Papers I Love

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January 20, 2018

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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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1.1.2 Compression

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

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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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1.1.5 Elections + Consensus

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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

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

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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

1.2.6 Other Architectures

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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

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

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- 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)

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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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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

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- 1. The Ubiquitous B-Tree http://people.cs.aau.dk/~simas/aalg06/UbiquitBtree.pdf
- 2. Generalized Search Trees for Database Systems http://db.cs.berkeley.edu/papers/vldb95-gist.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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- 10. Bigtable: A Distributed Storage System for Structured Data http://static.googleusercontent.com/media/research.google.com/ en//archive/bigtable-osdi06.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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- 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

2.2 Linear Algebra

- 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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4.1 Political Economy

4.1.1 Taxes

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