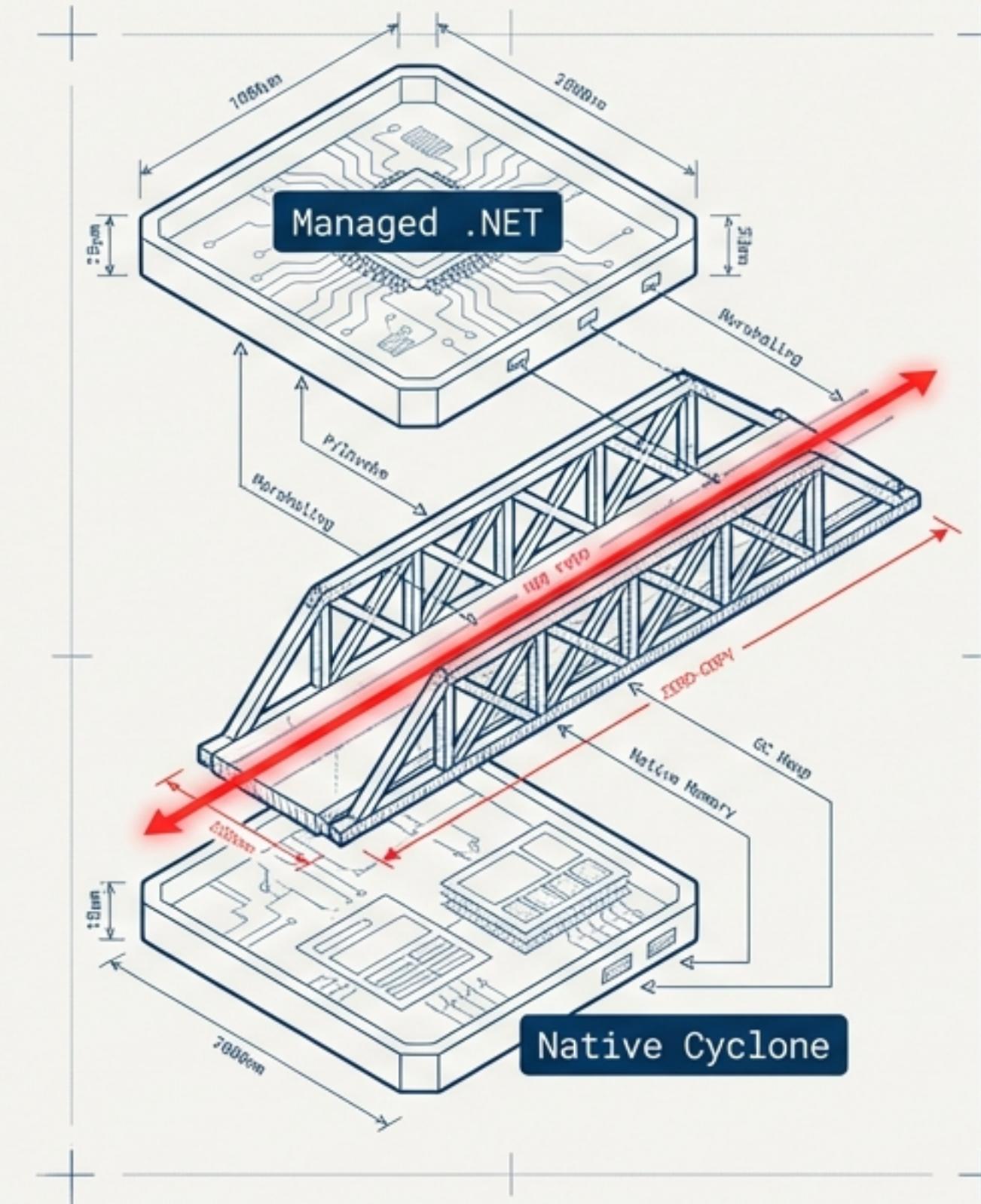


# Fast Cyclone DDS C# Bindings

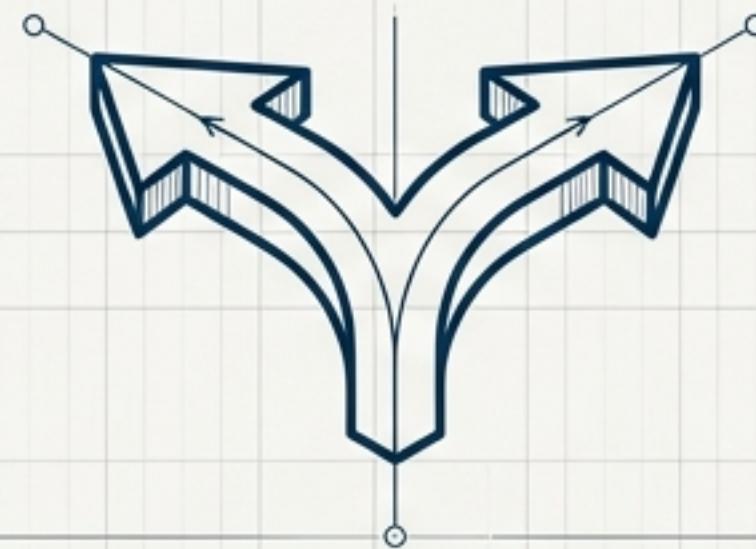
High-Performance .NET Integration  
for Real-Time Systems

A LIBRARY BRIDGING THE GAP BETWEEN .NET PRODUCTIVITY AND  
RAW NATIVE SPEED.



# The Core Proposition: C# Productivity, C-Like Performance

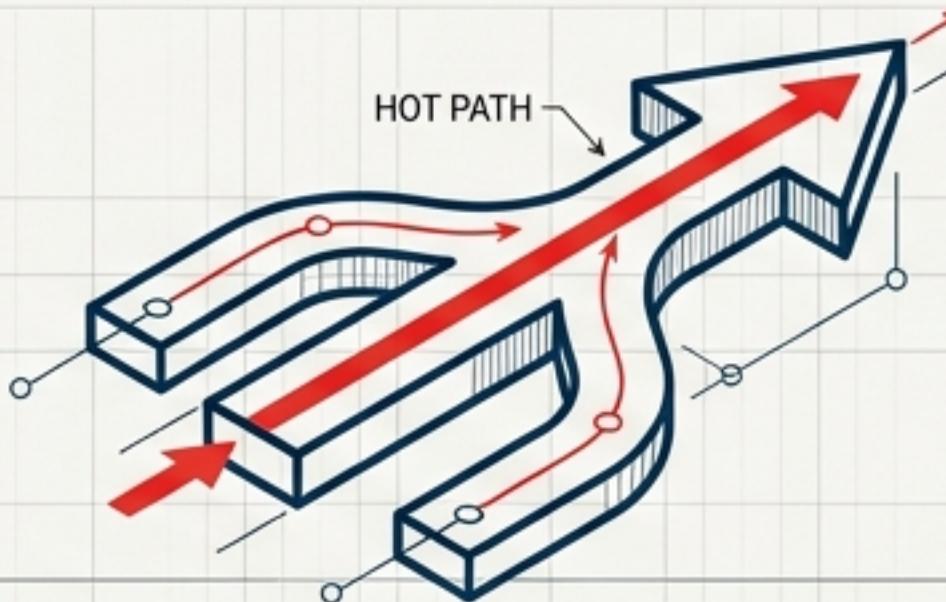
## THE HISTORIC TRADE-OFF



Developers of real-time systems have historically faced a binary choice:

- 1. EFFICIENCY:** Write in C/C++ for manual memory management and real-time constraints.
- 2. VELOCITY:** Write in C#/.NET for rapid development and safety, but suffer Garbage Collection (GC) pauses.

