












*a*

# Anthony Fu





Core team member of  Vue  Vite and  Nuxt

Creator of  Vitest  Slidev  UnoCSS  Type Challenges  Elk

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Anthony's Roads to Open Source <sup>3/n</sup>

# Yak Shaving 「ヤク剃り」



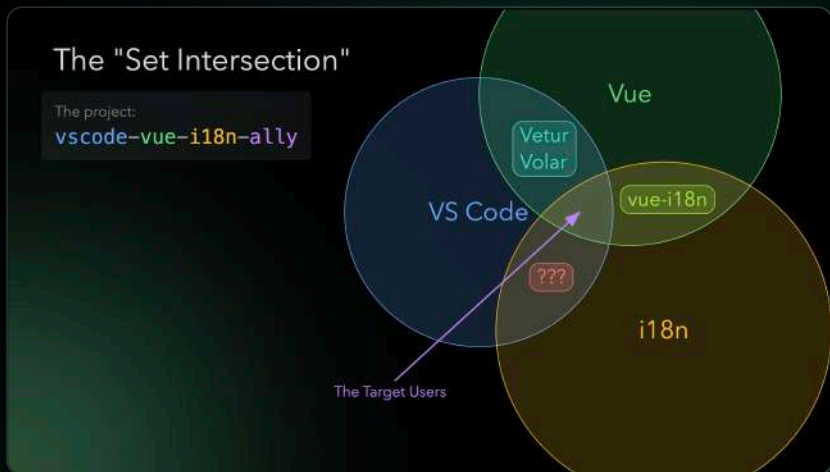
**Vue Fes Japan**

Oct. 19th 2024

## Part I

# The Set Theory

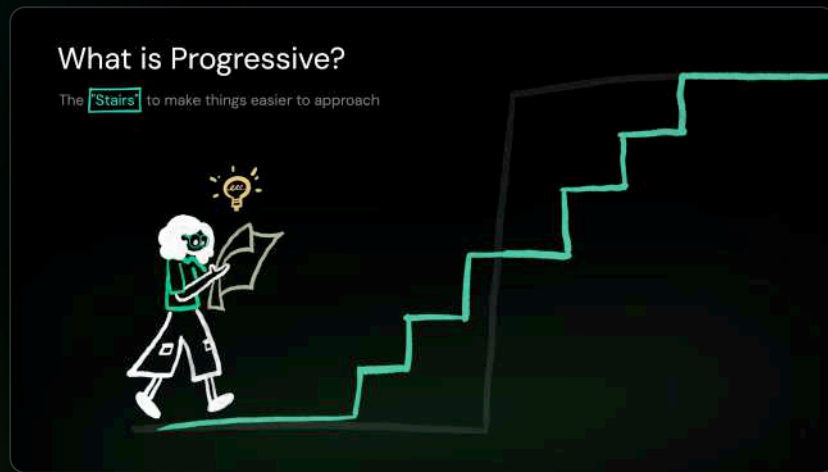
## 「集合論」



## Part II

# The Progressive Path

## 「進歩の道」



Recordings on [antfu.me](https://antfu.me)

