Daniel Frederico Lins Leite

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# Computer Science

## Algorithms

### Compression

#### Data Compression Using Long Common Strings

<http://www.cs.brandeis.edu/~dilant/cs175/%5BSiying-Dong%5D.pdf>

### Data Structure

#### Bitlist New Full-text Index for Low Space Cost and Efﬁcient Keyword Search

<http://www.vldb.org/pvldb/vol6/p1522-rao.pdf>

Hashed and Hierarchical Timing Wheels: Data Structures for the Efficient Implementation of a Timer Facility

http://www.cs.columbia.edu/~nahum/w6998/papers/sosp87-timing-wheels.pdf

### Elections+Consensus

#### Elections in a Distributed Computing System

<http://academic.research.microsoft.com/Publication/716253/elections-in-a-distributed-computing-system>

<http://homepage.cs.uiowa.edu/~ghosh/Bully.pdf>

#### The Part-Time parliament

<http://research.microsoft.com/en-us/um/people/lamport/pubs/lamport-paxos.pdf>

#### In Search of an Understandable Consensus Algorithm

<https://ramcloud.atlassian.net/wiki/download/attachments/6586375/raft.pdf>

## Architectures

### Computer Architecture

#### Quantifying The Cost of Context Switch

<http://www.cs.rochester.edu/u/cli/research/switch.pdf>

#### What Every Programmer Should Know About Memory

<https://people.freebsd.org/~lstewart/articles/cpumemory.pdf>

### Multi Tenancy

#### Enabling Multi-Tenancy An Industrial Experience Report

<http://swerl.tudelft.nl/twiki/pub/Main/TechnicalReports/TUD-SERG-2010-030.pdf>

#### Multi-Tenant SaaS Applications: Maintenance Dream or Nightmare

<http://swerl.tudelft.nl/twiki/pub/Main/TechnicalReports/TUD-SERG-2010-031.pdf>

#### Towards an Elastic and Autonomic Multitenant Database

<http://research.microsoft.com/en-us/um/people/srikanth/netdb11/netdb11papers/netdb11-final8.pdf>

### REST

#### Architectural Styles and the Design of Network-based Software Architectures

<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>

### SEDA

#### An Architecture for Highly Concurrent, Well-Conditioned Internet Services

<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>

### Servers

#### Flash An Efficient and Portable Web Server

<https://www.usenix.org/event/usenix99/full_papers/pai/pai.pdf>

### Other Architectures

#### The Monad Manifesto

<http://www.jsnover.com/Docs/MonadManifesto.pdf>

#### The HLA Tutorial

<http://www.pitch.se/hlatutorial>

### Patterns

#### 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>

## Overlay Networks

#### Architectures for an Event Notification Service Scalable to Wide-area Networks

<http://academic.research.microsoft.com/Publication/314658/architectures-for-an-event-notification-service-scalable-to-wide-area-networks>

<http://www.inf.usi.ch/carzaniga/papers/phd_thesis.pdf>

## Distributed Systems

### 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](http://research.microsoft.com/en-us/um/people/lamport/pubs/pubs.html" \l "time-clocks)

<http://research.microsoft.com/en-us/um/people/lamport/pubs/time-clocks.pdf>

### Distributed snapshots: determining global states of distributed systems

<http://academic.research.microsoft.com/Publication/803548/distributed-snapshots-determining-global-states-of-distributed-systems>

[http://research.microsoft.com/en-us/um/people/lamport/pubs/pubs.html#chandy](http://research.microsoft.com/en-us/um/people/lamport/pubs/pubs.html" \l "chandy)

<http://research.microsoft.com/en-us/um/people/lamport/pubs/chandy.pdf>

### Your Coffee Shop Doesn’t Use Two-Phase Commit

<http://www.enterpriseintegrationpatterns.com/docs/IEEE_Software_Design_2PC.pdf>

### A BRIEF HISTORY OF PROCESS ALGEBRA

<http://alexandria.tue.nl/extra1/wskrap/publichtml/200402.pdf>

## Event Based Architecture

### 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>

### Fast Forwarding for Content-Based Networking

<http://academic.research.microsoft.com/Publication/7217/fast-forwarding-for-content-based-networking>

