Papers I Love

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1 Computer Science

1.1 Algorithms

1.1.1 Analysis

1. Recursive Algorithms in Computer Science Courses: Fibonacci Numbers and Binomial Coefficients

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

2. Binomial Coefcient Computation: Recursion or Iteration? http://delab.csd.auth.gr/papers/SBI02m.pdf

1.1.2 Compression

1. Data Compression Using Long Common Strings http://www.cs.brandeis.edu/~dilant/cs175/%5BSiying-Dong%5D.pdf

1.1.3 Hash

 SHA-1 and the Strict Avalanche Criterion https://arxiv.org/pdf/1609.00616.pdf

1.1.4 Data Structures

1. Bitlist New Full-Text Index for Low Space Cost and Efficient Keyword Search

http://www.vldb.org/pvldb/vol6/p1522-rao.pdf

1.1.5 Elections + Consensus

1. Elections in a Distributed Computing System
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http://homopage.gg.nieve.edu/gghogh/Pully.pdf

http://homepage.cs.uiowa.edu/~ghosh/Bully.pdf

- 2. The Part-Time Parliament http://research.microsoft.com/en-us/um/people/lamport/pubs/lamport-paxos.pdf
- 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

- Quantifying the Cost of Context Switch http://www.cs.rochester.edu/u/cli/research/switch.pdf
- 2. What Every Programmer Should Know About Memory https://people.freebsd.org/~lstewart/articles/cpumemory.pdf

1.2.2 Multi Tenancy

- Enabling Multi-Tenancy an Industrial Experience Report http://swerl.tudelft.nl/twiki/pub/Main/TechnicalReports/TUD-SERG-2010-030.pdf
- 2. Multi-Tenant Saas Applications: Maintenance Dream or Nightmare http://swerl.tudelft.nl/twiki/pub/Main/TechnicalReports/TUD-SERG-2010-031.pdf
- Towards an Elastic and Autonomic Multitenant Database http://research.microsoft.com/en-us/um/people/srikanth/netdb11/ netdb11papers/netdb11-final8.pdf

1.2.3 REST

 ${\it 1. Architectural\ Styles\ and\ the\ Design\ of\ Network-Based\ Software\ Architectures}$

http://academic.research.microsoft.com/Publication/1309313/architectural-styles-and-the-design-of-network-based-software-architectures http://www.ics.uci.edu/~fielding/pubs/dissertation/top.htm

1.2.4 SEDA

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

http://academic.research.microsoft.com/Publication/112151/seda-an-architecture-for-well-conditioned-scalable-internet-services

http://www.eecs.harvard.edu/~mdw/papers/mdw-phdthesis.pdf

1.2.5 Servers

 Flash an Efficient and Portable Web Server https://www.usenix.org/event/usenix99/full_papers/pai/pai.pdf

1.2.6 Other Architectures

- The Monad Manifesto http://www.jsnover.com/Docs/MonadManifesto.pdf
- 2. The Hla Tutorial http://www.pitch.se/hlatutorial

1.2.7 Patterns

1. Active Object: An Object Behavioral Pattern for Concurrent Programming

http://www.cs.wustl.edu/~schmidt/PDF/Act-Obj.pdf

- Plop Half-Sync/half-Async: An Architectural Pattern for Efficient and Well-Structured Concurrent I/o http://www.cs.wustl.edu/~schmidt/PDF/PLoP-95.pdf
- 3. EASTL Electronic Arts Standard Template Library http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2007/n2271.html

1.2.8 Overlay Networks

1. Architectures for an Event Notification Service Scalable to Wide-Area Networks

http://academic.research.microsoft.com/Publication/314658/architecturesfor-an-event-notification-service-scalable-to-wide-area-networks http://www.inf.usi.ch/carzaniga/papers/phd_thesis.pdf

1.2.9 Distributed Systems

- 1. Time, Clocks and the Ordering of Events in a Distributed System http://research.microsoft.com/en-us/um/people/lamport/pubs/pubs.html#time-clocks http://research.microsoft.com/en-us/um/people/lamport/pubs/time-clocks.pdf
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- 3. Your Coffee Shop Doesnt Use Two-Phase Commit http://www.enterpriseintegrationpatterns.com/docs/IEEE_Software_Design_2PC.pdf
- 4. Life Beyond Distributed Transactions: An Apostates Opinion http://www.ics.uci.edu/~cs223/papers/cidr07p15.pdf

1.2.10 Process Algebra

- A Brief History of Process Algebra http://alexandria.tue.nl/extra1/wskrap/publichtml/200402.pdf
- 2. Some of My Favourite Results in Classic Process Algebra (Version of September 9, 2003)

https://www.researchgate.net/publication/228785318_Some_of_My_Favourite_Results_in_Classic_Process_Algebra_Version_of_September_9_2003

3. Reactive Systems: Modelling, Specication and Verication https://www.semanticscholar.org/paper/Reactive-Systems-Modelling-Specification-and-Ace 454e1c72efc65270649e10efb11f4390606b7ea7

1.2.11 Event Based Architecture

- Design of a Scalable Event Notification Service Interface and Architecture http://academic.research.microsoft.com/Publication/312680/design-of-a-scalableevent-notification-service-interface-and-architecture http://www.inf.usi.ch/carzaniga/papers/CU-CS-863-98.pdf
- Fast Forwarding for Content-Based Networking http://academic.research.microsoft.com/Publication/7217/fast-forwardingfor-content-based-networking http://www.inf.usi.ch/carzaniga/papers/cucs-922-01-r1.pdf
- 3. Real-Time Modelling of Dds for Event-Driven Applications http://www.ctr.unican.es/publications/hpt-jjg-2012a.pdf