## THE SOLUTION



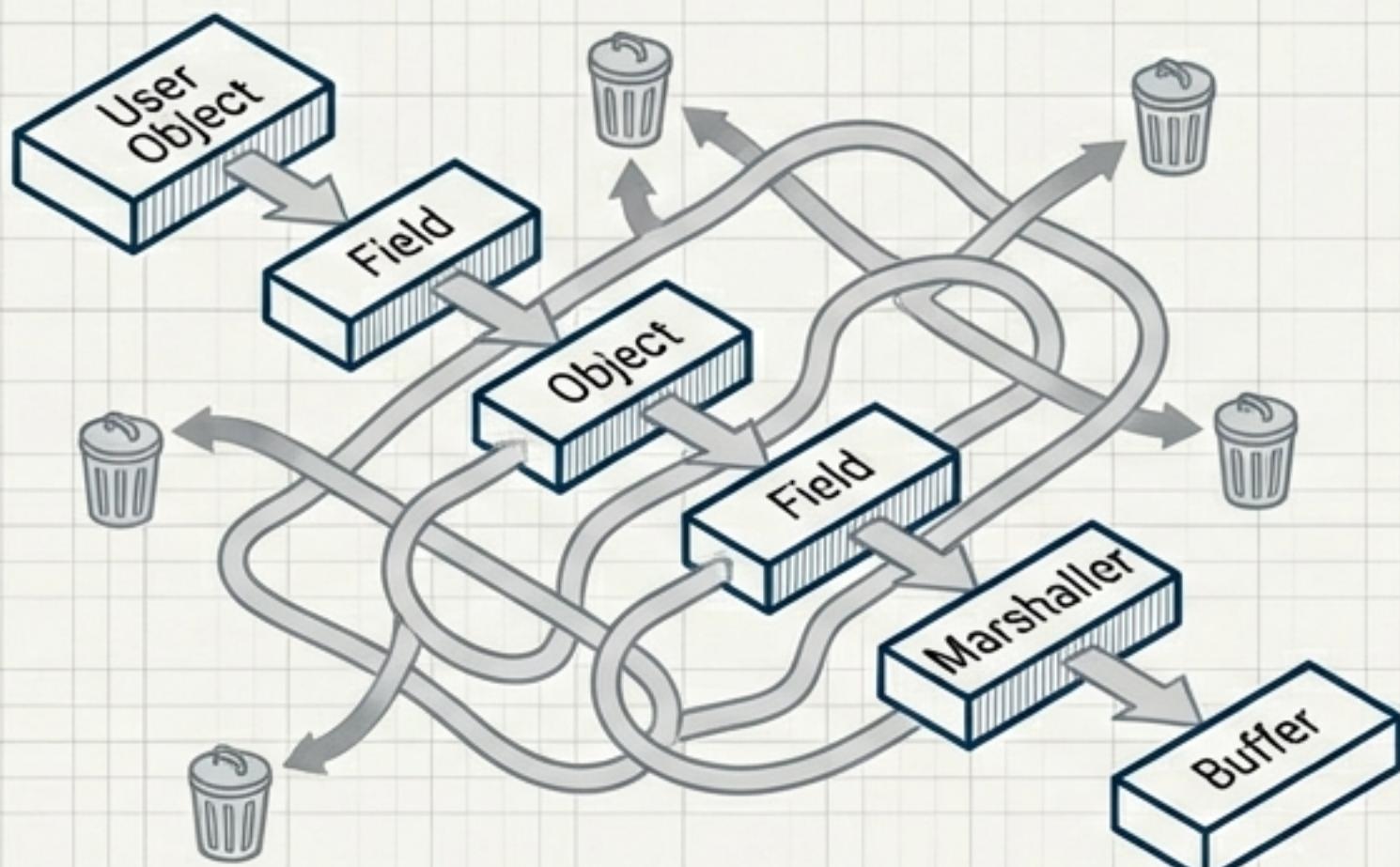
Fast Cyclone DDS C# Bindings eliminates this trade-off.

- 1. ZERO GC OVERHEAD:** Eliminates Garbage Collection allocations in steady-state publishing and receiving.
- 2. NATIVE SPEED:** Provides a high-performance interface to Eclipse Cyclone DDS using a "Hot Path" architecture.
- 3. RESULT:** Applications that run with the speed of C but are written with the safety and speed of .NET.

