug 2013* 

5. **Accepted into the Summer@EPFL Research Internship Program** (0.03% acceptance rate; 1500 Apr 2013 applications; fully funded).

6. **2nd Prize in URECA@NTU Poster Competition** – a research competition held for students participating *Mar 2013* in NTU's prestigious Undergraduate Research Experience on CAmpus program.

7. **1st Prize in the NTU's TechFest 30 hours Hackathon 2013** for an e-commerce app that uses computer Feb 2013 vision to recommend "matching" fashion accessories.

### Media Coverage\_

- HuffPost. Here's Why Your Next Work Meeting Should Not Be A Zoom Call. June 2021.
- Wall Street Journal. How Videoconferences Make It Harder for Employees to Collaborate. June 2021.
- Forbes. Are Zoom Meetings Reducing Our Collective Intelligence?. April 2021.
- Fast Company. Zoom is actually less effective than a phone call for these types of meetings. March 2021.
- IndiaTV. Disabling video during online meets boosts communication. March 2021.
- The Economic Times (CIO). Disabling video during online meets boosts communication. March 2021.
- Harvard Business Review. Successful Remote Teams Communicate in Bursts. October 2020.

### Academic and Professional Service\_

#### REVIEWING

- ACM Conference on Human Factors in Computing Systems (CHI): 2022 (2), 2021 (4), 2020 (2), 2019 (3)
   \*Special Recognition for Exceptional Reviewing! 2021 (1), 2019 (1) \*
- ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT): 2021 (1), 2020 (2), 2019 (1)
   ★Special Recognition for Exceptional Reviewing! 2020 (1) ★
- Journal of Medical Internet Research (JMIR): 2020 (1)
- ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW): 2018 (2)
- The International AAAI Conference on Web and Social Media (ICWSM): 2021 (1), 2020 (1)
- International Conference on Affective Computing & Intelligent Interaction (ACII): 2019 (1)
- International Conference on Multimodal Interaction (ICMI): 2018 (2)

### PROGRAM COMMITTEE(S)

1. Workshop on "Machine Learning for the Diagnosis and Treatment of Affective Disorders" at the 8th International Conference on Affective Computing & Intelligent Interaction (ACII)

2019

#### TEACHING AND COMMUNITY INVOLVEMENT

TEACHING AND COMMUNITY INVOLVEMENT			
Aug 2021 – Dec 2021			
Sep 2020 – May 2021			
Dec 2020 – Feb 2021			
Spring 2020			
Aug 2019 – Dec 2019 :			
6. <b>Vice Chairperson - Internal, IEEE-NTU, Science Symposium Committee</b> Organised symposiums in which, high students presented papers on research projects and received feedback from NTU faculty. The goal was to encourage students to pursue STEM careers.			
7. Instructor, "Web Development" Workshop, Computer Engineering Club, NTU  Created the curriculum and taught 40 school students the basics of HTML and helped them create their first website which was hosted online, during a Community Involvement Program.  Mar 2013			
SELECTED RESEARCH PROJECT SUPERVISION			
May 2019 – Aug 2020			
Jan 2019 – Dec 2019			
Jun 2018 – Dec 2018			

M.S. in Integrated Innovation for Products & Services at CMU. Next Stop: Data

Visiting Student under the Research Experiences for Undergraduates program at

CMU. Next Stop: PhD student at UMich, Ann Arbor (School of Information).

## Skills (Non-Exhaustive/ Frequently Used) \_\_\_

Scientist at Highmark Health.

Programming	Python, Jupyter/ Collab, R, Matlab, Android, Swift (iOS), C/C++, Qt (with C++), Java, OpenCV, OpenGL, OCaml, Git
Data Science	Scikit-learn, Tensor Flow, Keras, PyTorch, Pandas, Numpy, Scipy, Pingouin, Statsmodels, NLTK, GenSim, SpaCy, CoreNLP, SQL, SPSS
Algorithms	Linear Regression, Logistic Regression, Random Forests, Gradient Boosting Machines, Adaboost, SVM, Naive Bayes, Lasso, ElasticNet, KNN, K-means, Hierarchical clustering, Hierarchical Boostrapping, Apriori associative rule mining, other bagging and boosting approaches, TF-IDF, Word2Vec, Named Entity Recognition, POS tagging, PCA, LDA
Visualization	Matplotlib, Seaborn, Plotly, Tableau, D3.js
<b>UX Research</b>	Qualtrics, User Interviews, Contextual Inquiry, Thematic Analysis, Eye Tracking, Usability Testing
Hardware	Arduino, Particle's Photon, Verilog (Hardware Description Language)
	PHP, JSP, HTML, CSS, JavaScript, j̈Query, Bootstrap, Django, REST APIs
Human	English (native), Hindi (native), French (beginner)

### References

Swagata Ashwani

Brian Hall

### **PHD Advisors**

- Anind Dey: Dean, Information School, University of Washington, Seattle, WA.
- Mayank Goel: Assistant Professor, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA.

### AT MICROSOFT RESEARCH:

- Anja Thieme: Senior Researcher, Microsoft Research, Cambridge, UK.
- Danielle Belgrave: Principal Researcher, Microsoft Research, Cambridge, UK.

### AT SNAP RESEARCH (SNAPCHAT):

- Brian Smith: Research Scientist at Snap Inc. and Assistant Professor of Computer Science at Columbia University.
- Shree Nayar: Director of NYC Research at Snap Inc. and Professor of Computer Science at Columbia University.

### MASTERS ADVISOR AND COLLABORATOR

- Laura Dabbish: Associate Professor, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA.
- Anita Woolley: Assistant Professor, Tepper School of Business, Carnegie Mellon University, Pittsburgh, PA.

Dec 2017 - May 2018

Jun 2016 - Aug 2016