

Papers I Love

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1 Computer Science

1.1 Algorithms

1.1.1 Analysis

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<http://delab.csd.auth.gr/papers/SBI02m.pdf>

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

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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1.2.1 Computer Architecture

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<http://www.cs.rochester.edu/u/cli/research/switch.pdf>
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3. Towards an Elastic and Autonomic Multitenant Database
<http://research.microsoft.com/en-us/um/people/srikanth/netdb11/netdb11papers/netdb11-final8.pdf>

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1. Architectural Styles and the Design of Network-Based Software Architectures
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1.2.4 SEDA

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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

1. The Monad Manifesto
<http://www.jsnover.com/Docs/MonadManifesto.pdf>
2. The Hla Tutorial
<http://www.pitch.se/hlatutorial>

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<http://www.cs.wustl.edu/~schmidt/PDF/PLoP-95.pdf>
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1. Architectures for an Event Notification Service Scalable to Wide-Area Networks
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<http://www.inf.usi.ch/carzaniga/papers/cucs-922-01-r1.pdf>
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
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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>

1.3.2 Process Theory

1. A Brief History of Process Algebra
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1.3.3 Object Oriented

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1.3.4 Generic Programming

1. Design Patterns for Generic Programming in C++
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1.3.5 Dynamic Dispatch

1. Design and evaluation of C++ open multi-methods
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11. Dynamo: Amazons Highly Available Key-Value Store
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1.7 Text Mining

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<https://gogameguru.com/i/2016/03/deepmind-mastering-go.pdf>

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4.1.1 Taxes

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