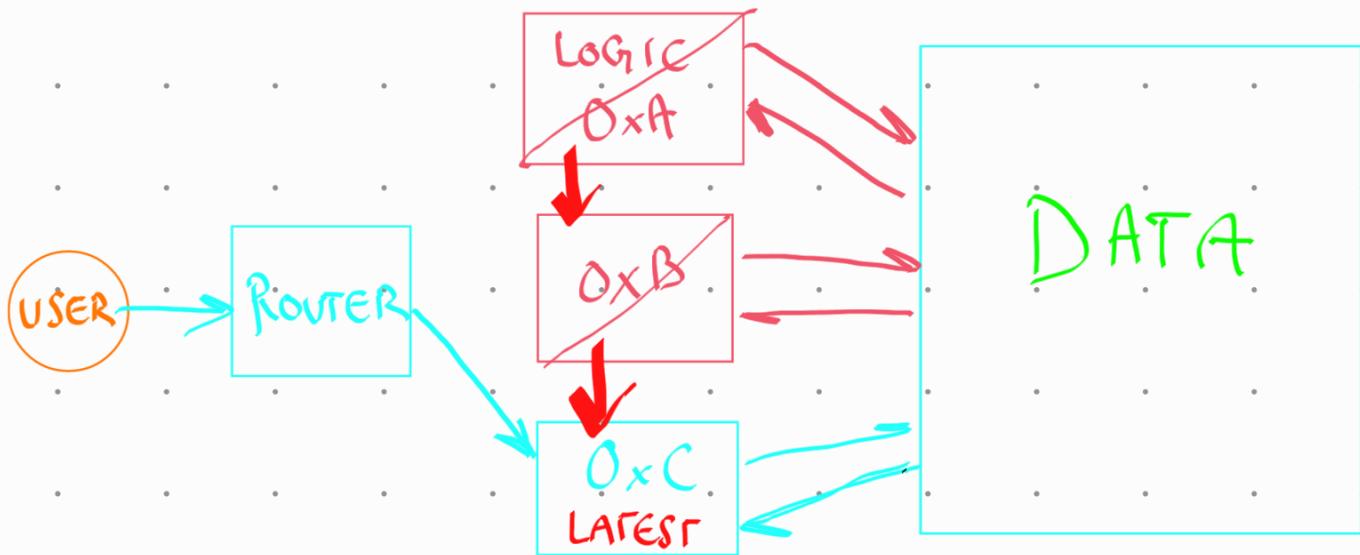


# Eternal Storage

- No delegatecall()
- No proxy

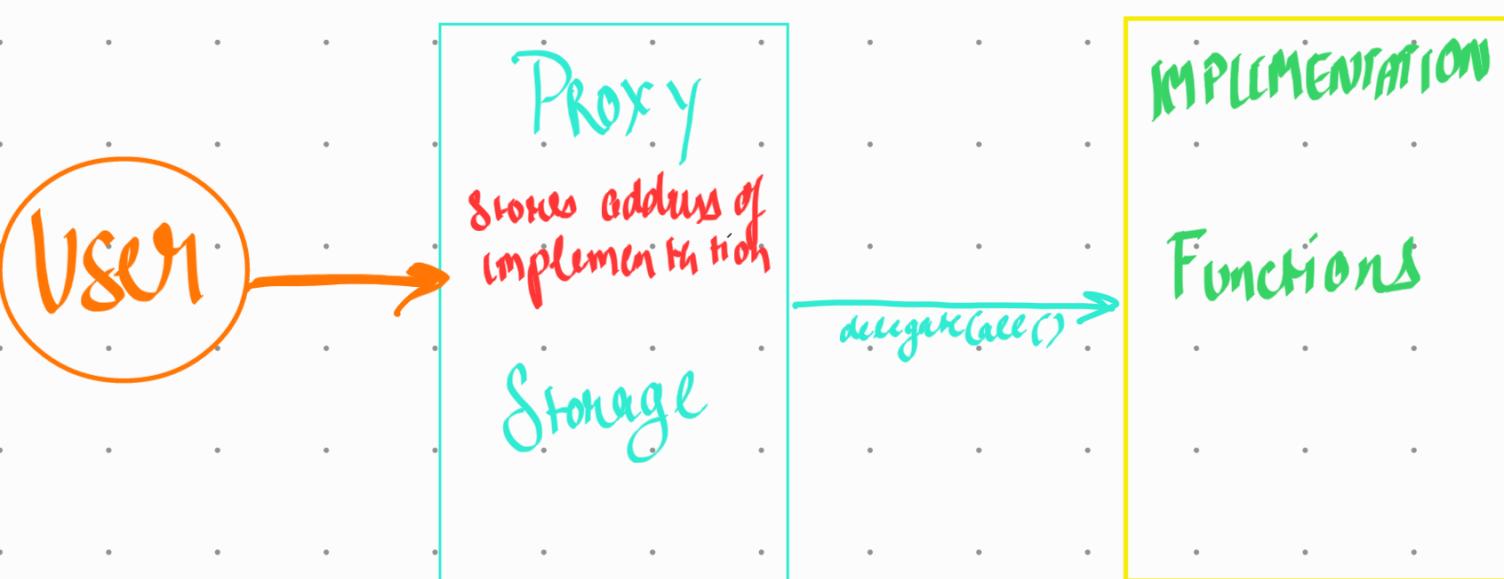


- 1 contract to house all the data
  - Logic contracts to call functions and read state.
  - Router tracks updated logic contracts so users can interact seamlessly.
- Ex: GMXv2 .
