00:00

On all the wins.

00:04

So we're just pushing some really great documents that we got over the weekend. So asked Mark Tan andre and.

00:15

Jude and Aaron and Bryce to hook.

00:19

Us up with some technical specification documents.

00:22

And product requirement documents for Nakamoto SBTC Clarity VM and testing and hardening. So we're going to be pushing a.

00:34

New README to the GitHub Stacks Network.

00:37

And then that will link you to all those documents.

00:40

So that it's going to be a.

00:43

Lot of information for you all to go through and digest and also for the community to go through and digest.

00:50

So, big win there.

00:54

And then the next one is just.

00:59

Really getting a good amount of formalization.

01:02

Around the SBTC Docs effort.

01:05

So thanks to Martin and Kenny really moving through that.

01:15

Will, you should add others to that PR to review the changes. Who stacks community today.

01:22

Oh, is that you, Jesse?

01:24

It is me, yes.

01:26

Okay. Yeah.

01:27

So these are all documents that others.

01:30

Shared with me and am I not sharing my screen?

01:36

Jeez. Oh my God. Embarrassing. I got to show off the like.

01:46

Now you can see the nice image.

01:48

I selected to that.

01:50

Okay, agenda.

01:52

This is where we so I guess, Jesse, all of the documents were just sort of sent to me from these.

02:04

Individuals and then I just compiled them into Markdown.

02:09

So, yeah, I don't want to be.

02:14

Presumptuous about the process, but it's really.

02:18

Just meant to get the information up.

02:21

And share it with people.

02:23

But I don't know if an in.

02:28

Depth review needs to occur now or.

02:30

Once it's been live because the idea.

02:33

Is to get a lot of people.

02:34

To comment on it and have these be documents that continually get updated if.

02:43

There'S any material change to the initiative.

02:48

So, yeah, back to the wind. So the SBTC Docs, thank you, Kenny.

02:56

And Martin, for connecting on that.

02:58

The SBTC SDK, that was stepan that I believe is championing that effort.

03:09

Also very cool.

03:11

We got the SBTC repo into Stacks.

03:15

Network, so thank you, Jesse, for working on that.

03:21

And also the Clarity to Wasum repo. So at the beginning of the sprint.

03:26

We really didn't even have Clarity VM as a project on our roadmap.

03:32

We were able to pull together a.

03:34

Working group standing call, scope that project into a technical specification doc and get the initial repo onto Stacks Network.

03:45

So price is out this week, but.

03:48

There'S a whole bunch of work that's already teed up for him to jump on with that.

03:56

Jesse and Mark championing the GitHub cleanup.

04:01

Which there's a forum post on that.

04:05

If people want to go through and.

04:06

Read and comment and maybe give it a thumbs up.

04:11

I think it's good for the community.

04:12

To see that there's a signal that this has been discussed.

04:17

It's not just being voiced on people and then project board.

04:25

We'll be touching more on that tomorrow.

04:29

That's coming into shape.

04:30

Still getting there. But lastly, the daily updates.

04:34

Big shout out to Martin for being our man in the east and at.

04:42

His computer first and always starting the.

04:45

Day off with a new thread.

04:47

And thanks to everyone for posting in there.

04:53

What's that?

04:55

We'll see the first step on stepanosit. He's the one competing for the first.

05:03

And then jesus, I saw you join.

05:05

The call if you'd like to speak to this. I saw you post this last night.

05:09

This is pretty sweet and I think a really compelling image. Can you just talk about this a bit?

05:18

Yeah, sure, happy to. So this is something that the Clarity Group had already been talking about, but specifically last week's meeting of sort of everyone now becoming more aware and sort of involved of what's happening with Mini. I decided to just throw together a script using Clarinet. So this is actually running from the SBCC version of Clarinet now where there's a script and if you run that script, it actually creates a call graph of all the contracts that are in the protocol and then it lists out all the functions that are happening between contract A to contract B. So just in case anyone is more curious to learn about what contracts are in SBTC, Mini, which functions call, which contract, et cetera, this is going to be what you are going to be looking at. And anytime we update or make a major push in that SPBC Mini workgroup, we'll make sure that this gets regenerated and distributed to everyone.

06:17

This is very cool.

06:18

Yeah, this is going to be super.

