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

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

1.1.3 Hash

1. 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

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- Elections in a Distributed Computing System http://academic.research.microsoft.com/Publication/716253/elections-in-a-distributed-computing-system 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
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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

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- 1. 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
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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

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

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 The Monad Manifesto http://www.jsnover.com/Docs/MonadManifesto.pdf

2. The Hla Tutorial http://www.pitch.se/hlatutorial

1.2.7 Patterns

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2. 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

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1. Time, Clocks and the Ordering of Events in a Distributed System http://academic.research.microsoft.com/Publication/775212/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

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- A Brief History of Process Algebra http://alexandria.tue.nl/extra1/wskrap/publichtml/200402.pdf
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- 1. Design of a Scalable Event Notification Service Interface and Architecture http://academic.research.microsoft.com/Publication/312680/design-of-a-scalable-event-notification-service-interface-and-architecture http://www.inf.usi.ch/carzaniga/papers/CU-CS-863-98.pdf
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- 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

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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

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- 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

1.3.6 Functional Programming

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- 2. Generalized Search Trees for Database Systems http://db.cs.berkeley.edu/papers/vldb95-gist.pdf
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- 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
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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

1. 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 Geometry

1. An Elementary Course in Synthetic Projective Geometry

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- Basic Linear Algebra Subprograms for Fortran Usage https://ntrs.nasa.gov/archive/nasa/casi.ntrs.nasa.gov/19780018835. pdf
- 2. FLAME: Formal Linear Algebra Methods Environment http://tinyurl.com/ycxkmzw7
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2.3 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 http://vita.had.co.nz/papers/tidy-data.pdf
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- 5. TEACHING SURVEY SAMPLING WITH THE SAMPLING R PACK-AGE http://iase-web.org/documents/papers/icots8/ICOTS8_4J1_TILLE.pdf
- 6. Data Mining and Statistics: What's the Connection http://docs.salford-systems.com/dm-stat.pdf

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3 Science

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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
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