



Scientific Modelling of Teaching by Master to Adolescent Students for Personality Improvement, Relationship and Vividness for Improving the Electrical Energy Quality

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Abstract: In this paper Scientific Modelling of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm applied to the engineering domain problem in order to increase the power productivity by Improving the Electrical Energy Quality. Each Adolescent students fitness value is computed by utilizing (substituting) the characteristics (decision variables) in the standard fitness. An estimated model between the individuals and their fitness values created based on Chebyshev functional-link network. By Least Squares Estimation, the proposed model optimized. Analogous to selecting preliminary populace, selecting the preeminent solution in the new population to the role of the Prime Teacher, rendering to all the other Teacher and Student's - location is significant. This choice will regulate the convergence rapidity as well as the accurateness of the procedure. Therefore, the procedure's principal phase is to discover an operative solution to play a protagonist of the preeminent solution to upsurge the convergence and accurateness of the exploration iterations. In the segment of Self-experiences (local search) every Human being has assertiveness in the direction of each factor in the on-going life. Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm validated in benchmark test functions. In engineering domain Electrical problem projected TMASPRV algorithm performed well in reducing the electrical real power loss.

Keywords: Master, Adolescent students, Personality Improvement, Relationship, Vividness

Introduction

In this paper, Scientific Modelling of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) presented. A Master enhances the knowledge of Adolescent students through teaching. Adolescent students move in this period of life and physiological mode how Adolescent student's searches for solutions mathematically formulated. Adolescent students will seek the independency and search for answers for various questions faced in day-to-day practical life. Each phase of

the actions performed will analyze individually. This phase will be major transition period in the Adolescent student's life. Very particularly they form their own Characteristics with respect to actions which they facing day to day in their life. Mainly three cases considered in the design of the algorithm. First is creating own characteristics by an individual Adolescent students. Secondly, Adolescent students may intimate another person in the same age group as role model and Adolescent students without any reason will develop thirdly negative character. These three cases mathematically formulated to solve the problem. Primarily model is build based on the primary behavior (Adolescent students will produce own characteristics). A predictable model between the individuals and their

fitness values formed based on Chebyshev functional-link network. Through Least Squares Estimation, the projected model optimized. Naturally, Master will put maximum effort to identify the inner questions of the Adolescent students and solutions delivered to him in the desired way of the Adolescent students. How an Adolescent students moves in this period of life, physiological mode how a Adolescent students search for solutions are mathematically formulated and contestant solution is called as a tender. Initially, a set of contestant solutions arbitrarily engendered in the exploration space subsequently, every tender appraised, and subsequently its price function computed. Then Master explains about the Devotional relationship between Teacher and Student. Residential monasteries are a category of teaching structure in primeval Bharat country with Student existing adjacent or with the Prime Teacher, in the same Residential monasteries. Teacher, Student learn from the preaching is of Prime Teacher. Analogous to selecting preliminary populace, selecting the preeminent solution in the new population to the role of the Prime Teacher, rendering to all the other Teacher and Student's - location is significant. This choice will regulate the convergence rapidity as well as the accurateness of the procedure. Therefore, the procedure's principal phase is to discover an operative solution to play a protagonist of the preeminent solution to upsurge the convergence and accurateness of the exploration iterations.

The relationship between Prime Teacher, Teacher and Student's is alike attraction of the particles in the material and law of the motion has been utilized in the design, since the Prime Teacher positioned in the centre point and around him Teacher and Students are located with an divine attraction which is equivalent to gravitational attraction.

Then Master explains about Vividness. The struggles of human beings to attain the Vividness in their life are endless aspect. Since the alteration in vividness is probable, lone by means of an alteration in human beings thoughts. Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMA SPRV) validated in benchmark test functions.

Validity of TMA SPRV has proved by successfully applying in engineering problem. In this paper, only certain aspects of Human beings imitated to formulate the algorithm. Human beings in their life alter their opinion rendering to the influential powerful human beings, their own experiences and other struggling conditions. Human being thoughts are altered in periods; rendering to Powerful human begins, own experiences from various experiences obtained from day to day life and through

many struggling conditions in the life span. However, Human beings intention is to attain the point of Vividness. It depends on the individual how that point reached since Human being's mind thoughts are inconclusive. The quantity of personality's Vividness is quantifiable concerning his perceptions on the road of dissimilar scopes in lifespan. Human beings opinion on happenings in life are not stable it alters rendering to other conditions and it highly complicated. Number of Human beings is defined as N_p and if Vividness be contingent on G factor, principally everybody arbitrarily be appropriate to a G dimensional atmosphere of opinions. In this work the conditions considered are; a. Self-experiences (local search) (S) b. Powerful human beings determination and scholarly crusade towards them (P) and c. Unexpected fluctuations in the individual humbling perceptions about life (Q).

Mathematical Design of Teaching by Master to Adolescent Students for Personality Improvement, Relationship and Vividness

A Master enhances the knowledge of Adolescent students through teaching. Adolescent students improves the personality at the age 10 to almost 20 through the Teaching of the Master. From the age of 10 to 20 naturally Adolescent students will search for the independency and explore for answers for assorted questions faced in day to day realistic life [1- 8]. This age will act as basic character for lifelong of the Adolescent students. At this period, Adolescent students will hate advices and almost never listens to the words of parents and even teachers in the education system. Now around the globe in all religion Masters always put forth their efforts to build the Adolescent students character in good mode. Then a Master molding the Adolescent student's psychological character displayed. In the way of exploring, the characteristics there are three possible behaviors (considered) in the Adolescent students of same age group. i. At first the Adolescent students will create own characteristics by means of watching, interpretation, ethical values, traditional beliefs and thoughts of the same age group. ii. Secondly, Adolescent students may keep another person as role model and imitate completely that person's character in all actions. iii. Next the Adolescent students might take on unconstructive actions such as smoking, consuming drugs and alcohol, premature sexual doings with harassment. Initially model is constructed based on the first behaviour (Adolescent students will

create own characteristics). Naturally, Master will put maximum effort to identify the inner questions of the Adolescent students and solutions delivered to him in the desired way of the Adolescent students.

