

Papers I Love

Daniel Frederico Lins Leite

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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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3. In Search of an Understandable Consensus Algorithm
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1.2.1 Computer Architecture

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<http://www.cs.rochester.edu/u/cli/research/switch.pdf>
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<https://people.freebsd.org/~lstewart/articles/cpumemory.pdf>

1.2.2 Multi Tenancy

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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

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1.2.6 Other Architectures

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

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

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1.3.1 Language Analysis

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1.3.2 Process Theory

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1.3.3 Object Oriented

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1.4 Database

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4.1 Political Economy

4.1.1 Taxes

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