# Yak

/jak/

*a type of cattle with  
long hair and long horns*

ヤク；旄牛、犛牛

# Shaving

/'ʃeɪ.vɪŋ/

*to remove hair from the body*

剃毛；髭剃り

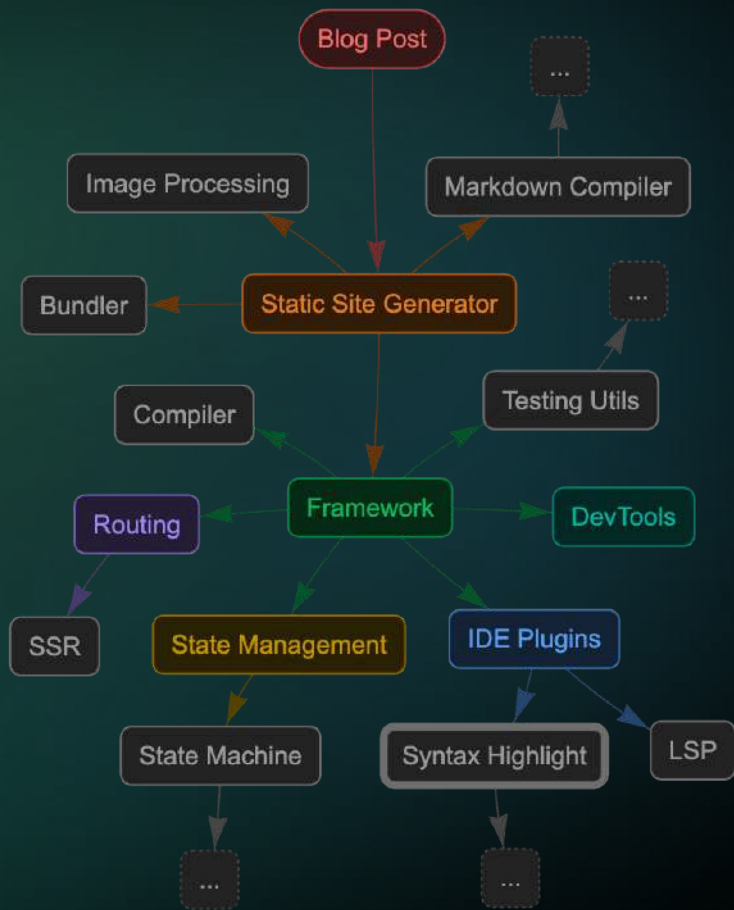
## YAK SHAVING



Yak Shaving – by David Revoy

# An Example of "Yak Shaving"

- You plan to **write a blog post** today.
- You feel that existing tools don't quite meet your needs, so you decide to create your own **static site generator**.
- After spending half a month, you realize that frameworks don't work well, you decide to invent a **new framework**.
- Another month passes, and you realize that you now need: **routing**, **state management**, **IDE plugins**, **DevTools**, and more.
- Two years later...
- You find yourself inexplicably doing **shaving a yak** in Tibet...
- Wait, what about your blog?





# Yak Shaving

Task chains triggered in the process of solving a problem,  
which ultimately **deviates** from the original goal

---

\*Usually a negative term

## 「ヤク剃り」

問題解決中に生じた作業が、最終的に目標から逸れること。

\*否定的な意味を持つことが多い

Or in another words:

🐇 Down to the Rabbit Hole

「ウサギの穴に落ちて」



# Utilizing "Yak Shaving"

「ヤク剃り」を活用する

It can be a great way to come up with ideas  
and provide strong motivation

## Demand 要件

Start from your own needs, with a deeper  
understanding of the problem

## Motivation 動機

Solve your own problems, and maybe help others

## Validation 検証

Your needs are likely to be others' needs,  
validate your ideas through the community

## Iterating 繰り返す

Refine the design with discussion and contributions from community



# Examples in Business

## Shopify

- Sell snowboards
- Made an online store to scale
- Ended up building e-commerce platform

## EpicGame

- Trying to make a 3D game
- Found 3D was hard, made a game engine
- Licensing the Unreal Engine


## Amazon

- E-commerce for Amazon Online Store
- Performance couldn't keep up with growth, improved cloud service infrastructure
- Renting cloud services
- AWS is now Amazon's largest revenue source


## Slack

- Started to make a game
- Game failed, but made an internal chat tool
- Pivoted to focus on the tool
- Providing team communication tools for enterprises



# Idea Generation and Implementation Process

 Understand the problem and consider possible solutions




 Search for existing libraries in the market Contribute and provide suggestions




 Implement MVP locally; validate solution feasibility; **Return to main task** 




 Extract implementation into a library; brief docs with motivation; open-source the repository





 Promote appropriately; gather community feedback Encourage summarizing as technical blog posts