In mathematical design, each phase of the events will be evaluated individually. This phase will be most important shift period in the Adolescent student's life.

$$y_j^i = \text{Lowerbound} + U(0,1)_j \times (\text{Lowerbound} - \text{Upperbound}) \tag{1}$$

Adolescent student's population with characteristics symbolized in the matrix form as follows,

$$\text{Pop. matrix}(Y) = \begin{bmatrix} y_1^1 & \dots & y_n^1 \\ \vdots & \ddots & \vdots \\ y_1^N & \dots & y_n^N \end{bmatrix}_{N \times n} \tag{2}$$

Each Adolescent students fitness value is computed by utilizing (substituting) the characteristics (decision variables) in the standard fitness function and the computed values are stored in matrix as follows,

$$\text{Existing population's fitness } (f(Y)) = \begin{bmatrix} f_1[y_1^1, \dots, y_n^1] \\ f_2[y_1^2, \dots, y_n^2] \\ \vdots \\ f_N[y_1^N, \dots, y_n^N] \end{bmatrix}_{N \times n} \tag{3}$$

An estimated model between the individuals and their fitness values created based on Chebyshev functional-link network. Least Squares Estimation [9-15] optimizes the proposed model. Chebyshev functional polynomial [16-22] are engendered as,

$$T_k(y) := \begin{cases} 1. & ; \text{if } k = 1 \\ y. & ; \text{if } k = 2 \\ 2yT_{k-1}(y) - T_{k-2}(y). & ; \text{if } k \geq 2 \end{cases} \tag{4}$$

Then the normalized value of the characteristics are defined as follows

$$\hat{y}_j^i = 2 \frac{(y_j^i - \text{Lowerbound})}{(\text{Upperbound} - \text{Lowerbound})} - 1; i = 1, 2, 3, \dots, N; j = 1, 2, 3, \dots, n \tag{5}$$

Through matrix the normalized value of the characteristics defined by,

$$\hat{Y} = \begin{bmatrix} \hat{Y}_1^1 & \dots & \hat{Y}_n^1 \\ \vdots & \ddots & \vdots \\ \hat{Y}_1^N & \dots & \hat{Y}_n^N \end{bmatrix}_{N \times n} \tag{6}$$

Then for every input element the matrix (regressor (Ψ), sub-regressor (ψ)) are defined as,

$$\text{Regressor } (\Psi) = \begin{bmatrix} T_1(\hat{Y}_1^1) & \dots & T_k(\hat{Y}_n^1) \\ \vdots & \ddots & \vdots \\ T_1(\hat{Y}_1^N) & \dots & T_k(\hat{Y}_n^N) \end{bmatrix}_{N \times (n \times k)} = \begin{bmatrix} \psi_1^1 & \dots & \psi_n^1 \\ \vdots & \ddots & \vdots \\ \psi_1^N & \dots & \psi_n^N \end{bmatrix} \tag{7}$$

By utilizing Least Squares Estimation weighting factors obtained as follows,

$$\begin{aligned} \hat{\omega}f &= (\Psi^T \Psi)^{-1} \Psi^T f \\ \text{weighting factors } (\hat{\omega}f) &= [\omega f_1^1 \dots \dots \omega f_n^1]_{1 \times (n \times k)}^T \\ &= [\omega f^1 \dots \dots \omega f^n]^T \end{aligned} \tag{8}$$

Then the partial fitness value obtained by,

$$\hat{p}f_j^i = \psi_j^i \omega^i \tag{9}$$

$$\hat{PF} = \begin{bmatrix} \hat{p}f_1^1 & \dots & \hat{p}f_n^1 \\ \vdots & \ddots & \vdots \\ \hat{p}f_1^N & \dots & \hat{p}f_n^N \end{bmatrix}_{N \times n} \tag{10}$$

Most excellent characteristics of existing population is defined by,

$$y_j^* = y_j^{\min^j} \tag{11}$$

$$\min^j = \underset{l}{\arg \min} \{ \hat{p}f_l^j \mid l=1, 2, 3, \dots, N \}, \forall j \tag{12}$$

The new characteristics of Adolescent students is found by,

$$y_{\text{new}}^i = y^i - \text{rand}_1(y^i - y^*) \tag{13}$$

Secondly, Adolescent students may keep another person as role model and imitate completely that person's character in all actions. The role model will choose from the same age group who possess the most excellent fitness value and with reference to this the new characteristics of Adolescent students of defined as follows,

$$y_{\text{new}}^i = y^i - \text{rand}_2(y^{\text{pth Adolescent students}} - y^{\text{role model}})$$

$$(14)$$

In third case the Adolescent students might take on unconstructive actions such as smoking, consuming drugs and alcohol, premature sexual doings with harassment and with reference to this the new characteristics of Adolescent students of defined as follows,

$$y_{new}^i = y^i - rand_3(y^i - y^{negative}) \quad (15)$$

$$y^{negative} = [y^u \quad y^u \quad y^u]_{1 \times n}^T \quad (16)$$

With reference to all three cases the new characteristics generation segment of Adolescent students defined as follows,

$$y_{new}^i = \begin{cases} y^i - rand_1(y^i - y^*) , rand_4 \leq 1/3 \\ y^i - rand_2(y^{pth \text{ Adolescent students}} - y^{role \text{ model}}), & 1/3 < rand_4 < 2/3 \\ y^i - rand_3(y^i - y^{negative}), 2/3 < rand_4 \end{cases} \quad (17)$$

- a. Start
- b. Parameters are defined
- c. Preliminary population engendered
- d. Each Adolescent students fitness value is computed
- e. while stopping criterion is not satisfied do
- f. Matrix (regressor (Ψ), sub-regressor (ψ)) are created

Regressor (Ψ) =

$$\begin{bmatrix} T_1(\hat{Y}_1^1) & \dots & T_k(\hat{Y}_n^1) \\ \vdots & \ddots & \vdots \\ T_1(\hat{Y}_1^N) & \dots & T_k(\hat{Y}_n^N) \end{bmatrix}_{N \times (n \times k)}$$

$$= \begin{bmatrix} \psi_1^1 & \dots & \psi_n^1 \\ \vdots & \ddots & \vdots \\ \psi_1^N & \dots & \psi_n^N \end{bmatrix}$$

- g. By utilizing Least Squares Estimation weighting factors are calculated

weighting factors ($\hat{\omega f}$) =

$$\begin{aligned} \hat{\omega f} &= (\Psi^T \Psi)^{-1} \Psi^T f \\ [\omega f_1^1 \quad \dots \quad \omega f_n^1]_{1 \times (n \times k)}^T \\ &= [\omega f^1 \quad \dots \quad \omega f^n]^T \end{aligned}$$

- h. Create matrix \hat{PF}

$$\hat{p f}_j^i = \psi_j^i \omega^i$$

$$\hat{PF} = \begin{bmatrix} \hat{p f}_1^1 & \dots & \hat{p f}_n^1 \\ \vdots & \ddots & \vdots \\ \hat{p f}_1^N & \dots & \hat{p f}_n^N \end{bmatrix}_{N \times n}$$

- i. Most excellent characteristics of existing population is found

$$y_j^* = y_j^{\min^i}; \min^i = \arg \min \{ \hat{p f}_j^i | i=1,2,3,\dots,N \}, \forall_j$$

- j. for $i = 1$ to N do

- k. Modernize $rand_4 \sim U(0,1)$

- l. $y_{new}^i =$

$$\begin{cases} y^i - rand_1(y^i - y^*) , rand_4 \leq 1/3 \\ y^i - rand_2(y^{pth \text{ Adolescent students}} - y^{role \text{ model}}), & 1/3 < rand_4 < 2/3 \\ y^i - rand_3(y^i - y^{negative}), 2/3 < rand_4 \end{cases}$$