- Simple, no storage collisions or

- Selector clashing & easy to update.
- Needs **TIGHT** Access Control.

# Transparent Upgradable Proxy

Built on ERC 1967



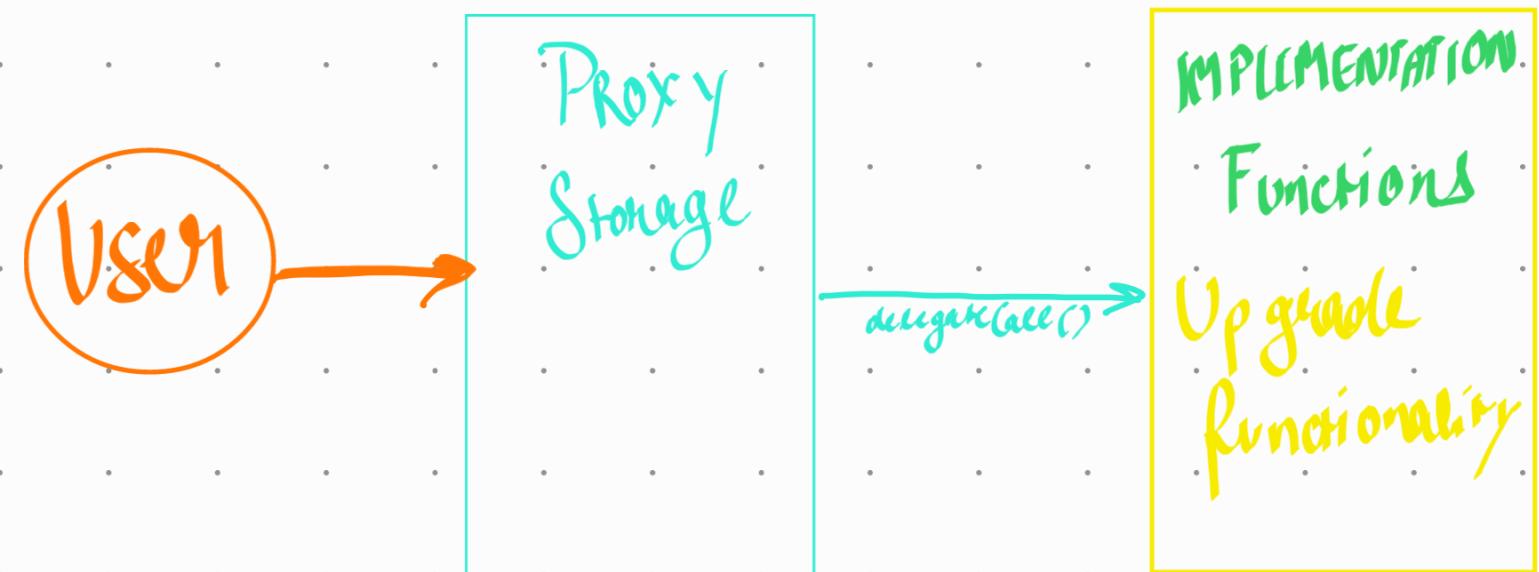
- Cheap to deploy new
- Admin can't interact with implementation
- Complexity with admin contract
- Function selector clashing & storage collisions

