

Corsika in C++

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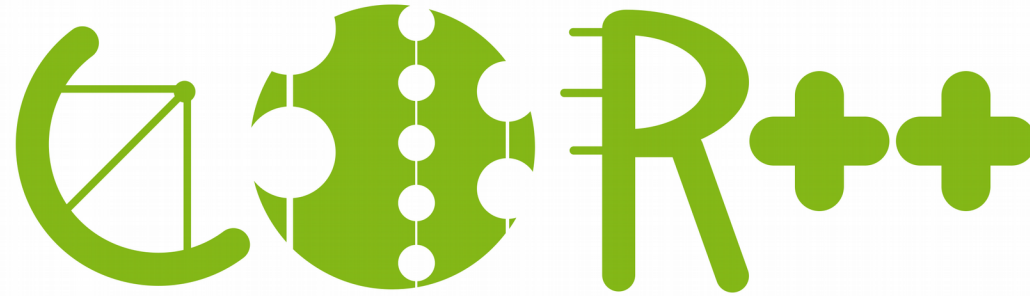
Next Gen Corsika Workshop

Karlsruhe
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Myself

- Dominik Baack
- Technical University Dortmund
- Responsible for MC Production in Magic (+Fact)
- Developer of Cor-PlusPlus extensions:
 Dynstack-Extended RemoteControl ParallelChernekov





Target Goal

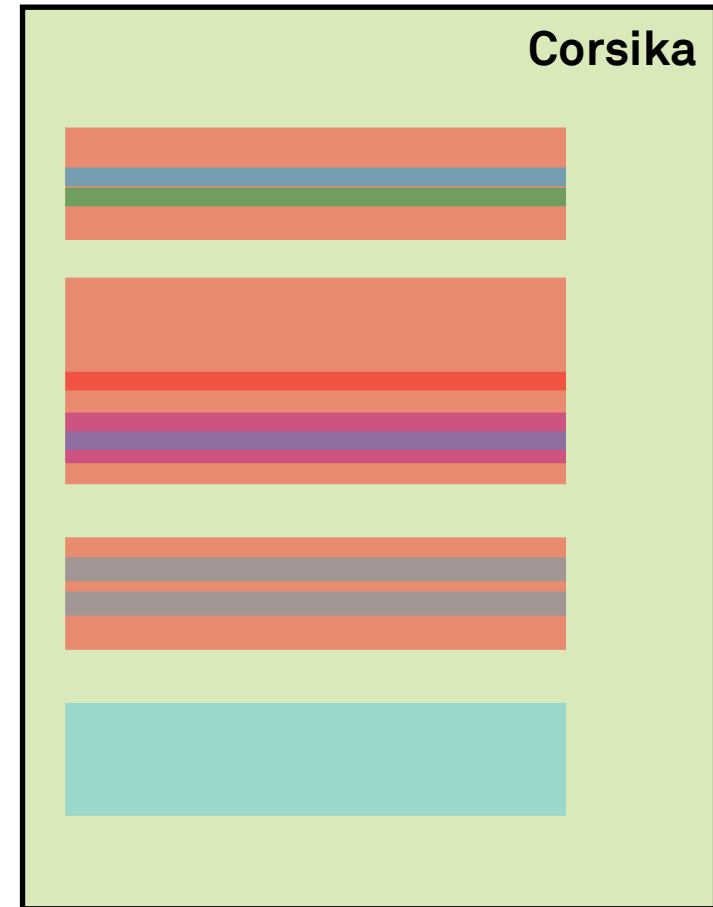
- Speed/performance increase in Corsika
- Better accessibility and development in Corsika
- Test of „new“ patterns and structure



