# **Validation**

Evaluate the accuracy of the preference-based learning framework

- For preference-optimization:

compare best action to randomly selected actions using blind comparisons

- For preference-characterization:

compare predicted ordinal labels with user provided ordinal labels across the entire action space (not including ROA)

#### **Class Details**

SuperclasseshandleSealedfalseConstruct on loadfalse

# **Constructor Summary**

**Validation** 

### **Property Summary**

| <u>actions</u>     |  |  |  |
|--------------------|--|--|--|
| actual feedback    |  |  |  |
| <u>comparisons</u> |  |  |  |
| predicted feedback |  |  |  |

# **Method Summary**

|        | <u>addlistener</u>           | Add listener for event.   |
|--------|------------------------------|---|
|        | <u>delete</u>                | Delete a handle object.   |
|        | <u>eq</u>                    | == (EQ) Test handle equality.   |
|        | <u>findobj</u>               | Find objects matching specified conditions.                               |
|        | <u>findprop</u>              | Find property of MATLAB handle object.                                    |
|        | g <u>e</u>                   | >= (GE) Greater than or equal relation for handles.                       |
| Static | <u>getUserLabel</u>          |   |
| Static | <u>getUserPreference</u>     |   |
|        | <u>gt</u>                    | > (GT) Greater than relation for handles.                                 |
| Sealed | <u>isvalid</u>               | Test handle validity.   |
|        | <u>le</u>                    | &It= (LE) Less than or equal relation for handles.                        |
|        | listener                     | Add listener for event without binding the listener to the source object. |
|        | <u>lt</u>                    | &It (LT) Less than relation for handles.                                  |
|        | <u>ne</u>                    | ~= (NE) Not equal relation for handles.                                   |
|        | <u>notify</u>                | Notify listeners of event.  |
| Static | <u>printValidationAction</u> | Print all actions to execute  |

#### **Event Summary**

ObjectBeingDestroyed Notifies listeners that a particular object has been destroyed.