Real-world debugging in OCaml

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I propose to give a talk/demo explaining how to track down hard-to-find bugs in OCaml programs. I'd hope to involve the new gdb functionality which OCamlPro and others have worked on recently in the talk.

I think this would be reasonable for a 30 to 45 minute talk.

Some areas which could be covered include:
- things which make standard debugging tools hard to use with OCaml
- general use of gdb for OCaml debugging, recognizing values, etc
- segfaults in OCaml: why they may occur, and so forth
- discovering the error in a program which suddenly terminates
- common errors with C bindings

I'd hope a talk like this would be useful for people developing larger-scale applications in OCaml.