Papers I Love

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1 Computer Science

1.1 Algorithms

1.1.1 Analysis

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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. 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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1.2.5 Servers

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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

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

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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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1.6 Artificial Intelligence

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

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1. An Elementary Course in Synthetic Projective Geometry

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- 2. FLAME: Formal Linear Algebra Methods Environment http://tinyurl.com/ycxkmzw7
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3 Science

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4 Economy

4.1 Political Economy

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