1.2.12 Resiliency

1. Adaptive Overload Control for Busy Internet Servers http://academic.research.microsoft.com/Publication/634136/adaptive-overload-control-for-busy-internet-servers http://www.eecs.harvard.edu/~mdw/papers/control-usits03.pdf

1.3 Programming Paradigms

1.3.1 Language Analysis

1. Evaluating the Design of the R Language http://r.cs.purdue.edu/pub/ecoop12.pdf

1.3.2 Process Theory

 A Brief History of Process Algebra http://alexandria.tue.nl/extra1/wskrap/publichtml/200402.pdf

1.3.3 Object Oriented

1. A Theory of Objects

http://academic.research.microsoft.com/Publication/1354440/a-theory-of-objects http://lucacardelli.name/Talks/1997-06%20A%20Theory%20of%200bject% 20(ECOOP%20Tutorial).pdf

- Traits: Composable Units of Behaviour http://scg.unibe.ch/archive/papers/Scha03aTraits.pdf
- 3. Applying Traits to the Smalltalk Collection Hierarchy http://www.researchgate.net/publication/2564879_Applying_Traits_ to_the_Smalltalk_Collection_Hierarchy
- 4. A Laboratory for Teaching Object-Oriented Thinking http://www.inf.ed.ac.uk/teaching/courses/seoc/2007_2008/resources/ CRC_00thinking.pdf

1.3.4 Generic Programming

1. Design Patterns for Generic Programming in C++ https://www.lrde.epita.fr/dload/papers/coots01.html

1.3.5 Dynamic Dispatch

 Design and evaluation of C++ open multi-methods https://parasol.tamu.edu/~yuriys/papers/OMM10.pdf

1.4 Database

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- 2. Generalized Search Trees for Database Systems http://db.cs.berkeley.edu/papers/vldb95-gist.pdf
- 3. Concurrency and Recovery in Generalized Search TreeS http://db.cs.berkeley.edu/papers/sigmod97-gist.pdf
- 4. Data Cube: A Relational Aggregation Operator Generalizing Group-By, Cross-Tab, and Sub-Totals http://research.microsoft.com/pubs/69578/tr-95-22.pdf
- 5. Query Optimization in Microsoft Sql Server PDW http://academic.research.microsoft.com/Publication/56916436/query-optimization-in-microsoft-sql-server-pdw
- 6. Druid: A Real-Time Analytical Data Store http://static.druid.io/docs/druid.pdf

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- 8. Googles Mapreduce Programming Model Revisited http://www.idt.mdh.se/kurser/cd5100/ht06/MapReduce/Ralf-Laemmel-paper/paper.pdf
- 9. Cassandra a Decentralized Structured Storage System http://www.cs.cornell.edu/projects/ladis2009/papers/lakshman-ladis2009.pdf
- 10. Bigtable: A Distributed Storage System for Structured Data http://static.googleusercontent.com/media/research.google.com/en//archive/bigtable-osdi06.pdf
- 11. Dynamo: Amazons Highly Available Key-Value Store http://s3.amazonaws.com/AllThingsDistributed/sosp/amazon-dynamo-sosp2007. pdf
- 12. Solving Big Data Challenges for Enterprise Application Performance Management http://vldb.org/pvldb/vol5/p1724_tilmannrabl_vldb2012.pdf

1.5 Data Fusion

1. A Generic Architecture for Fusion-Based Intrusion Detection Systems https://rcdeboer.home.xs4all.nl/rcdb_thesis.pdf

1.6 Artificial Intelligence

 Computing Machinery and Intelligence http://orium.pw/paper/turingai.pdf

1.7 Text Mining

- Text Mining Infrastructure in R https://www.jstatsoft.org/article/view/v025i05
- 2. Checkers Is Solved
 http://www.eecs.wsu.edu/~holder/courses/CptS570/fall07/papers/
 Schaeffer07.pdf
- 3. Mastering the Game of Go with Deep Neural Networks and Tree Search https://gogameguru.com/i/2016/03/deepmind-mastering-go.pdf

1.8 VIPs

 Richard Bellman's contributions to computer science http://www.sciencedirect.com/science/article/pii/0022247X86901460

2 Mathematics

2.1 Real Analysis

 Coisas que o Lus precisa aprender http://www.todasasconfiguracoes.com/wp-content/uploads/2012/04/ luis.pdf

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- 2. Tidy Data
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- A Tutorial on Principal Component Analysis Derivation, Discussion and Singular Value Decomposition https://www.cs.princeton.edu/picasso/mats/PCA-Tutorial-Intuition_ jp.pdf
- 4. An introduction to ROC analysis https://ccrma.stanford.edu/workshops/mir2009/references/ROCintro.pdf
- 5. TEACHING SURVEY SAMPLING WITH THE SAMPLING R PACKAGE http://iase-web.org/documents/papers/icots8/ICOTS8_4J1_TILLE.pdf

2.3 Forecast

 Forecasting Global Climate Change https://faculty.wharton.upenn.edu/wp-content/uploads/2015/02/ GlobalClimateChange-FWP-(2)_2.pdf

3 Science

3.1 Research

 Why Most Published Research Findings Are False http://journals.plos.org/plosmedicine/article?id=10.1371/journal. pmed.0020124

4 Economy

4.1 Political Economy

4.1.1 Taxes

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- 2. Dynamic Revenue Estimation https://ideas.repec.org/a/aea/jecper/v10y1996i1p141-57.html
- 3. Dynamic Scoring an Introduction to the Issues https://www.aeaweb.org/annual_mtg_papers/2005/0107_1430_1304.pdf