

Papers I Love

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1 Computer Science

1.1 Algorithms

1.1.1 Analysis

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<http://venus.cs.qc.edu/~waxman/cs211%20spring%202009/why%20is%20recursive%20fibonacci%20so%20slow.pdf>
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1.1.2 Compression

1. Data Compression Using Long Common Strings
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1.1.3 Hash

1. SHA-1 and the Strict Avalanche Criterion
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1.1.4 Data Structures

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1.1.5 Elections + Consensus

1. Elections in a Distributed Computing System
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3. In Search of an Understandable Consensus Algorithm
<https://ramcloud.atlassian.net/wiki/download/attachments/6586375/raft.pdf>

1.2 Architectures

1.2.1 Computer Architecture

1. Quantifying the Cost of Context Switch
<http://www.cs.rochester.edu/u/cli/research/switch.pdf>
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1.2.3 REST

1. Architectural Styles and the Design of Network-Based Software Architectures
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1.2.4 SEDA

1. An Architecture for Highly Concurrent, Well-Conditioned Internet Services
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1.2.5 Servers

1. Flash an Efficient and Portable Web Server
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1.2.6 Other Architectures

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<http://www.jsnover.com/Docs/MonadManifesto.pdf>

2. The Hla Tutorial
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1. Architectures for an Event Notification Service Scalable to Wide-Area Networks
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1.2.9 Distributed Systems

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1.2.10 Process Algebra

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2. Some of My Favourite Results in Classic Process Algebra (Version of September 9, 2003)
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1.2.11 Event Based Architecture

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3. Real-Time Modelling of Dds for Event-Driven Applications
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1.2.12 Resiliency

1. Adaptive Overload Control for Busy Internet Servers
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1.3 Programming Paradigms

1.3.1 Process Theory

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1.3.2 Object Oriented

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1.3.3 Double Dispatch

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12. Solving Big Data Challenges for Enterprise Application Performance Management
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1.5 Data Fusion

1. A Generic Architecture for Fusion-Based Intrusion Detection Systems
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2 Mathematics

2.1 Real Analysis

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3. A Tutorial on Principal Component Analysis - Derivation, Discussion and Singular Value Decomposition
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2.3 Forecast

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3 Economy

3.1 Political Economy

3.1.1 Taxes

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