

Making FloatTracker Work

Intercept floating-point operations

```
abstract type AbstractTrackedFloat <: AbstractFloat end

struct TrackedFloat32 <: AbstractTrackedFloat
  val :: Float32
end
```

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```
function Base.+(x::TrackedFloat32, y::TrackedFloat32)
    result = x.val + y.val
    check_error(+, result, x.val, y.val)
    TrackedFloat32(result)
end
```