

Papers I Love

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1 Computer Science

1.1 Algorithms

1.1.1 Analysis

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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

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3. In Search of an Understandable Consensus Algorithm
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1.2 Architectures

1.2.1 Computer Architecture

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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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1.2.7 Patterns

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1.2.9 Distributed Systems

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1.2.10 Process Algebra

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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

1. A Brief History of Process Algebra
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1.3.2 Object Oriented

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1.3.3 Generic Programming

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1.3.4 Dynamic Dispatch

1. Design and evaluation of C++ open multi-methods
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12. Solving Big Data Challenges for Enterprise Application Performance Management
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3.1 Political Economy

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