

Editorial

We have released the second issue of the **Journal of Data Processing** with the below described papers.

In the first paper on **“A Method for Optimization issue of Quasi-logarithmic Quantizers”**, the authors addressed the optimization issue of Quasi-logarithmic Quantizer for memoryless Laplacian source. They explained the optimization procedure and the experimental results supported the suitability and success of this model.

In the next paper on **“A Study of the Multiple Objective Integer Problems”**, the authors have proposed an interactive population-based method. They have increased the speed of the search process for which we have used a heuristic procedure.

In the last paper on **“An Algorithm for Automatic Machine Learning of the in Chess Game”**, the authors have designed a system to generate an algorithm for automatic machine learning of the game in chess. They have further defined the transposition database and conversion of the middle-code and obtained results and the outcome is implemented and finally verified.

We do hope that the papers of this issue are interesting to read.

Editors