Pick the right queue for the job!

Trade-offs

- Behaviours

- Throughput

- Latency

- Memory (size)

push	Block on full*	Overwrite when full	Fail/try_
pop	Block on empty*	Return default on empty	Fail/try_
capacity	Static (compile-time)	Fixed (runtime)	Dynamic (grows)
Bulk push/pop	No - single item	Yes - multiple items	
Message size	Fixed	Dynamic	
Gurantees	None - blocking	Lock-free	Wait-free
Message size limit	Limited (8 bytes?)	Unlimted	
Triviality	Trival	Non-trivial	
Num processes	Single	Inter-process	
Threads	Multiple-producers	Multiple-consumers	*Max-num threads*
Serialisation	Strict global order	Relaxed	

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