

**Volume 2, Issue 1**

**Short Article**

**Date of Submission:** 30 Dec, 2025

**Date of Acceptance:** 26 Jan, 2026

**Date of Publication:** 12 Feb, 2026

## **Kindness Love Satisfaction Peace Excellence Money Happiness Respect Intelligence Health Artificial Intelligence Algorithm (KLSPEMHRIHAIA)**

**Satish Gajawada\***

IIT Roorkee Alumnus, India

**\*Corresponding Author:** Satish Gajawada, IIT Roorkee Alumnus, India.

**Citation:** Gajawada, S. (2026). Kindness Love Satisfaction Peace Excellence Money Happiness Respect Intelligence Health Artificial Intelligence Algorithm (KLSPEMHRIHAIA). *Arch Interdiscip Educ*, 2(1), 01-02.

### **Abstract**

Kindness Love Satisfaction Peace Excellence Money Happiness Respect Intelligence Health Artificial Intelligence Algorithm (KLSPEMHRIHAIA) is the novel and unique algorithm invented in this article. This algorithm belongs to Human Swarm Optimization (HSO) field.

**Keywords:** Human Swarm Optimization, HSO, Swarm Intelligence, Artificial Intelligence, Kindness, Love, Satisfaction, Peace, Excellence, Money, Happiness, Respect, Intelligence, Health, Klspemhrihaia

### **Introduction**

Relevant Artificial intelligence literature is shown in articles [1] to [5]. An interesting algorithm titled Kindness Love Satisfaction Peace Excellence Money Happiness Respect Intelligence Health Artificial Intelligence Algorithm (KLSPEMHRIHAIA) is designed in this article. Invented KLSPEMHRIHAIA algorithm is explained in Section 2. Section 3 shows the Conclusions made. References are available at the end.

### **Kindness Love Satisfaction Peace Excellence Money Happiness Respect Intelligence Health Artificial Intelligence Algorithm**

Ten different Arrays are initialized in lines [1] to [10]. Generation is set to 0. Best Humans are identified in lines 12 to 21. In line no. 22 for each Human loop is started. Human moves along 10 different Directions as shown in lines 23 to 32. Unit Vectors of all directions are obtained in line no. 33. Line no. 34 shows position update equation. Human moves along the combination of ten Directions as shown in position update equation. For each Human loop is ended in line no. 35. Generation count is incremented by 1. Lines 37 to 46 updates all the ten different arrays. This process continues until termination condition is reached in line no. 47.

### **Procedure**

Kindness Love Satisfaction Peace Excellence Money Happiness Respect Intelligence Health Artificial Intelligence Algorithm (KLSPEMHRIHAIA)

- Initialize Kindness\_Array
- Initialize Love\_Array
- Initialize Satisfaction\_Array
- Initialize Peace\_Array
- Initialize Excellence\_Array
- Initialize Money\_Array
- Initialize Happiness\_Array
- Initialize Respect\_Array
- Initialize Intelligence\_Array
- Initialize Health\_Array
- Generation = 0
- Best\_Kindness\_Human = Human with best Kindness value
- Best\_Love\_Human = Human with best Love value
- Best\_Satisfaction\_Human = Human with best Satisfaction value
- Best\_Peace\_Human = Human with best Peace value

- Best\_Excellence\_Human = Human with best Excellence value
- Best\_Money\_Human = Human with best Money value
- Best\_Happiness\_Human = Human with best Happiness value
- Best\_Respect\_Human = Human with best Respect value
- Best\_Intelligence\_Human = Human with best Intelligence value
- Best\_Health\_Human = Human with best Health value
- for each Human:
- Direction1 = Best\_Kindness\_Human – Human
- Direction2 = Best\_Love\_Human – Human
- Direction3 = Best\_Satisfaction\_Human – Human
- Direction4 = Best\_Peace\_Human – Human
- Direction5 = Best\_Excellence\_Human – Human
- Direction6 = Best\_Money\_Human – Human
- Direction7 = Best\_Happiness\_Human – Human
- Direction8 = Best\_Respect\_Human – Human
- Direction9 = Best\_Intelligence\_Human – Human
- Direction10 = Best\_Health\_Human – Human
- Convert all 10 Directions into unit Vectors
- position = position +
- 0.1\*Direction1\*Step +
- 0.1\*Direction2\*Step +
- 0.1\*Direction3\*Step +
- 0.1\*Direction4\*Step +
- 0.1\*Direction5\*Step +
- 0.1\*Direction6\*Step +
- 0.1\*Direction7\*Step +
- 0.1\*Direction8\*Step +
- 0.1\*Direction9\*Step +
- 0.1\*Direction10\*Step
- end for each Human loop
- Generation = Generation + 1
- Update Kindness\_Array
- Update Love\_Array
- Update Satisfaction\_Array
- Update Peace\_Array
- Update Excellence\_Array
- Update Money\_Array
- Update Happiness\_Array
- Update Respect\_Array
- Update Intelligence\_Array
- Update Health\_Array
- Loop until termination condition reached is True

## Conclusions

An innovative algorithm titled KLSPEMHRHAIA algorithm which is based on Kindness, Love, Satisfaction, Peace, Excellence, Money, Happiness, Respect, Intelligence, Health is designed in this article. In this algorithm Human moves along the combination of ten different directions. This is just the beginning of KLSPEMHRHAIA algorithm. Many unique and novel algorithms may be invented by taking inspiration from KLSPEMHRHAIA algorithm designed in this article.

## References

1. Tang, K., & Meng, C. (2024). Particle swarm optimization algorithm using velocity pausing and adaptive strategy. *Symmetry*, 16(6), 661.
2. Gad, A. G. (2022). Particle swarm optimization algorithm and its applications: A systematic review. *Archives of computational methods in engineering*, 29(5).
3. Qiao, J., Wang, G., Yang, Z., Luo, X., Chen, J., Li, K., & Liu, P. (2024). A hybrid particle swarm optimization algorithm for solving engineering problem. *Scientific Reports*, 14(1), 8357.
4. Shami, T. M., El-Saleh, A. A., Alswaitti, M., Al-Tashi, Q., Summakieh, M. A., & Mirjalili, S. (2022). Particle swarm optimization: A comprehensive survey. *Ieee Access*, 10, 10031-10061.
5. Freitas, D., Lopes, L. G., & Morgado-Dias, F. (2020). Particle swarm optimisation: a historical review up to the current developments. *Entropy*, 22(3), 362.