Daniel Frederico Lins Leite

Papers I love

Inspired by <https://github.com/papers-we-love/papers-we-love>

last modified: 2016/08/21

Index

[Computer Science 5](#_Toc460751575)

[Algorithms 5](#_Toc460751576)

[Compression 5](#_Toc460751577)

[Data Compression Using Long Common Strings 5](#_Toc460751578)

[Data Structure 5](#_Toc460751579)

[Bitlist New Full-text Index for Low Space Cost and Efﬁcient Keyword Search 5](#_Toc460751580)

[Elections+Consensus 5](#_Toc460751581)

[Elections in a Distributed Computing System 5](#_Toc460751582)

[The Part-Time parliament 5](#_Toc460751583)

[In Search of an Understandable Consensus Algorithm 5](#_Toc460751584)

[Architectures 6](#_Toc460751585)

[Computer Architecture 6](#_Toc460751586)

[Quantifying The Cost of Context Switch 6](#_Toc460751587)

[What Every Programmer Should Know About Memory 6](#_Toc460751588)

[Multi Tenancy 6](#_Toc460751589)

[Enabling Multi-Tenancy An Industrial Experience Report 6](#_Toc460751590)

[Multi-Tenant SaaS Applications: Maintenance Dream or Nightmare 6](#_Toc460751591)

[Towards an Elastic and Autonomic Multitenant Database 6](#_Toc460751592)

[REST 6](#_Toc460751593)

[Architectural Styles and the Design of Network-based Software Architectures 6](#_Toc460751594)

[SEDA 6](#_Toc460751595)

[An Architecture for Highly Concurrent, Well-Conditioned Internet Services 6](#_Toc460751596)

[Servers 6](#_Toc460751597)

[Flash An Efficient and Portable Web Server 6](#_Toc460751598)

[Other Architectures 6](#_Toc460751599)

[The Monad Manifesto 6](#_Toc460751600)

[The HLA Tutorial 7](#_Toc460751601)

[Patterns 7](#_Toc460751602)

[PLoP 7](#_Toc460751603)

[Half-Sync/half-Async: An Architectural Pattern for Efficient and Well-structured Concurrent I/O 7](#_Toc460751604)

[Overlay Networks 8](#_Toc460751605)

[Architectures for an Event Notification Service Scalable to Wide-area Networks 8](#_Toc460751606)

[Distributed Systems 8](#_Toc460751607)

[Time, clocks and the ordering of events in a distributed system 8](#_Toc460751608)

[Distributed snapshots: determining global states of distributed systems 8](#_Toc460751609)

[Your Coffee Shop Doesn’t Use Two-Phase Commit 8](#_Toc460751610)

[A BRIEF HISTORY OF PROCESS ALGEBRA 8](#_Toc460751611)

[Event Based Architecture 8](#_Toc460751612)

[Design of a Scalable Event Notification Service Interface and Architecture 8](#_Toc460751613)

[Fast Forwarding for Content-Based Networking 8](#_Toc460751614)

[Real-time modelling of DDS for event-driven applications 9](#_Toc460751615)

[Resiliency 10](#_Toc460751616)

[Adaptive Overload Control for Busy Internet Servers 10](#_Toc460751617)

[Programming Paradigms 11](#_Toc460751618)

[Object Oriented 11](#_Toc460751619)

[A Theory of Objects 11](#_Toc460751620)

[Traits: Composable Units of Behaviour 11](#_Toc460751621)

[Applying Traits to the Smalltalk Collection Hierarchy 11](#_Toc460751622)

[A Laboratory For Teaching Object-Oriented Thinking 11](#_Toc460751623)

[Database 12](#_Toc460751624)

[The Ubiquitous B-Tree 12](#_Toc460751625)

[Generalized Search Trees for Database Systems 12](#_Toc460751626)

[Concurrency and Recovery in Generalized Search Trees 12](#_Toc460751627)

[Data Cube: A Relational Aggregation Operator Generalizing Group-By, Cross-Tab, and Sub-Totals 12](#_Toc460751628)

[Query optimization in Microsoft SQL server PDW 12](#_Toc460751629)

[DRUID: A Real-time Analytical Data Store 12](#_Toc460751630)

[Map-Reduce: SIMPLIFIED DataProcessing on Large Clusters 12](#_Toc460751631)

[Google’s MapReduce Programming Model — Revisited 12](#_Toc460751632)

[Cassandra - A Decentralized Structured Storage System 12](#_Toc460751633)

[Bigtable: A Distributed Storage System for Structured Data 12](#_Toc460751634)

[Dynamo: Amazon’s Highly Available Key-value Store 12](#_Toc460751635)

[Solving Big Data Challenges for Enterprise Application Performance Management 12](#_Toc460751636)

[Mathematics 13](#_Toc460751637)

[Real Analysis 13](#_Toc460751638)

[Coisas que o Luís precisa aprender 13](#_Toc460751639)

[Statistics 13](#_Toc460751640)

[A Note On The Generation of Random Normal Deviates 13](#_Toc460751641)

[Tidy Data 13](#_Toc460751642)

[Economy 14](#_Toc460751643)

[Political Economy 14](#_Toc460751644)

[Taxes 14](#_Toc460751645)

[The Laffer Curve Past, Present, and Future 14](#_Toc460751646)

[Dynamic Revenue Estimation 14](#_Toc460751647)

[Dynamic Scoring An Introduction to the Issues 14](#_Toc460751648)

# 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>

### 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/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/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>

#### 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>