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){width="80.00000%"} *Dynamic Framework*\ The *dynamic framework* [@GrundlEtAl2016] considers a sequence of dynamic problems, where the first problem is indexed with 1 and the last problem with T. For $t=1,\dots,T$, the t-th problem, M_t, is denoted by an integer ($1 \leq M_t \leq K$) and the number of objectives in the problem is denoted by M_t. The first and last problem are defined as follows: $$\begin{aligned} &M_1 := \max_{\bm x} \quad \bm c^\top \bm x \\ &M_T := \min_{\bm x} \quad \bm c^\top \bm x.\end{aligned}$$ The dynamic programming algorithm for solving these problems is a depth-first recursive greedy algorithm. In this paper, the dynamic programming algorithm is called *dynamic subproblem* algorithm. The value of M_t is used to decide the dimension of the vector in dynamic programming algorithm. The key idea of the dynamic framework is that the vector $\bm x^{*}$ that is the solution of the first problem (i.e. $\bm c^\top \bm x^{*} = M_1$) can be used as the initial guess for the first problem (i.e. $\bm c^\top \bm x_t = M_t$). In general, the

solution $\bm x_t$ of M_t is an approximate solution of M_t. If the $\bm c^\top \bm x_t$ is an exact solution of M_t, then $\bm x_t$ is called an exact solution of M_t and denoted by $\bm x_t^*$. If the $\bm c^\top \bm x_t$ is an approximate solution of M_t, then $\bm x_t$ is called an approximate solution of M_t and denoted by $\bm x_t^*$. Let $M_t = \bm c^\top \bm x_t$. Then M_t is an upper bound on M_t^*, where $ 82157476af