- m. Modernize $rand_3 \sim U(0,1)$

- n. Find the role model with most excellent solution

- o. Arbitrarily pick one of Adolescent students

$$y_{new}^i = y^i - rand_2(y^{pth \text{ Adolescent students}} - y^{role \text{ model}})$$

- p. Or else

- q. Modernize $rand_3 \sim U(0,1)$

$$y_{new}^i = y^i - rand_3(y^i - y^{negative})$$

- r. End if

- s. Apply updating and boundary control mechanism

- t. Return the most excellent optimal solution

- u. End

Naturally, Master will put maximum effort to identify the inner questions of the Adolescent students and solutions delivered to him in the desired way of the Adolescent students. How a Adolescent students moves in this period of life, physiological mode how a Adolescent students search for solutions are mathematically formulated and contestant solution is called as a tender. Initially, a set of contestant solutions arbitrarily engendered in the exploration space subsequently, every tender appraised, and subsequently its price function computed. Psychological search is one of the key operators in the algorithm and it explores the environs of

every tender by using a Levy flight division (distribution) [22]. Key objective of levy flight distribution is that it engenders numerous petite steps and afterwards an extensive jump will performed. Consequently, it amplifies the exploration (owed to extensive jumps) and exploitation (owing to petite steps) concomitantly. In k-means, clustering separation of the section will do and analogous sections plunge into the similar alliance. Arbitrary clustering approach integrated to amplify the competence of the algorithm. Probabilistic factor is set up through k-means. Therefore, in the projected clustering approach, k-means [22] not implemented in iterations. A new-fangled tender engendered by stirring the previous tender towards the excellent tender in the conqueror cluster It is merit to declare that the excellent tender in the conqueror cluster is not essentially the most excellent bid in the populace of tender.

A new-fangled tender created as follows,

$$N_m S_s = \text{Tender} + S_s \tag{18}$$

$$S_s = \left(2 - \text{iteration} * \left(\frac{2}{\text{maximumiteration}} \right) \right) * \alpha \oplus$$

$$\text{Levyflight} \tag{19}$$

Then the modification of the step size done as follows,

$$S_s = \left(2 - \text{iteration} * \left(\frac{2}{\text{maximumiteration}} \right) \right) * 0.01 * \frac{U}{v^{\beta}} * (y^i - y^*) \tag{20}$$

On the commencement of the algorithm, it is hefty and accordingly it accentuates the exploration. In the subsequent iterations, the downhill factor condensed which pilot to enhanced exploitation of the algorithm. Ultimately, every tender budge on the street to the most excellent tender in the conqueror cluster as follows,

$$t + 1_{\text{tender}_n} = t_{\text{tender}_n} + G * (\text{rand} \times t_{\text{conqueror}_n} - t_{\text{tender}_n}); \text{rand} \in [0,1] \tag{21}$$

The excellent solution has constructive information, which perks up the competence of the algorithm. Consequently, modernize the progress equation by integrating excellent tender to lead the movements of the tenders, sequentially to augment the exploitation.

$$t + 1_{\text{tender}_n} = t_{\text{tender}_n} + G * (\text{rand}_1 \times t_{\text{conqueror}_n} - t_{\text{tender}_n}) + G * (\text{rand}_2 \times t_{\text{most excellent}_n} - t_{\text{tender}_n}) \tag{22}$$

- a. Start
- b. Initialization of the parameters
- c. $Y = \text{initialization of population } N_m \text{ tenders}$
- d. Compute the price function value of tenders
- e. $y^* = \text{from the preliminary population find the most excellent tender}$
- f. For from 1 to $N_{m \text{ population}}$ do
- g. $\beta_i = \text{Engender the arbitrary number between lower and upper bound}$
- h. End for
- i. For iteration from 1 to maximum iteration do
- j. Employ psychological search
- k. For from 1 to $N_{m \text{ population}}$ do
- l. $Q_i = \text{Engender arbitrary number between maximum and minimum number of psychological search process}$
- m. End for
- n. For from 1 to $N_{m \text{ population}}$ do
- o. For j from 1 to Q_i do
- p. $S_s = \left(2 - \text{iteration} * \left(\frac{2}{\text{maximumiteration}} \right) \right) * 0.01 * \frac{U}{v^{\beta}} * (y^i - y^*)$
- q. $N_m S_{s,j} = Y^i + S_s$
- r. End for
- s. $t =$
compute $N_m S_s$ for lowest price function value
- t. if $\text{price}(t) < \text{price}(t^i)$ then
- u. $Y^i = t$
- v. End if
- w. End for
- x. Employ arbitrary clustering stratagem
- y. if $\text{arbitrary} < \text{probability clustering}$; then
- z. Cluster N_m population tenders into k clusters

- aa. For cluster compute the average price functional value
- bb. Choose the cluster which possess lower price functional value as conqueror cluster
- cc. Conqueror =
choose the most excellent tender in the conqueror cluster
- dd. End if
- ee. Based on the most excellent tender tenders are moved to best stratagem
- ff. Forifrom 1 to $N_{mpopulation}$ do
- gg. For n from 1 to $N_{mvariables}$ do
- hh. $t + 1_{tender_n} = t_{tender_n} + G * (rand_1 \times t_{conqueror_n} - t_{tender_n}) + G * (rand_2 \times t_{most\ excellent_n} - t_{tender_n})$
- ii. End for
- jj. End for
- kk. Forifrom 1 to $N_{mpopulation}$ do
- ll. $\beta_i = \text{Engender}$ the arbitrary number between lower and upperbound
- mm. End for
- nn. $y^+ = \text{find the most excellent tender}$ in the current tender
- oo. if $\text{price}(x^+) < \text{price}(x^*)$ then
- pp. $y^* = y^+$
- qq. End if
- rr. End for
- ss. End the process

Then Master explains about the Devotional relationship between Teacher and Student. Residential monasteries are a category of teaching structure in primeval Bharat country with Student existing adjacent or with the Prime Teacher, in the same Residential monasteries. Teacher, Student learn from the preaching is of Prime Teacher. Especially Student will learn spiritual things and life teachings from the Prime Teacher. Other Teachers also in the system who are all in the advanced learning everyday

learn from the Prime Teacher preaching's. The structure will be – chief is Prime Teacher around him Teachers will position and then Student will be located. The prime aim of Teacher and Student is to attain the divine knowledge given by Prime Teacher systematically. However, it's not easy for both Teacher and Student to reach the Prime Teacher level of knowledge.

