FIFO Summary

- Scenario:
 - Data is big: std::atomic<>::is_always_lock_free == false
 - Transferring objects between real-time and non-real-time threads
- Trade-off:
 - Static FIFO size
 - Behaviour when FIFO full (block/drop/overwrite)
 - Potential overhead of copying when writing and reading from the FIFO
- Examples:
 - Logging, writing input to disk (recording), reading from disk, dispatching

Both Mutating

