Papers I Love

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1 Computer Science

1.1 Algorithms

1.1.1 Analysis

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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

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- 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

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- 2. What Every Programmer Should Know About Memory https://people.freebsd.org/~lstewart/articles/cpumemory.pdf

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- 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

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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

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

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2. Plop Half-Sync/half-Async: An Architectural Pattern for Efficient and Well-Structured Concurrent I/o

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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

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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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- 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
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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

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

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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

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

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- 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

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 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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3 Science

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

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4.1 Political Economy

4.1.1 Taxes

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