How to Debug

- Use tools such as Tsan

  - Make sure you test your production code

  - Changes such as durations can cause side effects like sleeping

  - Logging etc. can cause synchronisation events which will change your program structure

- Use `strace` to catch system calls on particular threads

- Use `LD_PRELOAD` to catch allocations and locking

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- Example fifo:

```
bool push (T && arg) {

    …
    slots[pos] = std::move (arg);

    …
    return true;
}
```

Is **push** this lock and wait free?

Only if this is lock/wait-free movable

- We need: **static_assert** (std::is_realtime_move_assignable<T>::value);

Is this possible?