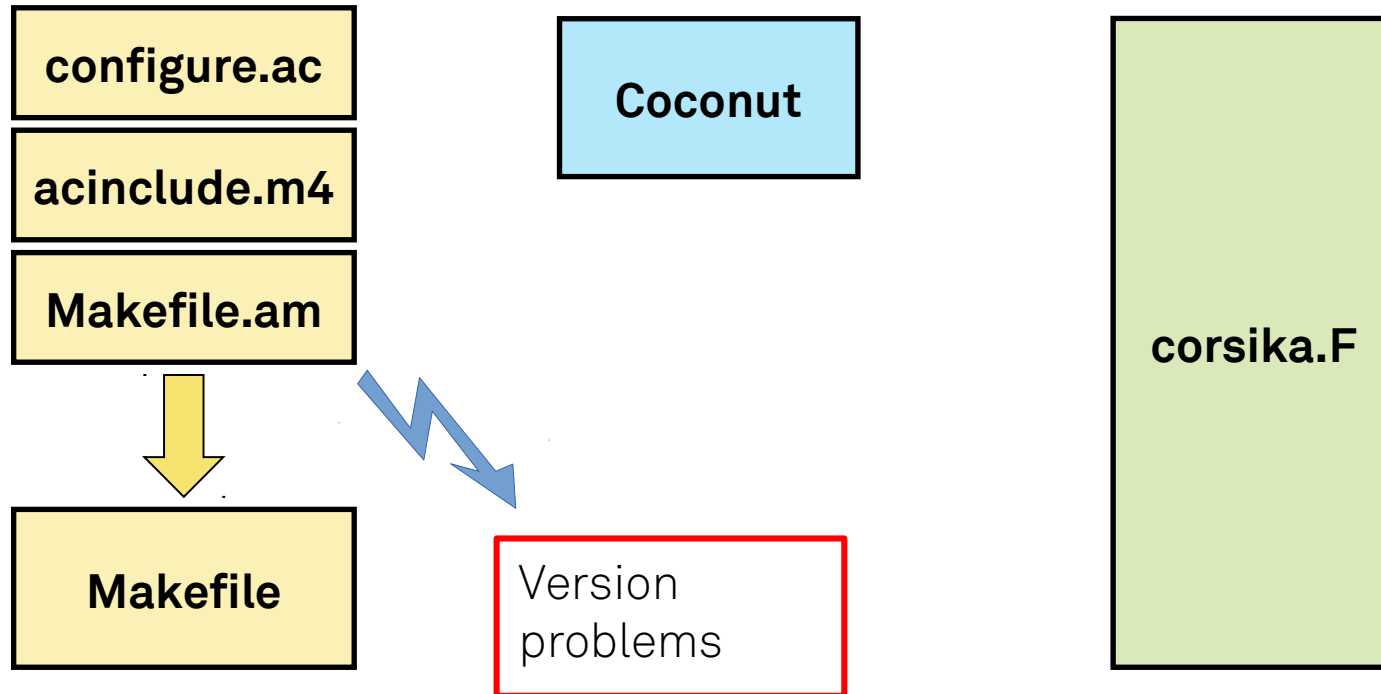
Insights gained during development

Internal structure

- Monolithic application
- Nested structure makes it difficult to maintain
- Nearly each function has side-effects !!
- New modules need modifications of existing code in multiple positions



Current workflow





Compile Time Modules

- Deployment:

Compilation

- Templates possible
 - High performance (full Compiler optimization [-O3])
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- Inflexible
 - Increasing size of main module



Link Time Modules

- Deployment:

Static linking

- Modular development
- Separate tests
- Good performance (linker optimization)
- Only flexible at compile time