<http://www.inf.usi.ch/carzaniga/papers/cucs-922-01-r1.pdf>

### Real-time modelling of DDS for event-driven applications

<http://www.ctr.unican.es/publications/hpt-jjg-2012a.pdf>

## Resiliency

### 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>

## Programming Paradigms

### Object Oriented

#### A Theory of Objects

<http://academic.research.microsoft.com/Publication/1354440/a-theory-of-objects>

[http://lucacardelli.name/Talks/1997-06%20A%20Theory%20of%20Object%20(ECOOP%20Tutorial).pdf](http://lucacardelli.name/Talks/1997-06 A Theory of Object (ECOOP Tutorial).pdf)

#### Traits: Composable Units of Behaviour

<http://scg.unibe.ch/archive/papers/Scha03aTraits.pdf>

#### Applying Traits to the Smalltalk Collection Hierarchy

<http://www.researchgate.net/publication/2564879_Applying_Traits_to_the_Smalltalk_Collection_Hierarchy>

#### A Laboratory For Teaching Object-Oriented Thinking

<http://www.inf.ed.ac.uk/teaching/courses/seoc/2007_2008/resources/CRC_OOthinking.pdf>

## Database

### The Ubiquitous B-Tree

<http://people.cs.aau.dk/~simas/aalg06/UbiquitBtree.pdf>

### Generalized Search Trees for Database Systems

<http://db.cs.berkeley.edu/papers/vldb95-gist.pdf>

### Concurrency and Recovery in Generalized Search Trees

<http://db.cs.berkeley.edu/papers/sigmod97-gist.pdf>

### Data Cube: A Relational Aggregation Operator Generalizing Group-By, Cross-Tab, and Sub-Totals

<http://research.microsoft.com/pubs/69578/tr-95-22.pdf>

### Query optimization in Microsoft SQL server PDW

<http://academic.research.microsoft.com/Publication/56916436/query-optimization-in-microsoft-sql-server-pdw>

### DRUID: A Real-time Analytical Data Store

<http://static.druid.io/docs/druid.pdf>

### Map-Reduce: SIMPLIFIED DataProcessing on Large Clusters

<http://static.googleusercontent.com/media/research.google.com/en/us/archive/mapreduce-osdi04.pdf>

### Google’s MapReduce Programming Model — Revisited

<http://www.idt.mdh.se/kurser/cd5100/ht06/MapReduce/Ralf-Laemmel-paper/paper.pdf>

### Cassandra - A Decentralized Structured Storage System

<http://www.cs.cornell.edu/projects/ladis2009/papers/lakshman-ladis2009.pdf>

### Bigtable: A Distributed Storage System for Structured Data

<http://static.googleusercontent.com/media/research.google.com/en//archive/bigtable-osdi06.pdf>

### Dynamo: Amazon’s Highly Available Key-value Store

<http://s3.amazonaws.com/AllThingsDistributed/sosp/amazon-dynamo-sosp2007.pdf>

### Solving Big Data Challenges for Enterprise Application Performance Management

<http://vldb.org/pvldb/vol5/p1724_tilmannrabl_vldb2012.pdf>

# Mathematics

## Real Analysis

### Coisas que o Luís precisa aprender

<http://www.todasasconfiguracoes.com/wp-content/uploads/2012/04/luis.pdf>

## Statistics

### A Note On The Generation of Random Normal Deviates

<http://projecteuclid.org/euclid.aoms/1177706645>

### Tidy Data

<http://vita.had.co.nz/papers/tidy-data.pdf>

# Economy

## Political Economy

### Taxes

#### The Laffer Curve Past, Present, and Future

<http://s3.amazonaws.com/thf_media/2004/pdf/bg1765.pdf>

### Dynamic Revenue Estimation

<https://ideas.repec.org/a/aea/jecper/v10y1996i1p141-57.html>

### Dynamic Scoring An Introduction to the Issues

<https://www.aeaweb.org/annual_mtg_papers/2005/0107_1430_1304.pdf>