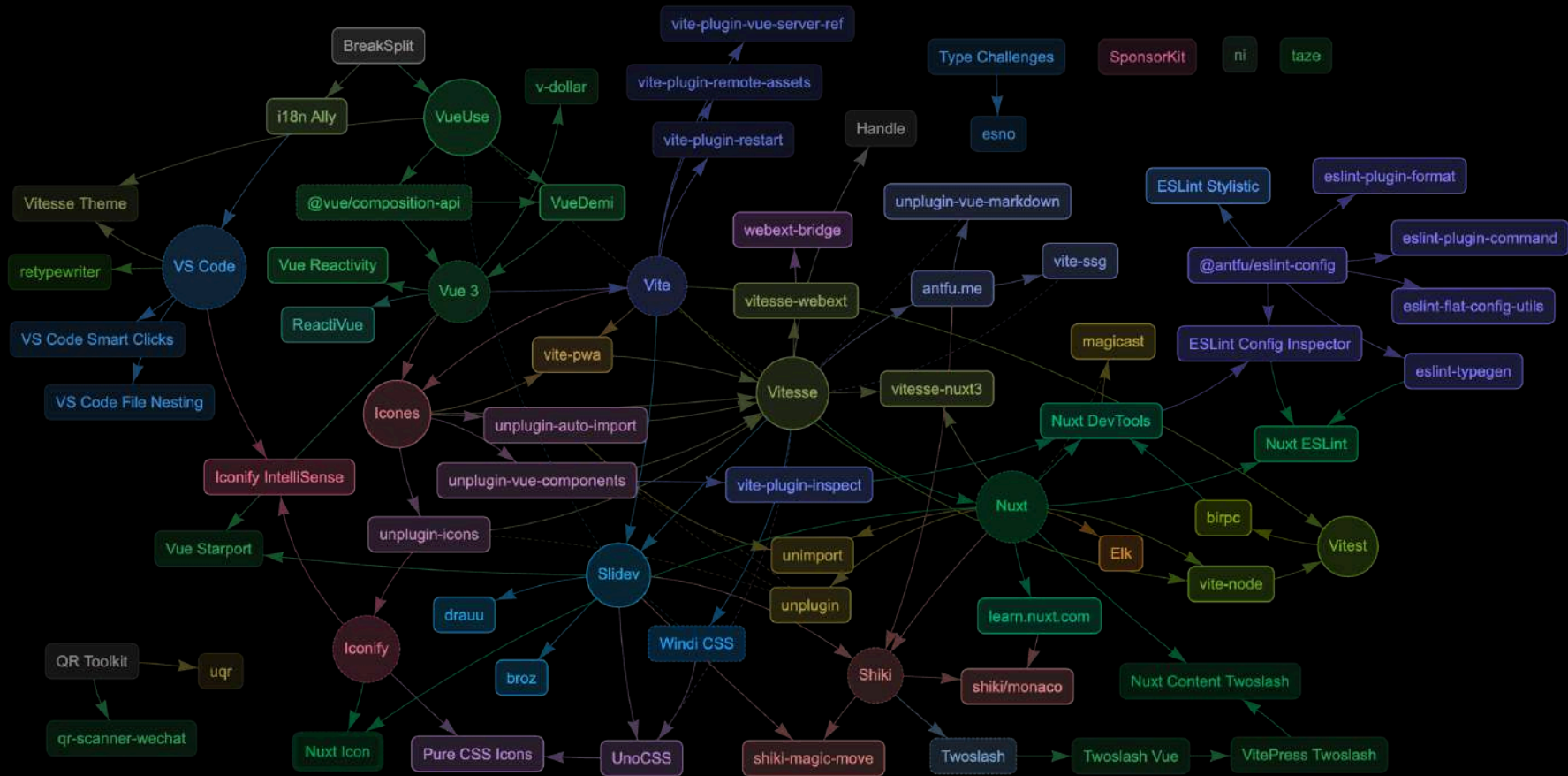
 Community validation

Avoid "deep dive trap" and return to the main task after completing necessary functionality. Further details can be addressed later.

↳  No response: Solved your own problem, summarized the solution, still a good outcome

↳  Positive response: Engaged in community discussions, bug reporting, helped others and yourself

# Anthony's Road of Yak Shaving



# Open Source is about Giving

オープンソースは与えることです

# Expectations on Open Source



Open Source is a Gift

オープンソースは贈り物です



Reciprocity is not the Goal

返礼は目的ではない



Enjoy Sharing and Collaboration

共有と協力の過程を楽しむ



Open source is more than Code

コード以上のものです



Community is the Core

核はコミュニティです

## Recommended Articles

- [Open-Source is a Gift](#) – François Zaninotto
- [The open source gift exchange](#) – David Heinemeier Hansson
- [Mental Health in Open Source](#) – Anthony Fu



# ハッピーハッキング！

ありがとうございます！

Slides on [antfu.me](https://antfu.me)