06:19

Helpful for documentation and just for nontechnical.

06:25

People like myself wrapping their head around everything that's going on.

06:32

Yeah, very cool.

06:37

Okay, got some good survey participation for.

06:44

The Sprint pre planning.

06:46

I wanted to make sure that we're pulling out some of the feedback on what people have identified as working.

06:54

That's great.

06:59

I personally feel like there seems to.

07:01

Be this is something I heard in.

07:04

A survey, just like an increased visibility.

07:07

Across different projects, a sense of clarity.

07:10

That seems to be forming, and bit of enhanced organization on projects and project scopes. I think seeing these documents on GitHub is going to really help people begin to take that the next step further.

07:28

We made sure to take the same structure for all of the projects to author their technical specification document. So you kind of are able to.

07:41

See these apples to apples a little bit. They follow the same general outline of executive summary, a problem statement, a solution.

07:50

Statement, and then it gets into the.

07:52

Technical details and technical diagrams.

07:57

Some of those.

08:00

Are still being updated.

08:02

And will continue to be refined and.

08:06

Then an increased efficiency through the structured planning.

08:10

So I think.

08:14

This is going to be very iterative.

08:16

I'm going to continue to be my strongest critic in this process and just let me know if there's anything that is or isn't working, but it's always.

08:28

Going to be my effort or my.

08:31

Intention is to continue to refine this.

08:33

So let's dive into the Needs Improvement.

08:38

So address confusion and streamline communication channels to reduce noise.

08:44

So thank you all for giving.

08:51

A real college try. Going back to Discord, I feel like we're getting a really great critical mass of activity there. The threads are really seems like everyone's kind of converging on some best practices for these threads. When to create them, they stay active. I think they'll linger around until they're not active for seven days and then.

09:16

They just kind of wither away.

09:18

So that's like a pretty accurate representation of what's a timely topic, what requires its own thread. And then we wanted to make it easier for people to mention folks and be able to convene in fewer keystrokes.

09:37

To be able to reach people.

09:39

So we created.

09:43

Mention roles for the.

09:47

SBTC. Clarity Blockchain, Clarity VM and testing and hardening work streams.

09:55

And then you'll see in the bio.

09:58

At the top of the Discord channel.

10:01

Next to Stack Sprints, you can see Space kind of like explains what the channel is all about.

10:07

If you click on that, then there's.

10:09

A link in the bio that will.

10:11

Take you to the IC spreadsheet.

10:14

And so I went ahead because it's.

10:16

Hard for people to have visibility if.

10:19

You'Re not an admin to the channel. Like, who has what role went through and created different columns for all the roles and made sure to check off who has that. If you're looking to get a new be added to a role or something, maybe just comments on the spreadsheet, you can just right click Comment at Mention.

10:41

Me, I can take care of that.

10:44

And so continue to just feel free.

10:48

To add your comments to that spreadsheet and I'll get them integrated. And then the second Needs Improvement item is clarifying action Items and responsibilities after the meeting.

11:01

So the whole meeting.

11:06

Cadence seems to be coming together.

11:09

We've got the Sprint calls, we now.

11:12

Have working group calls. So at the end of the week.

11:16

Last week, I wanted to make sure.

11:18

That I was communicating this to the.

11:22

Engineering managers and then to you today before really taking action. But what I'm doing behind the scenes is I'm taking all of the transcripts and my known notes from these meetings and pulling those together into bullet pointed action items. We also have the action items from.

11:41

The pre planning surveys.

11:42

And so what I'm going to be doing this afternoon going into the meeting tomorrow, and then from here on out is taking all those action items and.

11:51

Adding them to the project board.

11:53

And so if it's tagged as being related to an issue in the pre.

11:58

Planning survey, it'll be brought into the project board as an issue. It'll be assigned to you.

12:06

And if it's not associated with an.

12:09

Issue, I'll create it as a draft.

12:11

Issue on the project board, assign it to you. I'm not going to do ten individual draft issues for ten bullet points.

12:22

I'll just consolidate these, get as few.

12:25

There as possible and then allow you.

12:27

To decide what you want to do.

12:29

With it downstream of that.

12:31

But at least it gets from our.

12:32

Call into GitHub and then hopefully that's.