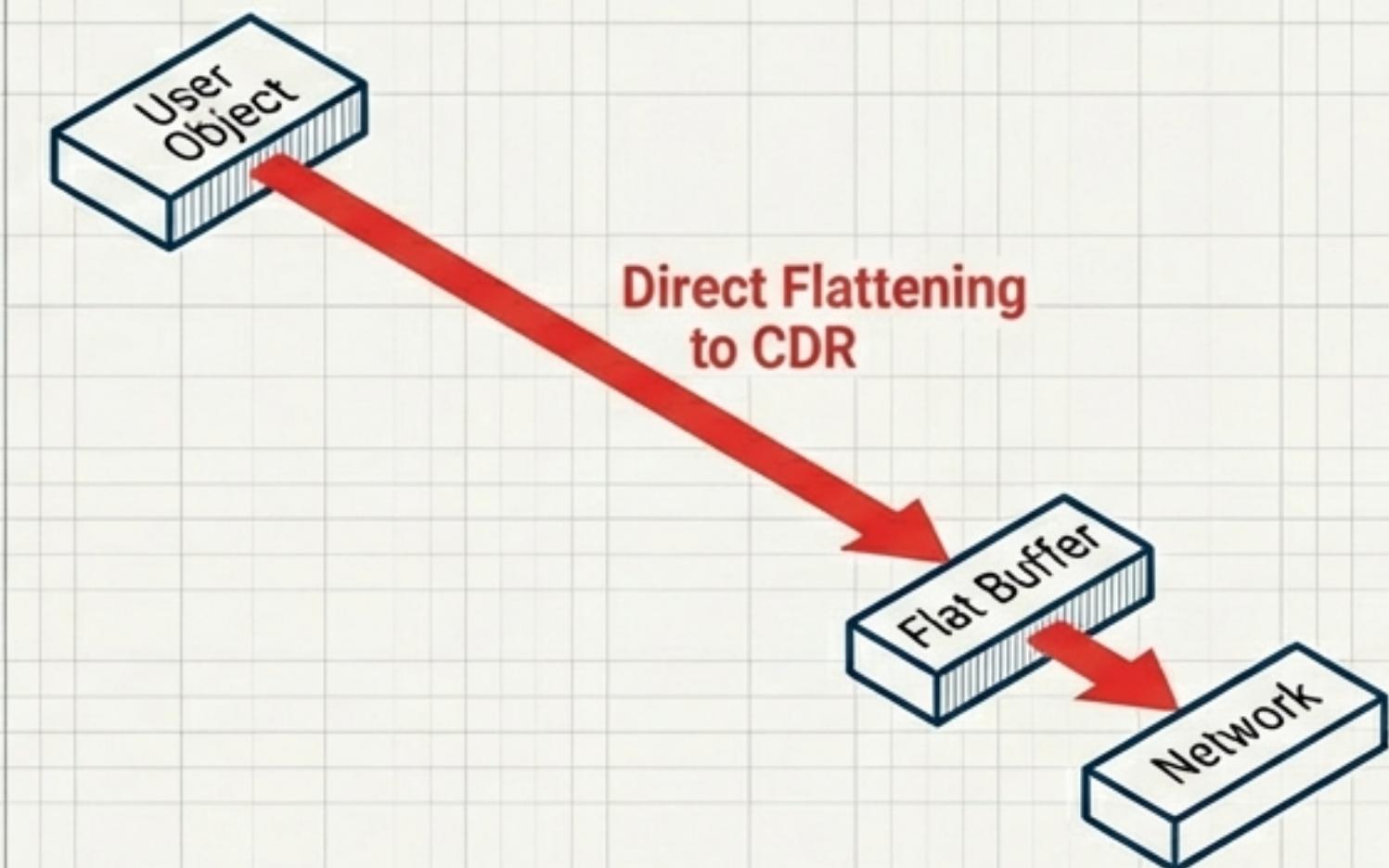
# The “Zero-Allocation” Philosophy

## MEMORY PATHWAYS

### STANDARD MARSHALLING (High CPU & GC Overhead)



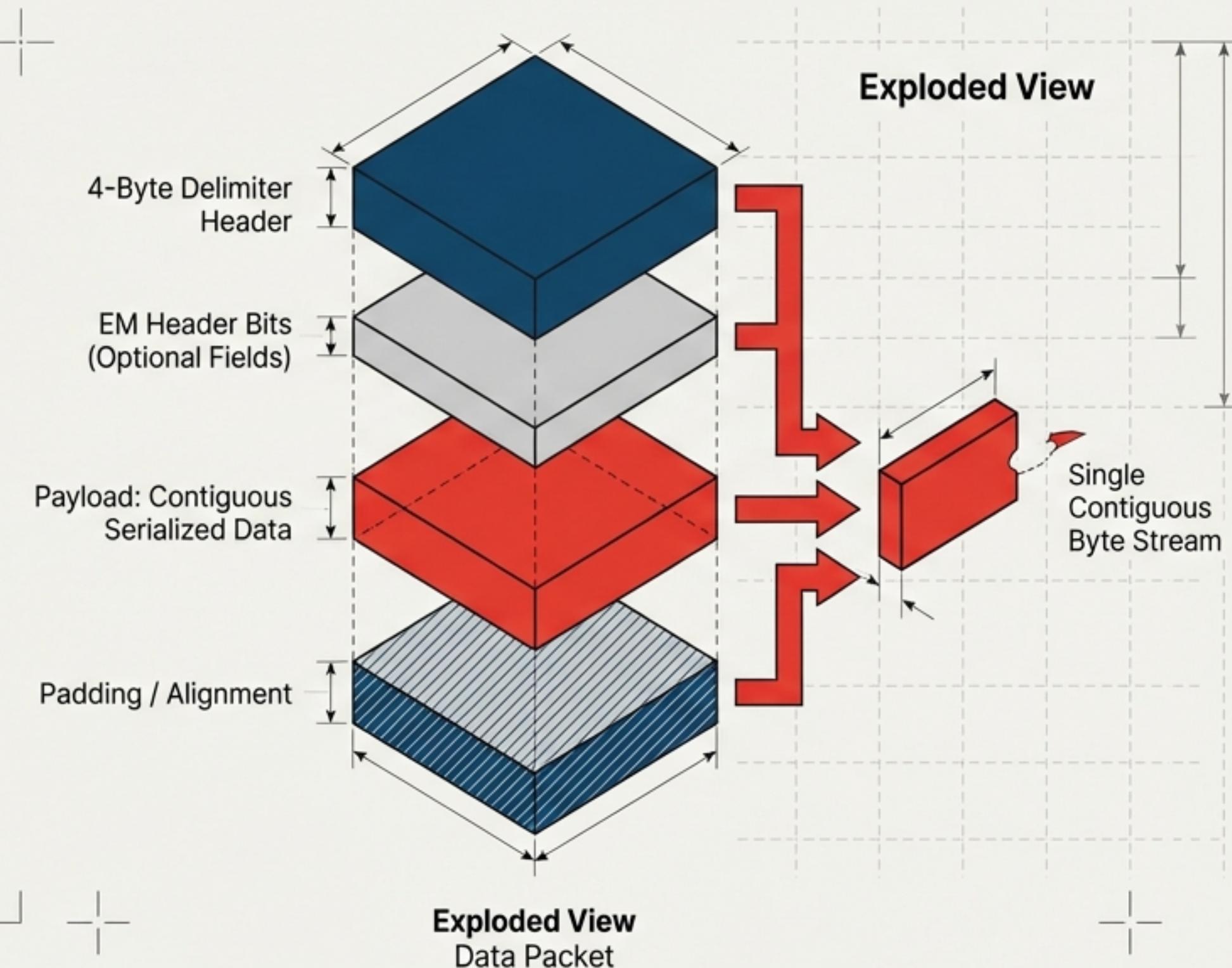
### FAST BINDING (Contiguous Binary / Zero Allocations)



The binding works by flattening samples directly into a contiguous binary representation (CDR), bypassing intermediate C structures or per-field heap objects. Buffers are recycled via pooling.

# Advanced Serialization: XCDR2 Appendable

- **Pure C# Implementation:** A custom implementation of the Extended Common Data Representation (XCDR2) standard, written entirely in C#.
- **Source-Generated:** At build time, a code generator emits specific `Serialize()` / `Deserialize()` logic. No runtime reflection. No boxing. JIT-optimizable.
- **Extensibility:** Supports “Appendable” types automatically. The serializer handles 4-byte delimiter headers and optional field bitmaps (EM header bits).
- **Standards Compliant:** Fully conforms to DDS XTypes rules, including Member IDs and consistent ordering.



Exploded View  
Data Packet

# Defining Topics in C#: The Domain-Specific Language (DSL)

Say goodbye to separate IDL files.

## THE OLD WAY (.IDL)

```
struct MyData {  
    long key;  
    double value;  
    string<32> name;  
};
```

## THE NEW WAY (NATIVE C#)

```
[DdsTopic('MyData')] Define topic  
public partial struct MyData {  
    [DdsKey] public int Key; Mark unique  
    public double Value; identifiers via  
    public FixedString32 Name; Attributes  
}
```

Use specialized types for performance

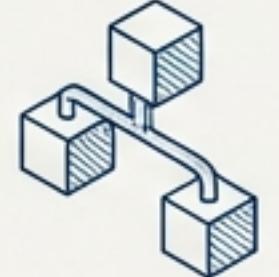
The DSL mirrors IDL capabilities but stays entirely within the familiar C# ecosystem.

