



Making Flat Tracker Work

Intercepting-point operations



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



Of course, this would be hard to maintain

# Making FloatTracker Work

Intercept floating-point operations

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

Of course, this would be hard to maintain



# Making FloatTracker Work