

Editorial

We bring the last issue of the *Journal of Multimedia Processing and Technologies* with the below described research.

In the first paper on “**Method for identifying the polygons with maps**”, the authors have proposed a method for identifying polygons is proposed where the representative polygon is fixed. The authors have planned to reduce the area of the output polygons and also the perimeters of the polygons. By adding the two goals they prepared the weighed sum of the computational problems. It helped to get the parameter that balance the goals that leads to bring one solution.

In the second paper on “**Algorithms for studying the complexities of isolines**”, the authors reduced the complexity of drawing lines during the measurement of geometric similarities. In the paper the authors developed algorithm to address the complexity of isolines when studying the harmony. During the testing of the algorithms they found it more efficient.

In the last paper on “**Fog computing orchestration based on network latency**”, found that the new domain Fog computing can able to address the requirements for the hybrid environment service orchestration. This work studied the Hybrid Environment Service Orchestrator (HESO) for resilient and trustworthy and fount the significance of the Fog Computing services in terms of network latency. This process is aimed to address the real-time big data analysis, 5G networks and IoT.

The papers have technical merit and features.

Editors