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Annotation: Proposed looking at anytime behavior as a multi-objective problem.

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  Keywords: artificial DMs.

  Annotation: In this research, we proposed to build an automated framework for testing interactive multiobjective optimization methods, without utilizing a value function to represent the DM's preferences. This was achieved by replacing the human DM with an artificial DM constructed from two distinct parts: the steady part and the current context. With the steady part the artificial DM tries to maintain the search towards its preferences, while at the same time the current context allows changing the direction as well as ending the solution process prematurely, mimicking actions of a human DM.
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