12:37

Removing most of the friction for you.

12:39

All and allowing you to then take.

12:42

Action as you see fit from that point on.

12:45

And so also with that in, I.

12:50

Wanted to go away from, I felt.

12:52

Like maybe the color thing that I started off last sprint with the red.

12:57

Blue and green was, yeah, maybe we come back to that someday, but felt.

13:04

Like a little superfluous in terms of organization now.

13:08

So we're just going to keep these.

13:09

Syncs as A, B and C. So.

13:12

As you can see, we've got a.

13:14

Nice little cover image for all of.

13:16

The different Sprint meetings.

13:18

These are all going to be linked to GitHub, so you'll be able to.

13:21

Go in there'll be evergreen links, so you'll always be able to go.

13:25

Through and see the previous meeting and the upcoming one as I complete the presentation. And so the gist of these calls.

13:37

Are pretty much going to be the same. So the Sprint Sync A is going.

13:41

To be all about SBTC.

13:44

Sprint Sync or B will be about.

13:46

Nakamoto and Clarity VM, Sprint Sync C.

13:51

Will be about testing and hardening and then talking about the pre planning for the upcoming Sprint. And so each one of those are.

13:58

Going to start off with a 15.

14:00

Minutes go to the board.

14:02

We're going to look at any action items.

14:05

Feel free to lag any issues there.

14:09

And we'll start off by making sure.

14:11

That we're clearing any blockers and just.

14:15

Get probably away from the slides and.

14:18

More towards like a very actionable project board call for you all.

14:25

The last thing needs improvements. Improve meeting efficiency through sharing materials beforehand. So you can see in the orange.

14:36

This is where those Sprint docs are going to live.

14:39

The readmes that we're getting onto GitHub.

14:43

Right now are the markdowns.

14:45

So you can think about it like.

14:46

There'S the Stacks network, there's a main README. You'll see at the very bottom, there's a link to Stacks Core Engineering home that will take you to another markdown that will highlight for anyone what is Stacks Core Engineering? It'll talk about all the projects, link.

15:05

To all the documents, it shows all.

15:08

The OKRs that we received from the engineering managers over the weekend for each project.

15:15

And then it also will link to.

15:18

The Sprint Doc so you'll be able to see all of those presentations.

15:22

From there you can see the Technical Spec doc for Nakamoto.

15:27

There's a Technical Spec doc for SBTC.

15:30

And a product requirement doc for SBTC.

15:33

And a product requirement for SBTC signer.

15:37

There's a Technical Spec doc for clarity.

15:40

VM and a technical spec doc for.

15:42

The testing and hardening.

15:44

So lots of really great information there.

15:48

Lots of effort went into this.

15:52

I don't want to say longer is.

15:55

Better, but Jude blasted me with, like.

15:58

A 36 page long technical spec doc on Nakamoto.

16:04

Pretty intense.

16:07

Okay, change management.

16:09

You're welcome.

16:10

Change management.

16:11

That was an old slide just to.

16:15

Try to avoid any confusion about and contradictory information.

16:21

So we don't want to be gatekeepers.

16:23

But we also can't open up all permissions to everyone.

16:27

So if there's a new discord role that you want made or you want.

16:33

To be adjusted, maybe just run it.

16:36

By your engineering manager first.

16:39

Engineering Manager can then relay that on.

16:42

The discord side to myself or Mitchell.

16:45

And on the GitHub side to Jay.

16:48

Wiley or to Mark to help adjust.

16:51

Any permissions there, set up, repos, that type of thing. There is a copyright licensing conversation that.

16:59

Was percolating up this morning maneuver.

17:03

I saw your note about wanting to.

17:05

Set up a supper call about that.

17:07

So we'll table that for now and.

17:09

I'll make sure that we get something.

17:13

On the calendar soon so that we can talk about that.

17:20

Okay.

17:22

Bill meetings are expensive, right?

17:24

So we don't want to have too.

17:26

Many people on a meeting. So I think it could even be.

17:29

Like a small group that can try to look into the issue first and.

17:33

Just circulate the Async docs and just get input from because obviously I think Jude needs to be involved.

17:39

He has been sort of like, handling this for a while, but just making.

17:44

Other people even understand what is the.

17:46

Issue could be a great first step, I think.

