

Supplementary Material for Not All Collisions are Bad: Adapting to User Contact Preferences for Whole-Arm Manipulation

1 Experiments

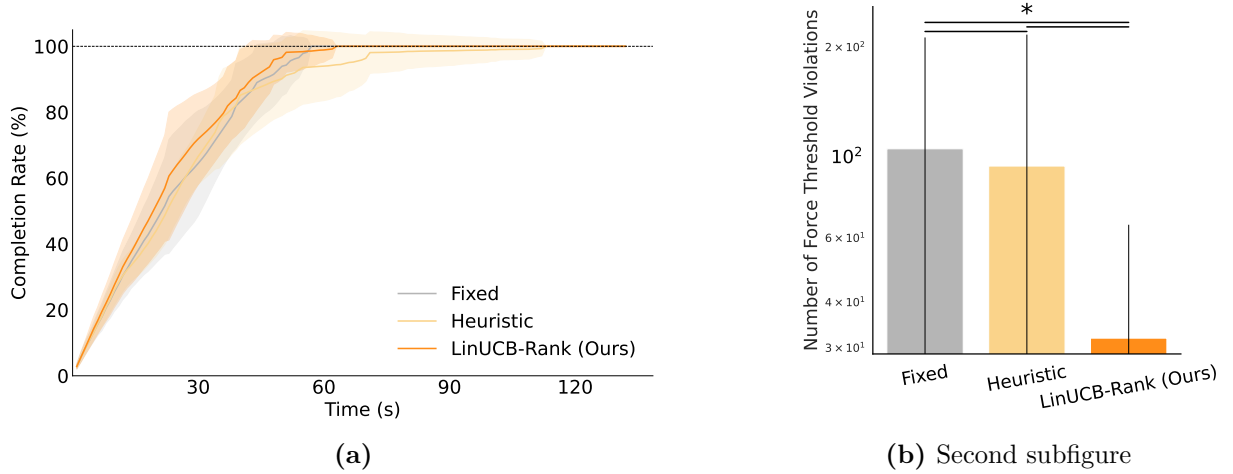


Figure 1: (a) Updated Fig 6 showing task completion, and (b) Force threshold violations averaged across different trajectories and users.

2 Cognitive Workload User Study

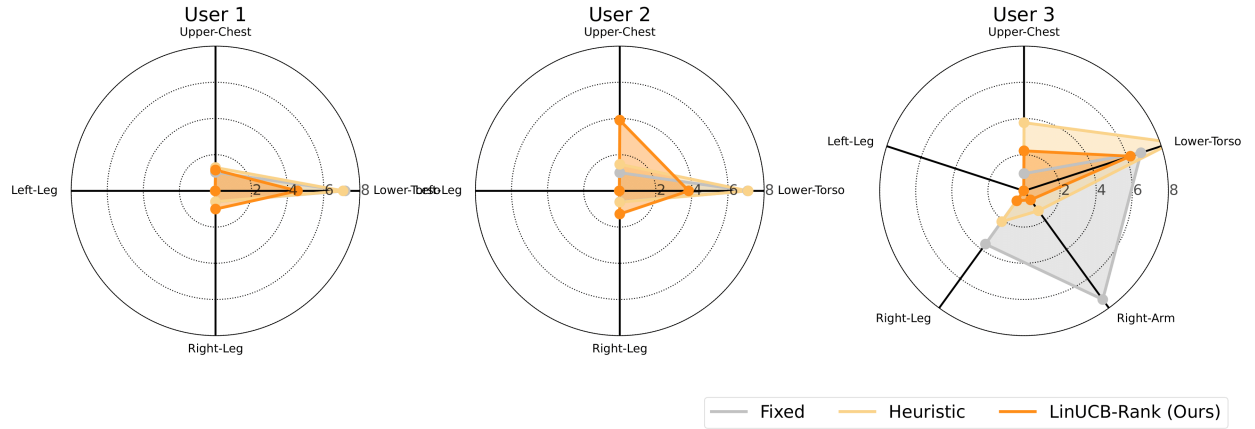


Figure 2: Our method applies lower forces on higher priority parts across tested across three different user profiles.