These decades' Residential monasteries are set up and divine knowledge has spread to the society. The transformation of knowledge generation to generation is happening sequentially. In the proposed algorithm, Prime Teacher will be in the centre point then the next layer Teacher will positioned around the Prime Teacher. Sequentially the Teacher will maintain the Student's in an order around them in next layer. The Prime Teacher will act as the excellent solution. In the Exploration region, Prime Teacher will possess the high divine knowledge. Next, the Teachers will position and further Students positioned in an order. However, there is no time limit or any guarantee that all the Teacher and Student will attain the divinity of the Prime Teacher. Sometimes few may exit from the Residential monasteries learning. It all depends on the self-discipline, hard work and eagerness towards the divine knowledge. Analogous to selecting preliminary populace, selecting the preeminent solution in the new population to the role of the Prime Teacher, rendering to all the other Teacher and Student's - location is significant. This choice will regulate the convergence rapidity as well as the accurateness of the procedure. Therefore, the procedure's principal phase is to discover an operative solution to play a protagonist of the preeminent solution to upsurge the convergence and accurateness of the exploration iterations. The relationship between Prime Teacher, Teacher and Student's is alike attraction of the particles in the material and law of the motion has been utilized in the design, since the Prime Teacher positioned in the centre point and around him Teacher and Students are located with an divine attraction which is equivalent to gravitational attraction.

$$|\overrightarrow{Foa}| = GC * O_1 * O_2 / D^2 \tag{23}$$

where $O_1 * O_2$ define the Teacher and Student's mass GC specify the gravitational constant

$\overrightarrow{Foa} \rightarrow$ Force of attraction

Then the moment (Q) of attraction defined as,

$$|\overrightarrow{Q}| = |\overrightarrow{Foa}| * D \tag{24}$$

$$Q = |\overrightarrow{Foa}| \cdot D_{ij} = GC \frac{O_i \cdot O_j}{D_{ij}^2} * D_{ij} \tag{25}$$

$$O_i, O_j = 1/c^{ob.f_{ij}/\delta} \tag{26}$$

ob. $f_{ij} \rightarrow$ objective function

$c = 2.0$

$\delta = |m(obj) - Obj_{Prime\ Teacher}|$

obj \rightarrow objective functional value

$$D_{ij} = \|Z_i^t - Z_j^t\| = \sqrt{\sum_{k=1}^{\text{dimension}} (Z_i^t - Z_j^t)^2} \quad (27)$$

GC \rightarrow unity in the proposed approach

Global search defined as,

$$\vec{Z}_{t+1} = \vec{Z}_t + e * \alpha * \text{Random}_1 * (Z_{Prime\ Teacher}^t - Z_i^t) \quad (28)$$

$\vec{Z}_t \rightarrow$ present position of Teacher and Shishya'

$$\alpha = \frac{Q_i^t}{Q_{max}^t}$$

$Q_i^t \rightarrow$ divine attraction of Parameshti Teacher

$Q_{max}^t \rightarrow$ value of $m(obj)$

$Z_{Prime\ Teacher}^t \rightarrow$

present location of Parameshti Teacher

$\alpha \in [0,1]$

$\text{Random}_1 \in [0,1]$

$b = 2.0$

Local search the accurate position is always the anticipated aim to found. When the distance (in terms of attaining the divine knowledge) between Prime Teacher and Teacher, Student's is little then local search procedure will be executed.

$$\vec{Z}_{t+1} = \vec{Z}_t + f * \text{Random}_1 * (GD * Z_{Prime\ Teacher}^t - Z_i^t) \quad (29)$$

$$f = f_0 - \frac{t}{T}$$

where t, T are current and maximum iteration

$f_0 = 2$

GD \rightarrow Gauss distribution

$$f(z, \mu, \sigma) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{(z-\mu)^2}{2\sigma^2}\right) \quad (30)$$

$\mu = 0.50$

$\sigma = 0.2$

In order to balance the exploration and exploitation D_{min} parameter applied.

$D_{min} \rightarrow$

large value then , algorithm focus on local search

$D_{min} \rightarrow$

small value then , algorithm focus on global search

$$D_{min} = (\sum_1^{\text{Dimension}} (\max_i - \min_i)^2) / R_o \quad (31)$$

- a. Start
- b. Fix the parameters
- c. Engender the preliminary population
- d. Compute the fitness value
- e. Identify the Excellent fitness
- f. while $t < T$
- g. Modernize the "f" parameter
- h. $f = f_0 - \frac{t}{T}$
- i. Calculate the value of Q
- j. $Q = |\overline{Foa}| \cdot D_{ij} = GC \frac{Q_i \cdot Q_j}{D_{ij}^2} * D_{ij}$
- k. $\delta = |m(obj) - Obj_{Prime\ Teacher}|$
- l. Compute the distance
- m. $D_{ij} = \|Z_i^t - Z_j^t\| = \sqrt{\sum_{k=1}^{\text{dimension}} (Z_i^t - Z_j^t)^2}$
- n. For $i = 1$ to n
- o. if $D_{Prime\ Teacher - Teacher, Student(i)} > D_{min}$, then
- p. Compute Random_1
- q. Compute α
- r. $\alpha = \frac{Q_i^t}{Q_{max}^t}$
- s. $\vec{Z}_{t+1} = \vec{Z}_t + e * \alpha * \text{Random}_1 * (Z_{Prime\ Teacher}^t - Z_i^t)$
- t. Otherwise
- u. Compute Random_1
- v. Compute Random_2
- w. $\vec{Z}_{t+1} = \vec{Z}_t + f * \text{Random}_1 * (GD * Z_{Prime\ Teacher}^t - Z_i^t)$
- x. Compute the fitness value of Teacher, Shishya
- y. Update the $Z_{Prime\ Teacher}$
- z. Modernize the Excellent fitness value
- aa. $t = t + 1$
- bb. Output the best solution
- cc. End

Then Master explains about Vividness. The struggles of human beings to attain the Vividness in their life are endless aspect. Since the alteration in vividness is probable, lone by means of an alteration in human beings thoughts. This aspect has scientifically designed as objective function of vividness in their life and the exploration region optimization is the human being opinions in their life. Preliminary populations arbitrarily initialized. At that point, the populaces are alienated into powerful, adherents, and common human beings. Human beings in their life alter their opinion rendering to the influential powerful human beings, their own experiences and other struggling conditions. The foremost objective of the human being in lifespan as the utmost brainy being in the biosphere is accomplishing Vividness and innermost serenity. This notion has been equivocal and complex. Human beings perception of Vividness is depend on multitude aspects. Many are attained supreme bliss by realization of god in various ways; some attained Vividness through materials, some through relationships, some through nature and some said they never attained Vividness. Human beings mind are wavering rendering to conditions. Master mission is to expound and create Human beings to understand the unanimity in them. In this paper, only certain aspects of Human beings imitated to formulate the algorithm. Human beings in their life alter their opinion rendering to the influential powerful human beings, their own experiences and other struggling conditions. Human being thoughts are altered in periods; rendering to Powerful human begins, own experiences from various experiences obtained from day to day life and through many struggling conditions in the life span. But Human beings intention is to attain the point of Vividness. It depends on the individual how that point reached since Human being's mind thoughts are is inconclusive. The quantity of personality's Vividness is quantifiable concerning his perceptions on the road of dissimilar scopes in lifespan. Human beings opinion on happenings in life are not stable it alters rendering to other conditions and it highly complicated. Number of Human beings is defined as N_p and if Vividness be contingent on G factor, principally everybody arbitrarily be appropriate to a G dimensional atmosphere of opinions. In this work the conditions considered are; a. Self-experiences (local search) (S) b. Powerful human beings determination and scholarly crusade towards them (P) and c. Unexpected fluctuations in the individual humbling perceptions about life (Q).