When a Proxy delegates call to Implementation and function selector

an implementation  
matches in both the contracts  
priori contract's function will be  
given priority.

# UUPS

Universally Upgradable  
proxy Standard

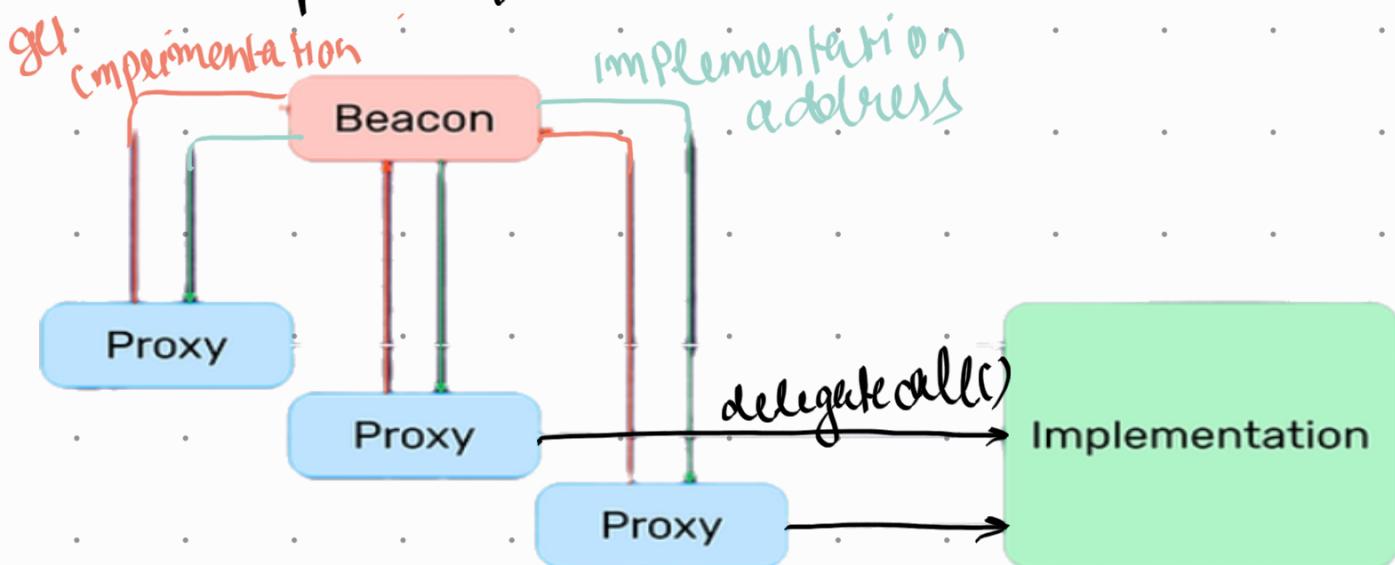


- Unlike transparent proxies upgrade functionality is contained in implementation
- Admin can also use the system

- **TIGHT** Access control required.
- If an implementation is pushed **without** having upgrade function System would **never** be able to **upgrade again**