17:50

Okay, great.

17:53

Jude, while we're all here, do you.

17:57

Want to take a minute to just.

17:58

Kind of like, tee up what this.

18:00

Conversation is about, just to give people context and we can sort of alleviate any immediate anxieties and let people know that we're hunting down the best course of action?

18:13

This is the copyright question, right?

18:15

Yes.

18:17

Sure. It's kind of a bit of a worse story here. Back in 2016 or 2017 or so, were approached by Microsoft who wanted to use the block stack system in a white box product that they would later on resell the customers. And they asked us to relicense the code to MIT to do so, which of course, the reading between the lines there is, hey, we want to make money off of this and leave you out. That didn't sit well with us, so we said, no, they didn't use our product, but who cares? They didn't end up doing anything like that anyway. So the outcome of that in the hypothetical universe where we changed license would have been, okay, we just changed it for no reason, and now people can use our code and not give back or anything like that. The GPL serves that purpose.

19:00

It makes sure that people who do contribute, and this applies mainly to people who contribute without being paid to contribute. At least if people make derivative works from their stuff, the changes that are made on top of their works get given back to them. And that's the reciprocity argument for GPL. The other thing is that it kind of prevents this sort of parasitism that Microsoft could do. Nothing stops us from making one off licenses to other individuals or entities who want to make proprietary products. They could pay us a licensing fee to do that. It's actually a money making opportunity for us. I'd be in favor of keeping the algorithms at least GPL. Three, we can make the data structures and interface files available under a more permissive license because they aren't code and they're also independently specked anyway through the Sip process. I think that's probably what we're going to do at the end of the day.

19:51

But I'd be very much in favor of making sure that people can't just steal from us, which is what the MIT license really lets us do.

20:02

Yes, thanks.

20:03

I think it's basically the other side is effectively what happens is that MIT is on the other end of the spectrum.

20:12

Like people can just do whatever they want.

20:13

Then there are other types of licenses.

20:15

That have different trade offs in the.

20:17

Middle and in the past we sometimes have lawyers involved and get discussions.

20:22

But I think the perfect state in.

20:26

My mind is that we are able.

20:27

To protect some critical parts of the code. I think the Linux kernel is a great example that comes to mind and then make everything around it as permissive as possible, right?

20:38

That's sort of like the perfect state.

20:40

And if there's input and feedback coming.

20:43

Especially from places like trust machines, which.

20:46

Are pretty plugged in, I think we.

20:48

Should assume that there are people who are outside who maybe silently look at some things and just go like, hey, I can't work with it because of XYZ reasons.

20:57

Right?

20:58

So it's like you need to find a really good balance where, as Jude is saying, it's a real threat that.

21:04

A big company could just take it.

21:07

Create a private repo and compete with you using your code, competing with you with a closed source version.

21:14

Right.

21:15

So I think you want to protect.

21:16

That on that end of the spectrum.

21:17

And on this side of just having a healthy, easy to contribute to easy to use GitHub repository. I do think just GPL in general has that potential impact.

21:29

Right.

21:30

And this has been discussed out in.

21:31

The world for decades now.

21:33

People who are diehard fans, people who are saying, hey, I'm not going to use GPL because of these reasons, but I'm pretty confident that we can figure this out. I think we can look at something.

21:43

Like how the Linux kernel works, and.

21:45

There are people who are able to.

21:46

Write all sorts of stuff around it pretty easily and I think something like that can be done.

21:52

But it'll be good to just mark this as a thing that bubbles up.

21:55

Every now and then. And I think that means that maybe there's some stuff that needs to be tweaked.

22:01

Yeah, I just want to clarify something. I'm not saying that we force everything to be GPL Three that we produce, but I am very much in favor of making sure our core business competencies are GPL Three precisely to avoid companies from competing with us, with our own code, that is to say, like the signer binaries, the stackers produce, for example. Those could be MIT, they're not even part of the same blockchain process. So by all means. And there probably will need to be a plethora of implementations to make the product work successfully.

22:27

Yeah, exactly.