In the segment of Self-experiences (local search) [10-22] every Human being has assertiveness in the direction of each factor in the on-going life. Human beings alter one or more magnitudes of it to accomplish additional Vividness

and these thoughts are not through the influence from others.

$$\text{Vividness}(n, S + 1, P, Q) = \text{Vividness}(n, S, P, Q) + E(l) \cdot \varphi \tag{32}$$

$E(l)$ define the individual Human being step length φ is random and $E(l)$ gives the quantity of alteration

Human beings may alter their perceptions rendering to the powerful human beings. In the proposed work choosing a Powerful people is rendering to the pastime and current is considered. Then the number of powerful human beings in the population will be around ten percentages.

Powerful human beings have a significant guidance on the opinions of Rishis, sadhus and yogis in the life span. Cliques start altering their opinions speedily and synchronize themselves with Powerful human beings. These Human beings as adherents of a conservatory of opinions see the biosphere from the viewpoint of the Powerful human beings since they are skilled by them. Powerful human beings with a superior position have more devotees. The entire number of adherents is N_A .

$$N_{A \text{ of Powerful}}(O, P + 1, Q) = \frac{1}{\sum_{j=1}^{N_{\text{Self}}} \text{Vividness}(O, S, P, Q)} * N_A, 0 \leq \frac{N_{\text{powerful}}}{\sum_{n=1}^{N_{\text{Self}}} \text{Vividness}(O, S, P, Q)} \tag{33}$$

Powerful human beings (33)

$N_{A \text{ of Powerful}}(O, P 1, Q)$ define the quantity of adherents of Oth Powerful human beings

Any individual human being considered as Powerful human being when less than $\sum_{j=1}^{N_{\text{Self}}} \text{Vividness}(O, S, P, Q)$

The fluctuations in the approaches of the adherents in the life is defined as,

$$\begin{aligned} \text{Vividness}(\text{adherent}(t), j, S, P + 1, Q) &= H * \\ \text{Vividness}(\text{adherent}(t), j, S, P, Q) &+ M * \\ (\text{Vividness}(\text{Powerful human being}(O), j, S, P, Q)) &- \\ \text{Vividness}(\text{adherent}(t), j, S, P, Q) & \end{aligned} \tag{34}$$

where $H = M = 1$

$$\begin{aligned} \text{Vividness}(\text{adherent}(t), j, S, P + 1, Q) &= \\ \text{Vividness}(\text{Powerful human being}(O), j, S, P, Q) & \end{aligned} \tag{35}$$

$H = 1, M \neq 1 \rightarrow$ adherents connection with powerful human being alters

When the common Human beings perceptions alters rendering one or more Powerful human beings then the position of the common Human beings is defined as,

$$\text{Vividness}(n, S + 1, P, Q) = \delta * \text{Vividness}(n, S, P, Q) + \gamma * (\text{Vividness}(\text{Powerful human being}(O), j, S, P, Q)) - \text{Vividness}(n, S, P, Q) \tag{36}$$

$$5 < \delta < 1.01 \text{ and } 0 < \gamma <$$

0.20 is unique random of Powerful human beings

δ and γ are randomly chosen to evade local optima

If a Human being loses his preceding experiences and the domicile of his former opinions, and in exercise the possibility of attaining the optimum declines. In accumulation to the quantified task, by stirring δ away from the value of 1 then, the probability of Human being moving out of limits is momentarily enlarged. Since each facet habitually has admissible limits, while modernizing the location of entities, choosing very trivial or big standards for δ upsurge the probability of moving out of the limits. There are also few reasons for the change of the perception of the Human beings during very tough and bitter conditions while death of close ones, war or huge sized battle, Natural calamities. Those time majority human beings perception on life and Vividness will be different.

1. Start
2. Engender the parameters
3. Allocate Vividness to each human being randomly
4. For $N_{\text{alteration}}$
5. Discover the $N_{\text{Powerful human being}}$
6. Count the quantity of adherents
7. $N_{\text{A of Powerful}}(O, P + 1, Q) =$

$$\frac{1}{\sum_{j=1}^{N_{\text{Self}}} \text{Vividness}(O, S, P, Q)} * N_A, 0 \leq$$

Powerful human beings

8. $\text{Vividness}(\text{adherent}(t), j, S, P + 1, Q) =$

$$\text{Vividness} \left(\begin{matrix} \text{Powerful} \\ \text{human being}(O), j, S, P, Q \end{matrix} \right)$$

9. Alter the Vividness of adherents

10. $\text{Vividness}(\text{adherent}(t), j, S, P + 1, Q) = H * \text{Vividness}(\text{adherent}(t), j, S, P, Q) + M *$

$$\left(\begin{matrix} \text{Vividness} \\ (\text{Powerful human being}(O), j, S, P, Q) \end{matrix} \right) -$$

$$\text{Vividness}(\text{adherent}(t), j, S, P, Q)$$

11. Modify the Vividness of N_{popular}

12. $\text{Vividness}(n, S + 1, P, Q) = \delta * \text{Vividness}(n, S, P, Q) + \gamma *$

$$\left(\begin{matrix} \text{Vividness} \\ (\text{Powerful human being}(O), j, S, P, Q) \end{matrix} \right) -$$

$$\text{Vividness}(n, S, P, Q)$$

13. For N_{entity}

14. Execute the local search

15. $\text{Vividness}(n, S + 1, P, Q) =$

$$\text{Vividness}(n, S, P, Q) + E(I) \cdot \varphi$$

16. For $N_{\text{uni-directional mode}}$

17. If Vividness upsurges then follow the Preceding direction

18. End if

19. End for

20. Alteration of few Human beings who posses least Vividness

21. $t = t + 1$

22. Output the best solution

23. End

Algorithm of Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMA SPRV)

Master enhances the knowledge of Adolescent students through teaching. Through the teachings, Adolescent students learnt about life, relationship and Vividness. These actions imitated and mathematically formulated in the work.

