## Editorial

Asia Pacific Mathematics Newsletter (APMN) has entered its fourth year of publication. It is time for us to consider seriously whether such a publication has achieved the originally objectives, namely to provide a platform to foster closer interaction and collaboration among the mathematics community in the region. As the editor since the first issue, I have to admit that contributions from readers in terms of suggestions and comments, news and articles are rather lacking. My call to set up a column "Letters from readers" as a forum for exchange of ideas has not been taken up enthusiastically. Once again, I would like to stress that this bulletin cannot survive and grow without your support.

This issue carries several articles which include "Chern-Cheeger-Simons Theory" by Jaya N N Iyer, "Seifert Fibering" by Kyung-Bai Lee, "On Some Non-Hermitian Ensembles of Random Gaussian Matrices" by Anthony Mays, "Rota's Conjecture" by Geoff Whittle, and "Achievements of Kazuya Kato" by Shuji Saito. A recent interview with Terrence Tao is reported in "Terence Tao Talks to Robert McLachlan". We would like to thank Robert McLachlan and New Zealand Mathematical Society Newsletter for the permission to reproduce this interview.

Finally, I would like to acknowledge the support and cooperation of various regional mathematical societies for sending me news and granting permission to publish items from their newsletters and bulletins.

I wish you a fruitful 2014!

Asia Pacific Mathematics Newsletter welcomes contributions on the following areas:

- Expository articles on mathematical topics of general interest
- Articles on mathematics education
- Introducing centres of excellence in mathematical sciences
- News of mathematical societies in the Asia Pacific region
- Introducing well-known mathematicians from the Asia Pacific region
- Book reviews
- Conference reports and announcements held in Asia Pacific countries
- Letters from readers on relevant topics and issues
- Other items of interest to the mathematical community

