

EIP Single Source Cleanup

Proposal for new setup:

t

1. Get <https://eips.ethereum.org> to update the look and feel to match <https://ethereum.org>
2. Have a consistent Ethereum.org tree structure, fully linked up and down the tree.
 - a. The top of the main Ether tree is <https://ethereum.org>.
 - b. The top level sub branch <https://eips.ethereum.org> is the top level EIP branch.
 - i. Replaces, and takes over the data in <https://ethereum.org/eips>.
 - ii. Replace the minor link to ethereum.org/eips, at the bottom of the ethereum.org homepage, with a major section pointer to the new page, equal to other main sections on the page.

First Initial Steps to take:

1. Setup a staging area for modifications to eips.ethereum.org.
 - a. Create a staging fork of the EIPs repository:
 - i. Done: <https://github.com/the-canonizer/EIPs>
 - b. Set up a staging jekyll mirror site of <https://eips.ethereum.org/>
 - i. In Process: https://eips_staging.canonizer.com/
2. Modify the staging content with the above proposed changes.
3. Add a pull request to [EIP 1](#) with a link to this document, the staging area, and information about our intentions to obsolete EIP 1 and move that data elsewhere, and why. (including Lack of EIP editor resources)
4. Publicise the changes, and iterate till we know everyone is on board with the changes.
5. Finally do a pull request of the changes to the official [eips](https://eips.ethereum.org/) repository, and to the main ethereum.org page, linking to the new pages for EIP information.
6. Continue improving other things along in this Single Source of Truth direction.

Eips.org website github repository:

<https://github.com/ethereum/ethereum-org-website/>

All the below is brainstorming information work in progress so can be ignored.

To change eip.ethereum.org

<https://github.com/ethereum/EIPs/blob/master/index.html>

But the headers and footers are a bit different.

Look into getting a method for feedback for deleting EIP 1, and moving it to eips.ethereum.org

The purpose of this document is to be a temporary place to coordinate and plan the cleanup of all the duplicate sources of EIP Truth. This wiki document is considered to be just a brainstorming collection of ideas, still needing lots of work and fixing. Any and all assistance from anyone to help improve and fix things is welcome.

Known sources of EIP Truth:

- <https://eips.ethereum.org/>
 - This specific root page URL should be the canonical EIP root node.
 - It should have a breadcrumbs link back to [HOME/ETHEREUM IMPROVEMENT PROPOSALS](#)
 -
 - It should be an index to other sources of EIP truth.
 - All other subsets of EIP truth should point out they are a subset of EIP information and include a link back to this root page of all EIP information.
 - It currently has the following tabs for lists of the EIPs in each of these categories:
 - All
 - Core
 - Networking
 - Interface
 - ERC
 - Meta

- Informational
 - It can have a description of each of these types of EIPs.
 - There needs to be a link to the [Yellow Paper](#), and the Yellow Paper needs to add the comment that, like eips.ethereum.org, it is only a user readable version of the canonical truth, contained in the [Ether 1.0 spec](#):
 - It currently has an **EIP status terms** section.
 - This should be replaced with a link to the canonical definition of these terms in EIP 1: <https://eips.ethereum.org/EIPS/eip-1#eip-types>
 - We should add links to other sources of EIP truth such as the EIP github repository, EIP-1 along with descriptions of what these single sources of truth are.
 - <https://eips.ethereum.org/EIPS/>
 - A sub directory containing the actual human readable canonical pages for each EIP.
 - These pages are automatically built from the github repository <https://github.com/ethereum/EIPs>.
 - The README.md describes how this build process works.
 - Canonical links to EIPs should normally link to this location, rather than their raw github source repository location.
- <https://github.com/ethereum/EIPs/blob/master/README.md>
 - It is thought that this document should just describe how to build this raw repository into the canonical eips.ethereum.org.
 - Should have a link indicating this is a subset of EIP information rooted at <https://eips.ethereum.org/>
 - 1. Instructions of how to build this EIP repository into eips.ethereum.org
 - 2. A general top/root level index of all sources of EIP truth, not the truth itself, except for #1.
- <https://eips.ethereum.org/EIPS/eip-1>
- [Eth 1.0 specs](#)
 - The header on the readme.md file should match the name (Eth 1.0 specs). The fact that this also tracks the current “Network Upgrade Process” (current header) can be added as a sub title.
- <https://github.com/ethereum/yellowpaper>
 - **A comment needs to be added indicating that the human readable Yellow Paper is only up to date with the canonical [Eth 1.0 specs](#), to the degree that contributors keep it up to date. It is rarely completely up to date.**

- <https://ethereum.org/en/eips/>
 - This single page is just an “Introduction to Ethereum Improvement Proposals (EIPs)” linked to in the footer of the ethereum.org home page.
 -
 - This is very similar to eips.ethereum.org.
 - ethereum.org/en/eips has bread crumbs on the top, taking one back to “home”.
 - Eips.ethereum.org should have one of these, and replace this page.
 - William Entriken did a study and found that Currently only 24 pages on the internet link to <https://ethereum.org/en/eips/> versus 32k to eips.ethereum.org.
 - It is recommended that this be replaced with redirects to eips.ethereum.org as the single source of this information.

Mon May 3, 2021

Response to Micah’s “dreams” about the future of Ether specs.

Hi Micah,

I like that kind of dreaming and am having similar dreams along those lines of a human readable Ether spec.

A critical issue standing in the way of a spec, is the leaderless network way things work. We’re trying to force Hierarchical methods, where one authority determines what is and isn’t “THE SPEC” and nothing else is tolerated. We are still using the same hierarchical: “It is Either the authority’s way or the forking highway.” or “If you don’t like it here, just go start some other hierarchy someplace else.”

As long as we continue to play this kind of win/lose fight to the death games, the best we will ever get is yet another winner.

Thanks to the price of Ether going up, we have enough money to hire at least one full time person to push in this direction, as we've been mentioning.

It's either my way" or the forking highway.

For example, much of the Ether spec would be the same as with the Ether Classic community. The way it is now, things just fork, making duplicate copies of everything that is the same. Not only is that the opposite of a single source of truth, it ensures further polarization, and provides no hope of bringing things together.

In my opinion, as long as this kind of forking and duplication of everything, including 90% of the stuff we all agree on, is the best we can do, we will never be able to compete against hierarchies that don't have this problem. The only thing we will continue to get is only what the guy at the top of that hierarchy wants.

As long as we're dreaming, let's dream. In reality, the source code of each client, each node in the network, AND each fork is their own speck. IF we could find some way to keep the focus on all the important stuff the entire crypto currency

Topic name: = **Hierarchy vs Network** =

The purpose of this topic is to build consensus around the best way to organize.

Camp name: = **The Winners Paradox** =

Currently we are all fighting a survival of the fittest polarizing win lose war.

1. It is a win/lose game.
2. The winner takes all.
3. The loser is destroyed or consumed.
4. Any evil is justified, since it's all better than losing to a competitor.
5. The only people that survive are people that adopt a strong support of only what the guy at the top of the hierarchy wants, attitude.
6. If anyone wants something different,
7. ANYTHING else is hated, and the attitude is: "If you don't like it here, fork or go someplace else."
- 8.
- 9.
- 10.
- 11.

Probably a dumb question, due to the fact that I spend most of my time with the Eth 1.0 people.

I take it, then, that we do have an Eth 2.0 spec?

Where is this and how does this work?

Are all problems resolved with that, or is it at least working?

Is it more than just the most popular set of source code and the hierarchy that controls that?