# Handling Complex Types & Quality of Service

## Unions

```
[DdsUnion] ← Mapped directly to IDL  
discriminated unions.  
  
public struct SensorData {  
    [DdsDiscriminator] public SensorType Type;  
    [DdsCase(SensorType.Temp)] public float Temp;  
    [DdsCase(SensorType.GPS)] public GpsCoord Loc;  
}  
  
[DdsCase(SensorType.Temp)]  
public GpsCoord ::;
```

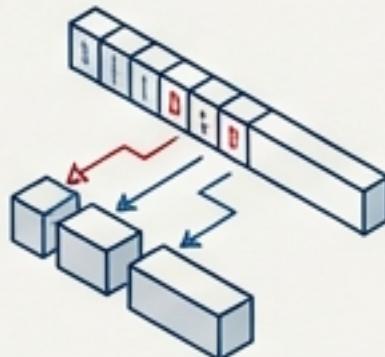
Mapped directly to IDL  
discriminated unions.



## Optional Fields

```
public partial struct Telemetry {  
    public int? Altitude; // Nullable value type  
    public double? Speed;  
}  
  
Uses XCDR2 presence flags  
(bitmaps) on the wire.
```

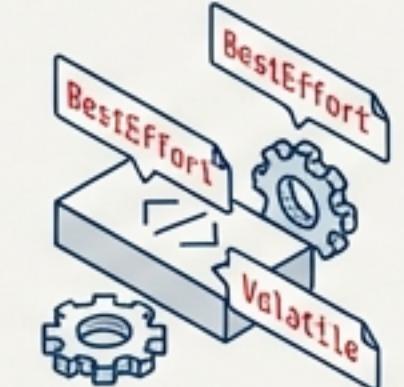
Uses XCDR2 presence  
flags (bitmaps) on  
the wire.



## QoS Integration

```
[DdsQos(Reliability = DdsReliability.BestEffort,  
Durability = DdsDurability.Volatile)]  
public partial struct CameraFrame { ... }  
  
[DdsQos(Reliability = DdsReliability.BestEffort,  
Durability = DdsDurability.Volatile)]
```

Define policy directly  
on the type, keeping  
configuration close to  
the code.