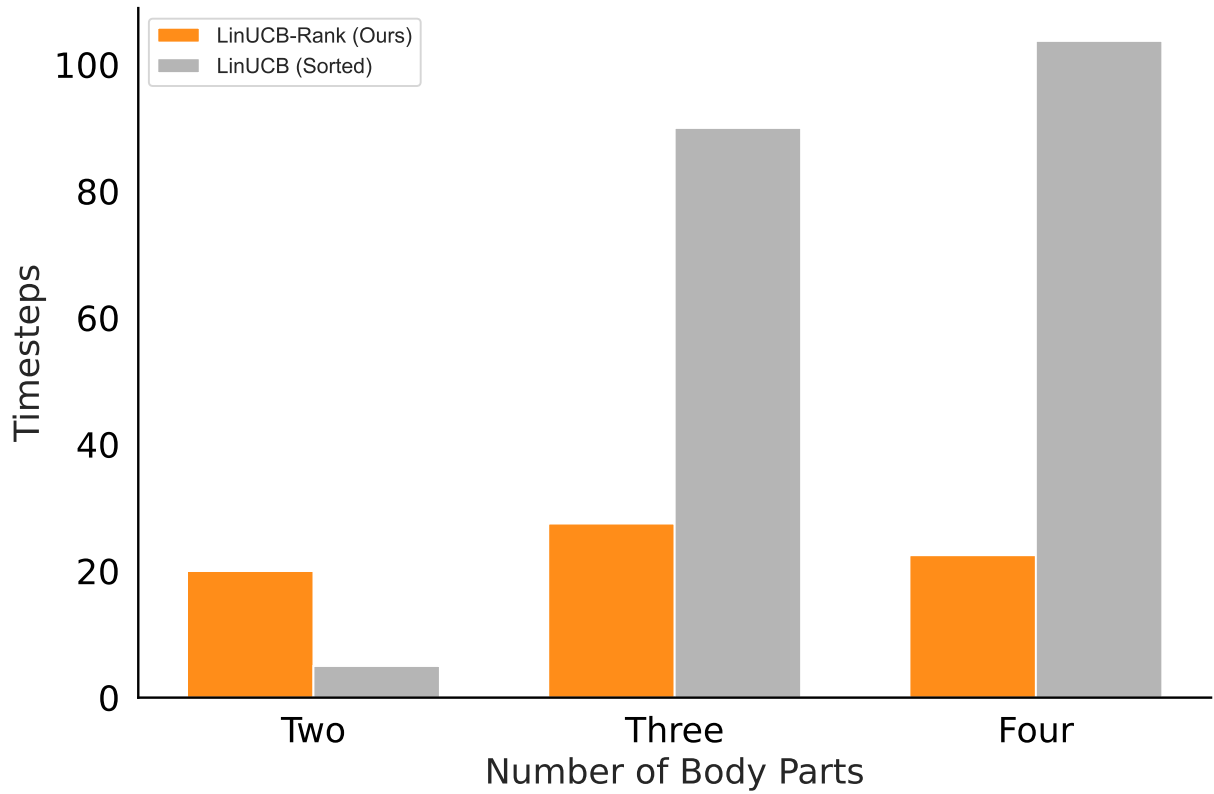


Figure 3: Our method converges significantly faster than baseline as the number of body parts to be prioritized increases.

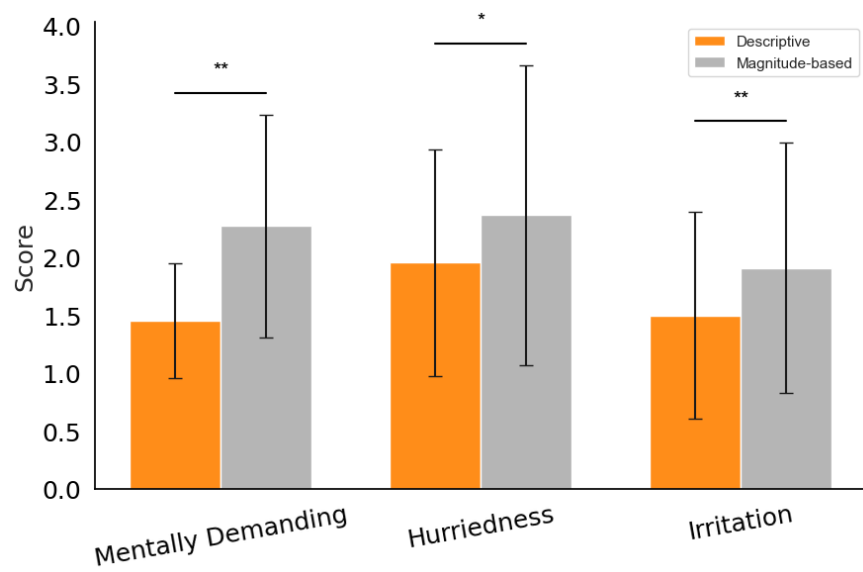


Figure 4: User study conducted with 11 participants using a real-robot shows overall lower cognitive workload for description-based feedback for contacts.