- a. Start
- b. Parameters are defined

nnn. End for
 ooo. Employ arbitrary clustering stratagem
 ppp. if arbitrary < probability clustering ; then
 qqq. Cluster N_m population tenders into k clusters
 rrr. For cluster compute the average price functional value
 sss. Choose the cluster which possess lower price functional value as conqueror cluster
 ttt. Conqueror =
 choose the most excellent tender in the conqueror cluster
 uuu. End if
 vvv. Based on the most excellent tender tenders are moved to best stratagem
 www. Forifrom 1to $N_{m\text{population}}$ do
 xxx. For nfrom 1to $N_{m\text{variables}}$ do
 yyy. $t + 1_{\text{tender}_n} = t_{\text{tender}_n} + G * (\text{rand}_1 \times t_{\text{conqueror}_n} - t_{\text{tender}_n}) + G * (\text{rand}_2 \times t_{\text{most excellent}_n} - t_{\text{tender}_n})$
 zzz. End for
 aaaa. End for
 bbbb. Forifrom 1to $N_{m\text{population}}$ do
 cccc. $\beta_i = \text{Engender the arbitrary number between lower and upperbound}$
 dddd. End for
 eeee. $y^+ = \text{find the most excellent tender in the current tender}$
 ffff. if price(x^+) < price(x^*) then
 gggg. $y^* = y^+$
 hhhh. Modernize the “f” parameter
 iiiii. $f = f_0 - \frac{t}{T}$
 jjjj. Calculate the value of Q
 kkkk. $Q = |\overrightarrow{\text{FoA}}| \cdot D_{ij} = GC \frac{O_i, O_j}{D_{ij}^2} * D_{ij}$

llll. $\delta = |m(\text{obj}) - \text{Obj}_{\text{Prime Teacher}}|$
 mmmm. Compute the distance
 nnnn. $D_{ij} = \|Z_i^t - Z_j^t\| = \sqrt{\sum_{k=1}^{\text{dimension}} (Z_i^t - Z_j^t)^2}$
 oooo. For i = 1toN
 pppp. if $D_{\text{Prime Teacher}-\text{Teacher, Student (i)}} > D_{\text{min}}$, then
 qqqq. Compute Random_1
 rrrr. Compute α
 ssss. $\alpha = \frac{Q_i^t}{Q_{\text{max}}^t}$
 tttt. $\vec{Z}_{t+1} = \vec{Z}_t + e * \alpha * \text{Random}_1 * (Z_{\text{Prime Teacher}}^t - Z_i^t)$
 uuuu. Otherwise
 vvvv. Compute Random_1
 wwww. Compute Random_2
 xxxx. $\vec{Z}_{t+1} = \vec{Z}_t + f * \text{Random}_1 * (GD * Z_{\text{Prime Teacher}}^t - Z_i^t)$
 yyyy. Compute the fitness value
 zzzz. Update the $Z_{\text{Prime Teacher}}$
 aaaaa. Modernize the Excellent fitness value
 bbbbb. Allocate Vividness to each human being randomly
 ccccc. For $N_{\text{alteration}}$
 ddddd. Discover the N_{Powerful} human being
 eeeee. Count the quantity of adherents
 fffff. $N_{\text{A of Powerful}}(O, P + 1, Q) = \frac{1}{\sum_{j=1}^{N_{\text{Self Vividness}}(O,S,P,Q)}} * N_A, 0 \leq$
 $\frac{N_{\text{powerful}}}{\sum_{n=1}^{N_{\text{Self Vividness}}(O,S,P,Q)}}$
 Powerful human beings
 ggggg. $\text{Vividness}(\text{adherent}(t), j, S, P + 1, Q) = \text{Vividness} \left(\begin{matrix} \text{Powerful} \\ \text{human being}(O), j, S, P, Q \end{matrix} \right)$
 hhhhh. Alter the Vividness of adherents
 iiiii. $\text{Vividness}(\text{adherent}(t), j, S, P + 1, Q) = H * \text{Vividness}(\text{adherent}(t), j, S, P, Q) + M *$

$$\left(\begin{array}{c} \text{Vividness} \\ \text{(Powerful human being}(O), j, S, P, Q) \end{array} \right) -$$

Vividness(adherent(t), j, S, P, Q)

jjjjj. Modify the Vividness of N_{popular}

kkkkk. Vividness(n, S + 1, P, Q) = $\delta * \text{Vividness}(n, S, P, Q) + \gamma *$

$$\left(\begin{array}{c} \text{Vividness} \\ \text{(Powerful human being}(O), j, S, P, Q) \end{array} \right) -$$

Vividness(n, S, P, Q)

lllll. For N_{entity}

mmmmm. Execute the local search

nnnnn. Vividness(n, S + 1, P, Q) =

Vividness(n, S, P, Q) + $E(l) \cdot \varphi$

ooooo. For $N_{\text{uni-directional mode}}$

ppppp. If Vividness upsurges then follow the Preceding direction

qqqqq. End if

rrrrr. End for

sssss. Alteration of few Human beings who posses least Vividness

ttttt. End if

uuuuu. Apply updating and boundary control mechanism

vvvvv. $t = t + 1$

wwwww. Return the most excellent optimal solution

xxxxx. End

Table I. outcome OF TMAPSRV in benchmark test functions

Function	TECHSS [23]	ITECHSS [23]	TMAPSRV
1	6.38×10^{-12}	6.96×10^{-9}	6.25×10^{-12}
2	3.08×10^{-7}	5.48×10^{-6}	3.01×10^{-7}
3	2.53×10^{-1}	4.35×10^{-10}	2.12×10^{-1}
4	6.71×10^{-7}	1.19×10^{-5}	6.51×10^{-7}
5	4.110208	117.4396	4.110002
6	3.19×10^{-10}	4.50×10^{-10}	3.01×10^{-10}
7	2.23×10^{-5}	0.002002	2.03×10^{-5}
8	-2877.61	-3052.87	-2851.09
9	1.01×10^{-12}	22.85084	1.01×10^{-12}
10	4.79×10^{-7}	0.810233	4.52×10^{-7}
11	5.91×10^{-12}	0.33718	5.3×10^{-12}
12	2.56×10^{-12}	0.051897	2.1×10^{-12}
13	0.000366	0.001099	0.000270
14	0.998004	0.998004	0.997871
15	0.000307	0.000829	0.000223
16	-1.03163	-1.03163	-1.03104
17	0.397887	0.397887	0.397129
18	3	3	3
19	-3.86278	-3.86278	-3.86131
20	-3.23084	-3.21497	-3.23001
21	-10.1532	-8.80506	-10.1128
22	-10.0486	-8.46635	-10.0121
23	-10.5364	-9.28557	-10.5126