# The Hybrid Model: Managed vs. Unmanaged

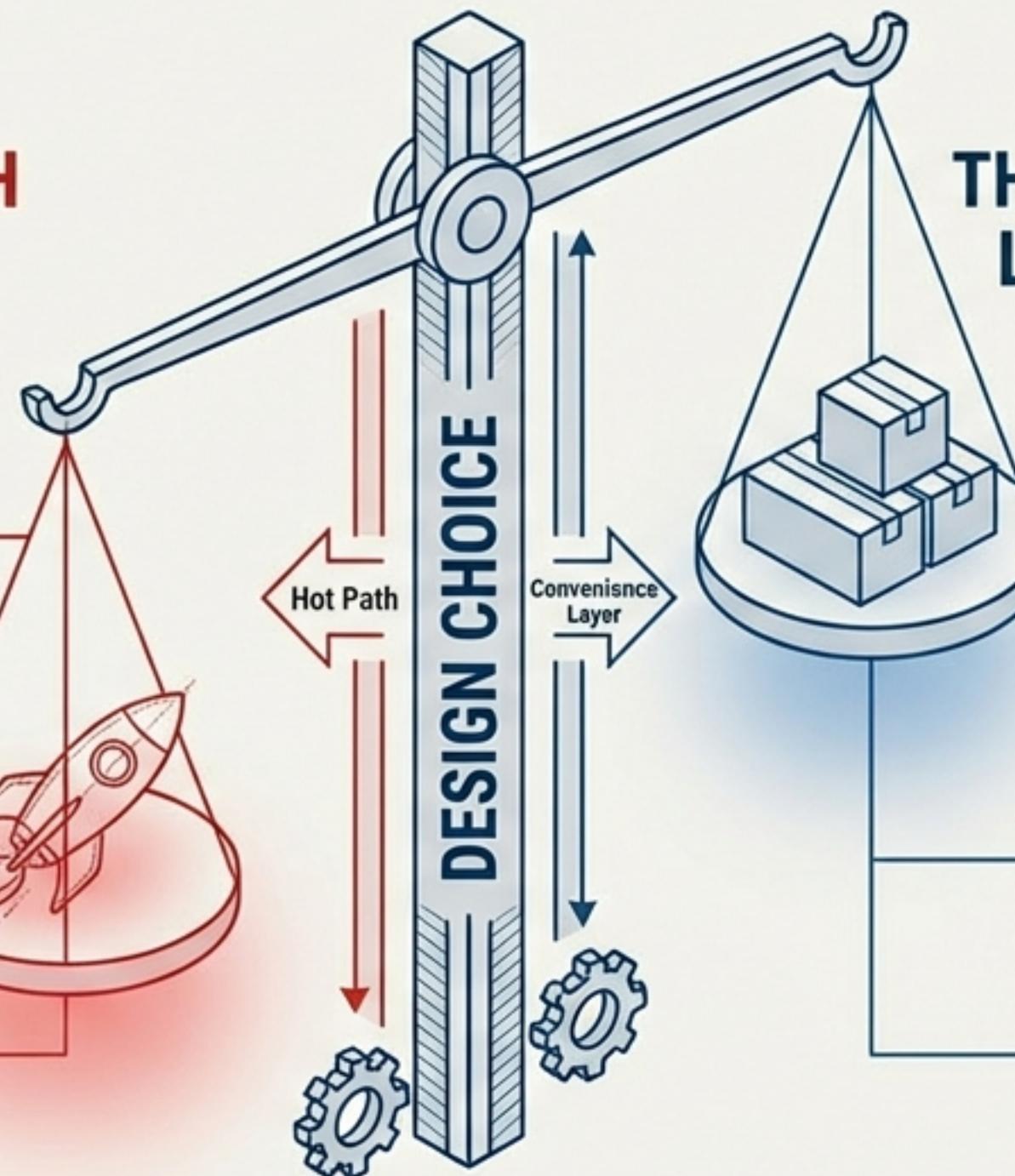


## THE HOT PATH (Unmanaged)

Blittable Structs,  
FixedString32,  
Fixed Arrays

0% GC Overhead

High-frequency telemetry,  
robotics control loops.



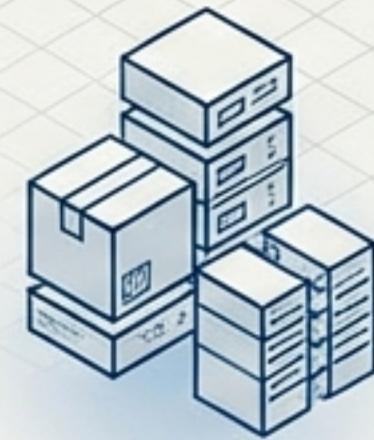
## THE CONVENIENCE LAYER (Managed)

Standard string, List<T>,  
Classes.