# Beacon Proxy

Not ERC1967 Compliant



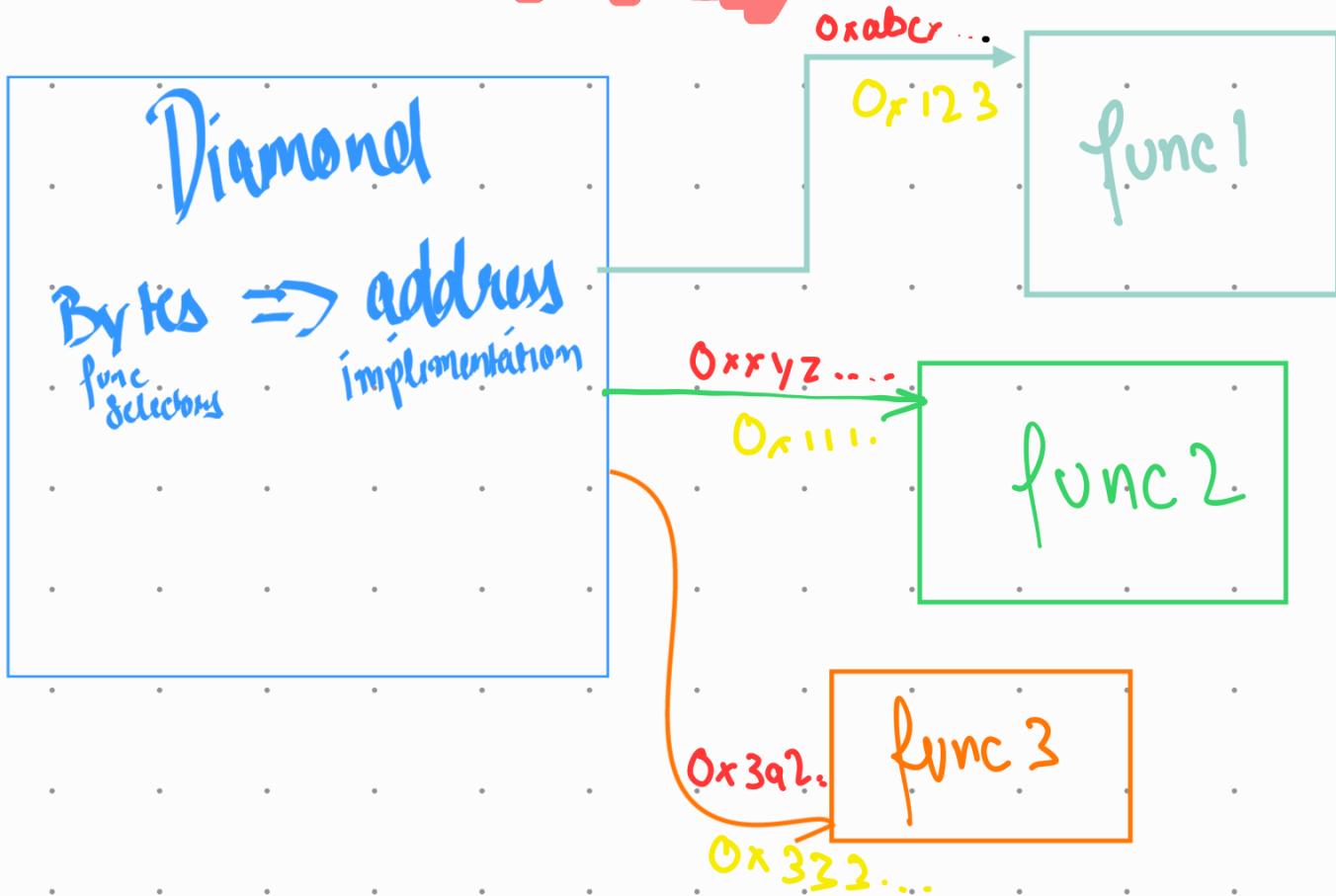
Beacon stored as an immutable var in Proxy contracts

Beacon is upgradable and stores an implementation address which proxies

can't delegate to

- Co-ordinate upgrade of large amount of proxies at the same time.
- Increased risk of storage collision.

## Diamond Standard



diamond proxy contains a mapping  
of function identifiers to addresses where

of function allocators to avoid  
each address is an implementation form that  
specific function

- Too complex
- Too bloated
- Infinitely expandable
- Storage collisions