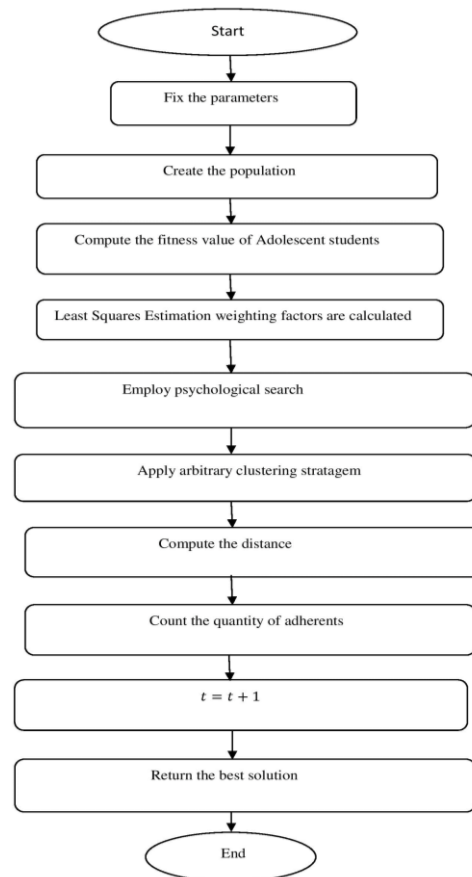


Figure 1. Flow chart of TMAPSRV algorithm

Simulation Results

Validity of Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMAPSRV) is Verified in benchmark functions (Main 7- Unimodal, succeeding 6-Multimodal, final 10- fixed-dimension multimodal) [23]. Table I shows the outcomes on the benchmark test functions. Fig 1 shows the flow chart of TMAPSRV algorithm.

Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMAPRV) performed well in the benchmark functions. This simulation indicates the better performance of the proposed algorithm.

Application of Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMAPRV) for solving the engineering domain problem in order to increase the industrial productivity.

Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMAPRV) applied to solve the Electrical Real power loss reduction problem and TMAPRV algorithm is validated in IEEE 354 bus test system [26] and WDN 220 KV [28], rendering to engineering power loss reduction problem. Table II show the loss dwindling calculation and Figs 2 and 3 gives the evaluation. Mathematical objective of objective of the power problem [23, 24] defined as,

$$\text{Min } \tilde{F}(\bar{m}, \bar{n}) \tag{37}$$

$$m = \left[\begin{matrix} VG_1, \dots, VG_{Ng}; \\ QC_1, \dots, QC_{Nc}; T_1, \dots, T_{Nt} \end{matrix} \right]$$

$$n = \left[\begin{matrix} PG_{slack}; VL_1, \dots, VL_{Nload}; \\ QG_1, \dots, QG_{Ng}; SL_1, \dots, SL_{Nt} \end{matrix} \right]$$

m, n → control and dependent parameters

$$F_1 = P_{\text{Min}} = \text{Min} \left[\sum_m^{N_{TL}} G_m \left[V_i^2 + V_j^2 - 2 * V_i V_j \cos \theta_{ij} \right] \right] \tag{38}$$

$$F_2 = \text{Min} \left[\sum_{i=1}^{N_{LB}} |V_{Lk} - V_{Lk}^{\text{desired}}|^2 + \sum_{i=1}^{N_g} |Q_{GK} - Q_{KG}^{\text{Lim}}|^2 \right] \tag{39}$$

F – objective function

gk – conductance branch

Vi and Vj are voltages at buses i, j

Nbr – number of transmission lines

θij – phase angles

VLk → Load voltage in kth load bus

V_{Lk}^{desired} → Voltage desired at the kth load bus

Q_{GK} → reactive power generated

at kth load bus generators

Q_{KG}^{Lim} → reactive power limits

N_{LB}, N_g → number load and generating units

$$F_3 = \text{Min } L_{\text{Max}} : L_{\text{Max}} = \text{Max} \left[1 - [Y_1]^{-1} [Y_2] \times \frac{V_i}{V_j} \right] \tag{40}$$

$$0 = PG_i - PD_i - V_i \sum_{j \in N_B} V_j \left[G_{ij} \cos[\theta_i - \theta_j] + B_{ij} \sin[\theta_i - \theta_j] \right] \tag{41}$$

$$0 = QG_i - QD_i - V_i \sum_{j \in N_B} V_j \left[G_{ij} \sin[\theta_i - \theta_j] + B_{ij} \cos[\theta_i - \theta_j] \right] \tag{42}$$

NB → number of buses

PG → real power of the generator

QG → reactive power of the generator

PD → real load of the generator

QD → reactive load of the generator

Gij → mutual conductance of bus i and bus j

Bij → susceptance of bus i and bus j

Equality and inequality constraints defined as,

$$P_g^{\text{min}} \leq P_g \leq P_g^{\text{max}} : Q_g^{\text{min}} \leq Q_g \leq Q_g^{\text{max}}, i \in N_g$$

$$VL_i^{\text{min}} \leq VL_i \leq VL_i^{\text{max}}, i \in NL$$

$$T_i^{\text{min}} \leq T_i \leq T_i^{\text{max}}, i \in N_T$$

$$Q_c^{\text{min}} \leq Q_c \leq Q_c^{\text{max}}, i \in N_C$$

$$|SL_i| \leq SL_i^{\text{max}}, i \in N_{TL}$$

$$VG_i^{\text{min}} \leq VG_i \leq VG_i^{\text{max}}, i \in N_g$$

Pg – active power of slack bus

Qg – reactive power of generators

max, min → maximum and minimum value

VL_i → bus voltage magnitude

T_i → transformers tap ratio

Objective function in multi objective mode defined as,

$$\text{MOF} = F_1 + r_1 F_2 + u F_3 = F_1 + \left[\sum_{i=1}^{N_L} x_v [VL_i - VL_i^{\text{min}}]^2 + \sum_{i=1}^{N_G} r_g [QG_i - QG_i^{\text{min}}]^2 \right] + r_f F_3 \tag{43}$$

$$VL_i^{\text{minimum}} = \begin{cases} VL_i^{\text{max}}, & VL_i > VL_i^{\text{max}} \\ VL_i^{\text{min}}, & VL_i < VL_i^{\text{min}} \end{cases}$$

$$QG_i^{\text{minimum}} = \begin{cases} QG_i^{\text{max}}, & QG_i > QG_i^{\text{max}} \\ QG_i^{\text{min}}, & QG_i < QG_i^{\text{min}} \end{cases}$$

nc → switchable reactive power sources

ng → number of generators

nt → number of transformers

Table II. Loss shrinking examination

Procedure	Loss (MW)	PEV(PU)
BOSISAI [24]	337.374	0.4978
BOSISAI [24]	338.715	0.5117
PCISA [25]	339.325	0.5216
BOSCLSO [25]	341.001	0.5354
BOSPSO [25]	341.123	0.6395
TMASPRV	310.106	0.43887