22:28

And I think that's why we've been looking into this, because in a lot of things we're building for SPTC, we're sort of linking the stacks implementation as a library and then by extension, that has to be GPL licensed. And that means that less applications can build on top of that. So we're sort of looking at a primitive subset. And of course, we don't need to hook into the consensus algorithms or anything, but we just want to sort of create a library that reuses the core data structures that are specified in the Sips. And it would beneficial to license that under a more permissive license and that's what we're looking into. So this whole sort of proposal of relicensing the entire stacks blockchain, I think we can all sort of know that's not going to happen and no one is sort of pushing for that's. A wild and quick brutal suggestion to get this quicker out.

23:24

Okay, great.

23:26

Yeah, I will, like you said, create.

23:29

A skip doc, kind of outlining the.

23:32

Situation and make sure it gets circulated.

23:35

With folks and we can close the loop on this conversation and make sure that everyone has clarity on what the.

23:43

Rules of the road are.

23:51

So again, we'll probably keep this.

23:55

Meeting short for today.

23:57

Normally as we get deeper into the Sprint, we'll have working products to demo and things like that.

24:08

So I just wanted to make sure.

24:10

That we sort of set the stage for tomorrow.

24:14

There's kind of two call to actions in here.

24:18

Once we get all the technical specification documents and OKRs and all that stuff up on the GitHub, I'll make sure.

24:26

To share that in the Sprint channel if you could go through and just.

24:29

Kind of get yourself familiarized with it.

24:32

And then also I'll be populating the project board with those action items that I mentioned. So tomorrow I just want to make.

24:40

Sure that we have a very quick opportunity to get feedback from people on how that's being done and handled, the.

24:49

Amount of information that's there, so we.

24:51

Get any kind of kinks out of the system.

24:54

We don't allow things to compound on.

24:56

Them, but then more importantly, have a.

24:59

Pretty fruitful conversation around all the technical specification docs. I've got a working schedule with the four different work streams, the different epics.

25:13

And releases that they've identified in their.

25:16

Own deployment plan, the tasks associated with it. And so the goal is to take this. I'll have a master overall schedule put.

25:26

Together, but I want to make sure.

25:27

That we all have an opportunity to.

25:29

Talk about it and that there's full.

25:32

Buy in on what that looks like.

25:33

So there's just visibility on the logic.

25:37

That goes behind it and people understand what all the dependencies are and we have a chance to hear feedback from everyone.

25:46

And then the last thing for tomorrow, we'll talk about that, but then going.

25:53

Into the sync on Thursday. SBTC is just such an important product. It's multi tiered.

26:02

It's a very big team when you look at it in comparison to the other ones. So we'll also spend some time on this. And so yeah, Martan, this is a dialogue that we started on Discord last week. Had a chance to talk with Andre about this.

26:21

Really it's just about trying to level are the what is the product? When we say this is SBTC the product? How are we prioritizing things, what needs.

26:37

To be going out sooner than later in the earlier releases, so on and so forth.

26:44

What are we going to service moving forward?

26:46

And so this is still a conversation that's organic and in process.

26:53

But I just wanted to put this one framing up there.

26:57

Okay.

26:57

We're thinking about SPTC the product and.

27:00

There'S like a primary, a secondary, and.

27:02

A tertiary to.

27:06

You know, items like the signer dashboard.

27:10

Is that part of the core primary product?

27:13

Probably not.

27:13

That's more of a tertiary.

27:15

And really I think the whole thing.

27:17

Is about framing who our users are, making sure that we're all mindful of.

27:21

Who our users are and how to.

27:25

Make sure that we're addressing that audience accordingly.

27:28

So I think this goes back to.

27:30

A conversation that we have at the.

27:32

Foundation sometimes, like, let's not conflate our.

27:36

Customers customers with being our customers. So what that means is we're building this for founders and for developers.

27:45

And so let's always make sure that we're cognizant of that and not thinking about so much.

27:53

What are those founders and developers going to do with that work and who.

27:57

Are those customers going to be?

27:59

And then making their customers our customers.

28:03

So maybe one instance of this is a wallet integration or the SBTC bridge.

28:10

I think the SBTC bridge is there's.

28:13

Going to be like a web property that we're starting off with.

28:17

But the goal would be that a.

28:19

Lot of people are going to build bridges from this. There's going to be a lot of dex integrations, a lot of wallet integrations.

28:25

And we don't want to sort of.

28:29

Condition ourselves to think that.

