Let's call FloatTracker 📞

ShallowWaters.jl
CSTG


```
top-level getproperty(P, :u)
examples/sw_nan_tf.jl:14
```

1   1   640

```
Ix(::Matrix{TrackedFloat32})
ShallowWaters/interpolations.jl:54
```

```
Iy(::Matrix{TrackedFloat32})
ShallowWaters/interpolations.jl:70
```

```
materialize(^)
broadcast.jl:860
```

1   1   640

```
+(::TrackedFloat32, ::TrackedFloat32)
FloatTracker/TrackedFloat.jl:138
```

```
literal_pow(…)
intfuncs.jl:327
```

640

```
^(::TrackedFloat32, ::Int64)
FloatTracker/TrackedFloat.jl:138
```