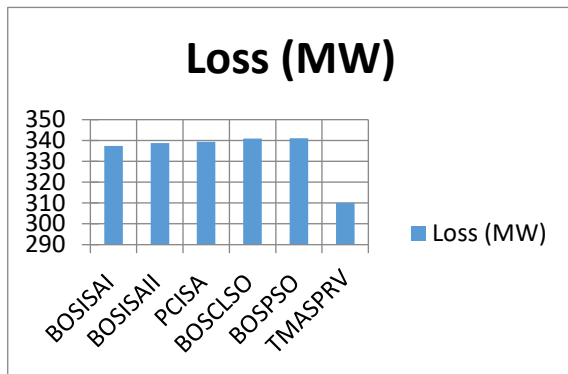


Figure 2. Valuation of loss shrinking

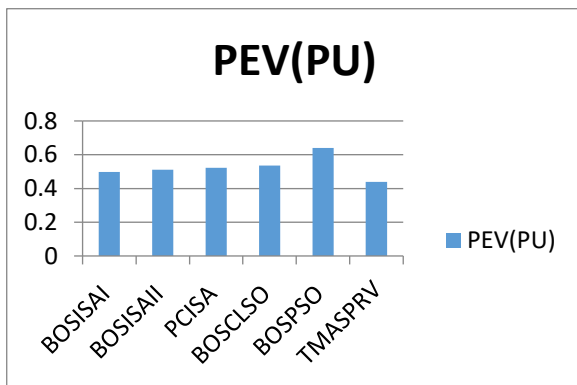


Figure 3. Examination of PEV (Voltage deviation)

Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm validated in Practical system - WDN 220 KV [28]. Table III shows loss shrinking valuation. Figs 4 and 5 give the analysis of outcomes.

Table III. Loss shrinking assessment

Technique	Loss (MW)	PEV(PU)
BOSPSO[27]	32.314	0.5800
BOSBBA [27]	33.875	0.6327
PCBBA [27]	30.786	0.6751
TMASPRV	21. 573	0.4891

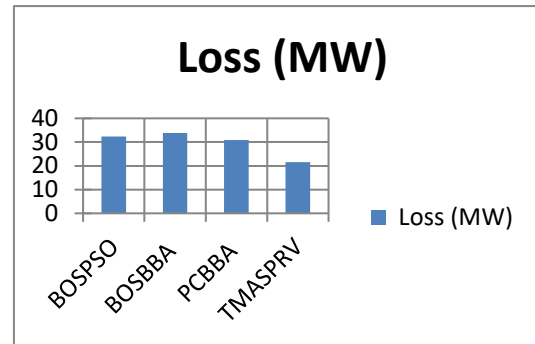


Figure 4. Evaluation of loss shrinking

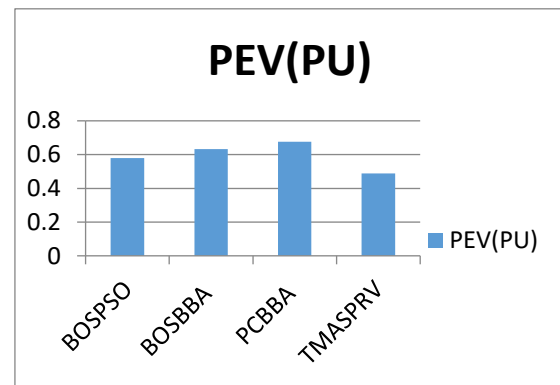


Figure 5. Investigation of PEV (Voltage deviation)

Table IV and Fig 6 show the time taken by Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm.

Table III. Time taken by TMASPRV

Technique	354 bus T(S)	W-220 KV T(S)
TMASPRV	70.93	14.91

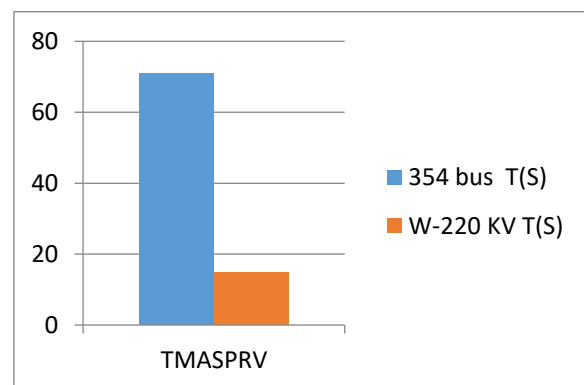


Figure 6. Time taken by TMASPRV

Discussion of Results

Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm validated in benchmark test functions. In engineering domain Electrical real power problem, projected TMASPRV algorithm performed well in reducing the electrical real power loss.

Through this reduction of electrical real power loss, the quality of the electrical power will improved and this quality electrical power continuously improves the production in the industrial sector.

Each Adolescent student's fitness value computed by utilizing (substituting) the characteristics (decision variables) in the standard fitness function and the computed values are stored in matrix. In the initial phase, exploration, heightened on interpretation of the extended space amongst nutrition springs.

Conclusion

In this paper Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm applied to the engineering domain problem in order to increase the power productivity. A Master enhances the knowledge of Adolescent students through teaching. Master molding the Adolescent student's psychological character displayed. Adolescent students may intimate another person in the same age group as role model and thirdly, negative character will developed by Adolescent students without any reason. These three cases mathematically formulated to solve the problem. Each Adolescent students fitness value is computed by utilizing (substituting) the characteristics (decision variables) in the standard fitness. Function and the computed values are stored in matrix. An estimated model between the individuals and their fitness values created based on Chebyshev functional-link network. By Least Squares Estimation, the proposed model optimized. The objective of alliance is to discover a capable region in the exploration space. In k-means, clustering separation of the section will do and analogous sections plunge into the similar alliance. Analogous to selecting preliminary populace, selecting the preeminent solution in the new population to the role of the Prime Teacher, rendering to all the other Teacher and Student's - location is significant. This choice will regulate the convergence rapidity as well as the accurateness of the procedure. Therefore, the procedure's principal phase is to discover an operative solution to play a protagonist of the preeminent solution to upsurge the convergence and accurateness of the

exploration iterations. Number of Human beings is defined as N_p and if Vividness contingent on G factor, principally everybody arbitrarily appropriate to a G dimensional atmosphere of opinions. In this work the conditions considered are; a. Self-experiences (local search) (S) b. Powerful human beings determination and scholarly crusade towards them (P) and c. Unexpected fluctuations in the individual humbling perceptions about life (Q) and in the segment of Self-experiences (local search) every Human being has assertiveness in the direction of each factor in the on-going life. Mathematical Design of Teaching by Master to Adolescent students for Personality Improvement, Relationship and Vividness (TMASPRV) algorithm validated in benchmark test functions. In engineering domain Electrical real power problem, projected TMASPRV algorithm performed well in reducing the electrical real power loss. Through this reduction of electrical real power loss, the quality of the electrical power will improved and this quality electrical power continuously improves the production in the industrial sector.

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