28:34

Airball integration customer that comes chirping at Alex is like our problem.

28:42

Right. That's Alex's problem. So we are going to be more.

28:45

Responsible and responsive to Alex.

28:48

And so a lot of this is trying to protect this team, trying to.

28:53

Keep them focused, but also just trying.

28:55

To level set on, okay, what are we shipping, what are we responsible for?

29:00

And just, again, this is something that we need to converge on and all feel confident about and be speaking the.

29:07

Same language so that we're not creating.

29:13

Undue anxieties around things.

29:17

Just wanted to set the stage for tomorrow.

29:19

But we do have some time left if anyone wants to take this conversation.

29:25

Any further right now.

29:32

If not, pause there.

29:34

Yeah.

29:35

I would like to chime in for tomorrow's planning session for sprint two onwards. I love that we're so much better organized and everything's broken down. We have all these project boards. Some of the streams are still in Brainstorming phase, which is fine, but there are some, like the testing and hardening and maybe some of the tasks on Clarity VM that we could start breaking down estimating or guesstimating how. Much we can take for the next two sprints. And what is the interim milestone we want to set or target we want to set for ourselves? I'm just looking at the project boards for both of those and I know they're still work in progress. What would be good to see is people who are taking on those tasks or features know exactly what needs to be done and there's clarity around that, no pun intended. And also there's estimates as to how much they can take, more about capacity planning and stuff like that.

30:31

So it's more focused on execution and interim milestones rather than just long term work for the better blocks and some other SPTC working stream. I understand that there's a lot of brainstorming that is needed and things are in flux and we won't be able to get there for maybe another one or two sprints. Does that sound good to everyone on this call, especially the engineering team?

30:58

There's some stuff we can work on right now with better blocks.

31:01

Yeah.

31:02

Okay, so just pursue that, I guess.

31:04

Until we have a better estimation for the overall system.

31:06

Awesome music to my ear.

31:09

Yeah, it is music.

31:12

Both of our again, I'll have all.

31:15

Of these items added to the project.

31:17

Board for tomorrow and we can really.

31:20

In real time go through and triage.

31:23

These, make sure that they get assigned.

31:26

To the correct person and that will.

31:28

Be the pattern that we are using moving forward.

31:35

So we're all kind of like getting.

31:38

Familiar to this process now. The calls will be less about slides and more about project board and execution.

31:49

Yeah.

31:50

One thing I want to quickly point.

31:51

Out is I think if there are.

31:55

ICS on the call who are feeling that, look, I'm not blocked and here are components that I can just implement or start implementing right now. As Jude mentioned, I think there are.

32:05

Parts of better block. I would encourage them to be very proactive about it.

32:10

Right.

32:10

Because what Will is doing here is collecting all the information from all angles and synthesizing them.

32:16

Right.

32:17

It takes time. Especially in the earlier sprints, you would notice that more so as this process is becoming a little bit more efficient. Anywhere you see that, hey, you can go a little bit faster, especially things where you can just write code. I think it's just like a reminder that just go ahead and do it right, like, do it fast and just update Will that, hey, look, this is.

32:38

Already done and here's how we're doing it.

32:43

I would like to just add, I guess as a bit of a counterweight there that coding first and asking questions later, I think is not a habit we want to get into.

32:57

Sure.

32:59

If there's areas where there still seems to be some question either about the design or the implementation, please.

33:12

Try to.

33:14

Get other eyes on stuff, because we don't want to be in a situation where we have a huge backlog of unreviewed code, which is like a situation we've been in before.

33:25

Yeah.

33:25

And great point.

33:26

So I think I would go back and edit my comment to say if something is scoped out and signed off, like, hey, everyone agrees that this thing.

33:37

Is needed, you can do more there. Potentially.

33:43

Yeah, totally agree. Awesome.

33:53

Anything anyone else wants touch on today before we give you all some time back?

34:03

Cool.

34:05

All right, I will see you tomorrow.

34:07

And yeah, I'll probably be blasting you with some action items later on today.

34:13

And we'll touch base tomorrow.

34:15

Make sure that those are all received well.

34:19

Bye.

34:20

All right, thank you all.

34:22

Thank you, Bill.

34:23

Bye. Thank you.

34:27

Thank you. Bye.