

Zero transaction blocks are bad for a few obvious reasons, they are rare but still harm the practical throughput of the network.

The London update is live, I'm happy! However with reduced fees going to miners for each processed transaction we may see more zero transaction blocks. Transactions are worth less to miners than before. Perhaps we could solve this adding a minimum gas burn requirement for each block...

Minimum burn per block

Future valid blocks must burn at least X amount of WEI. This requirement can be satisfied by the transactions burn't fees or by burning from the block reward

. If the block is empty then X is burn't from the reward.

This increases the value of processing each transaction to the miner beyond the tip.

Would this work? If not is there anything else we could do about zero transaction blocks?

- Edit: Perhaps the minimum burn could trigger when the average block capacity is over 50% - when the network is currently highly utilised, this is also when empty blocks can do the most harm.
- Edit 2: See [MicahZoltu's](#) answer.
- Edit 3: See [Face-Shaver's proposal to make miners pay in proportion to their block size.](#)