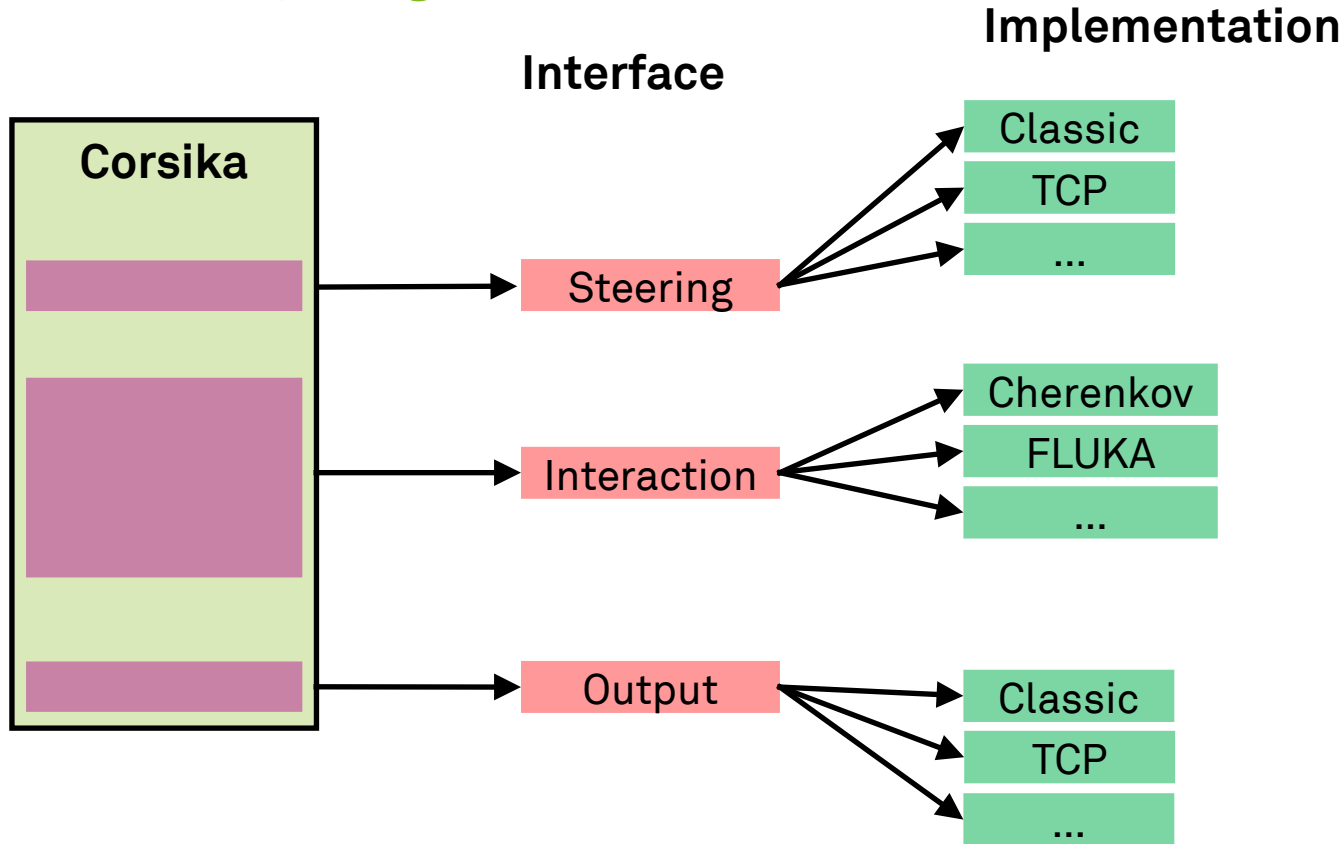
Run Time Modules

- Deployment:

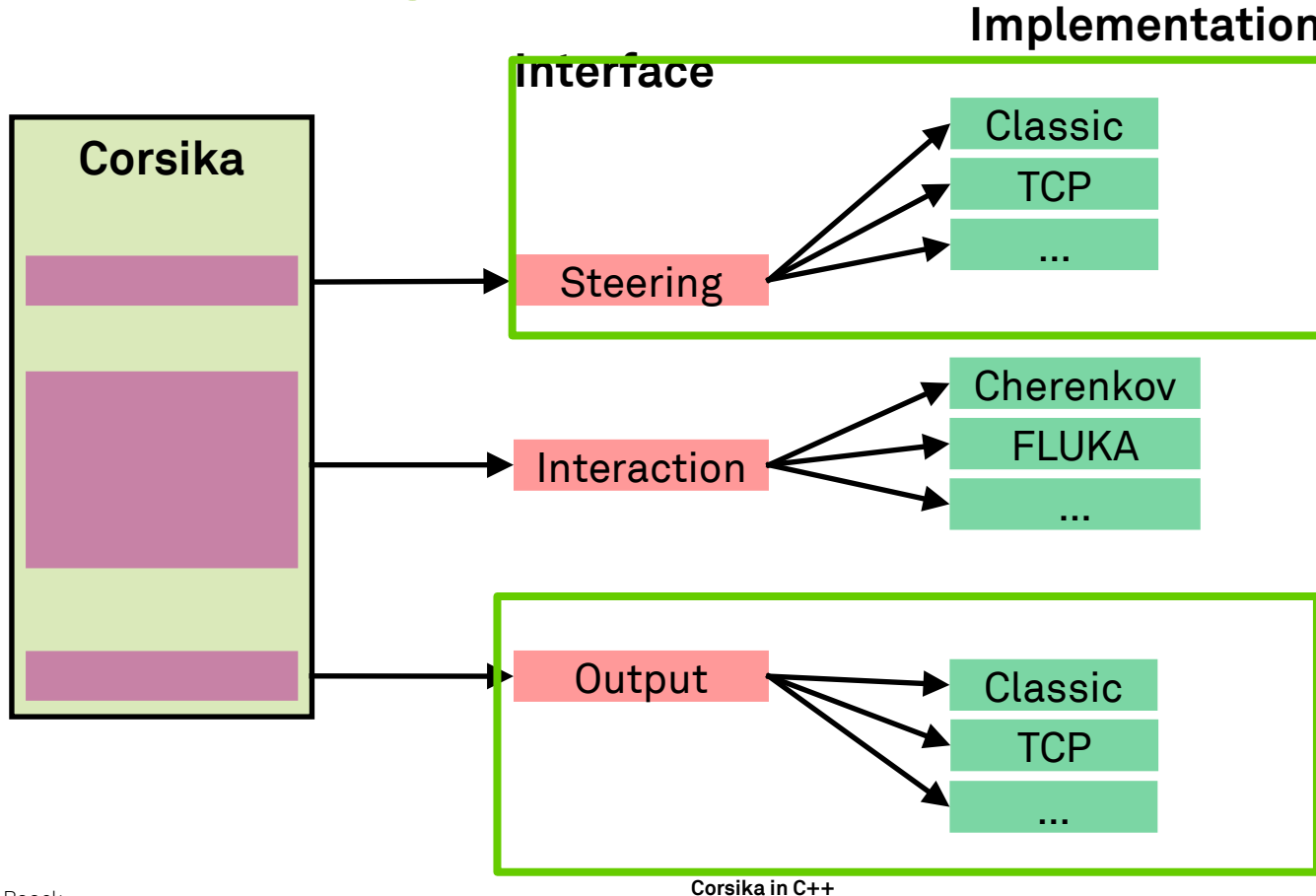
Dynamic linking

- very flexible
- Precompiled distribution (closed source)
- Lowest performance

Interface Everything



Interface Everything





Runtime Polymorphism

- Virtual is not evil by default!
Depending on the implementation virtual has close to zero impact on performance
- Virtual allows additional variability and type safety during development
- Easy interchangeable for rapid prototyping → not performance critically
- Strict guidelines for external developer



Runtime Plugins → SharedObjects

- Plug-in-System, based on shared libraries, for parts with low call frequency (0 to 100Hz)
- Fast exchange and completely independent development possible
- Closed Source possible
- Complete different languages possible



Exceptions

- Use of exceptions is highly encourage to improve debugging
- Memory Dump and controlled shutdown can prevent data loss and faster debugging
- Exception implementation of current compiler have Zero Costs, but no option for usual flow control