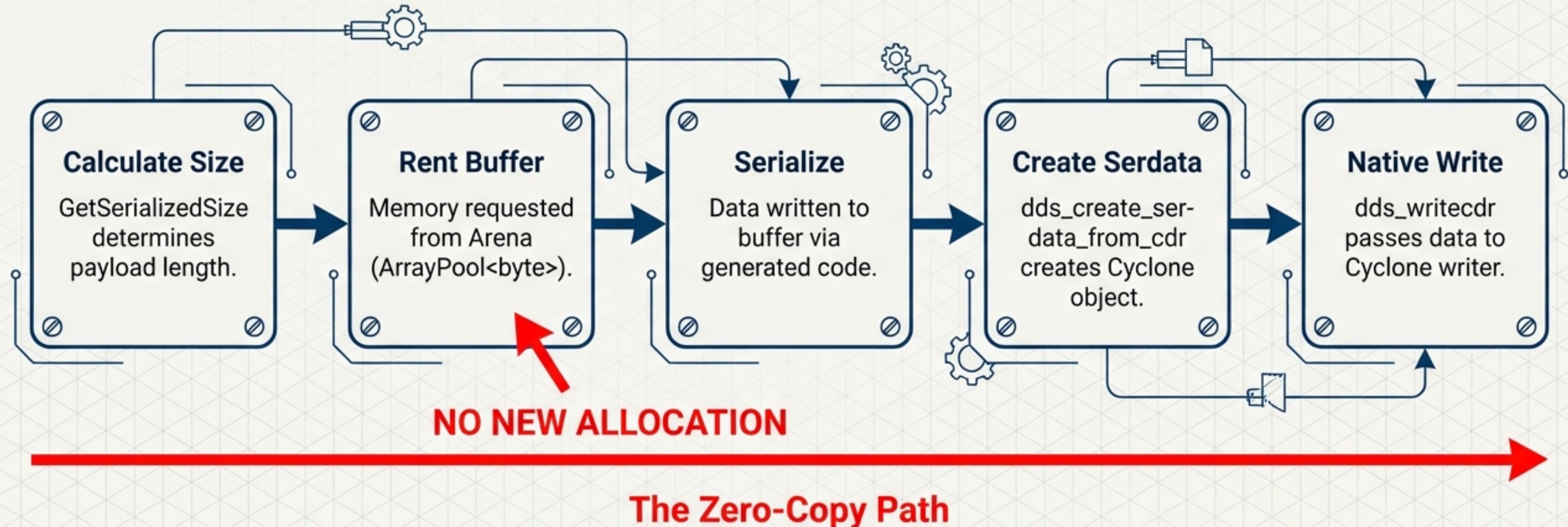
Must be explicitly marked  
with [DdsManaged].

Incurs standard GC  
allocation costs.

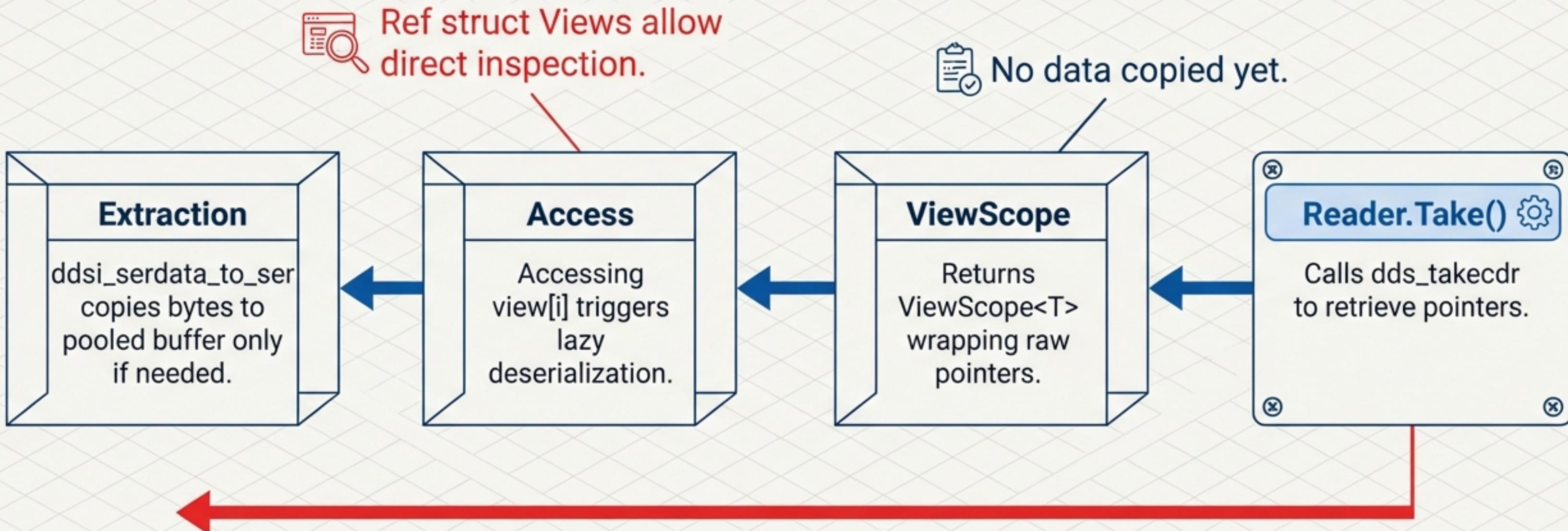
Configuration data,  
low-frequency events,  
UI integration.



# Architectural Deep Dive: The Write Path



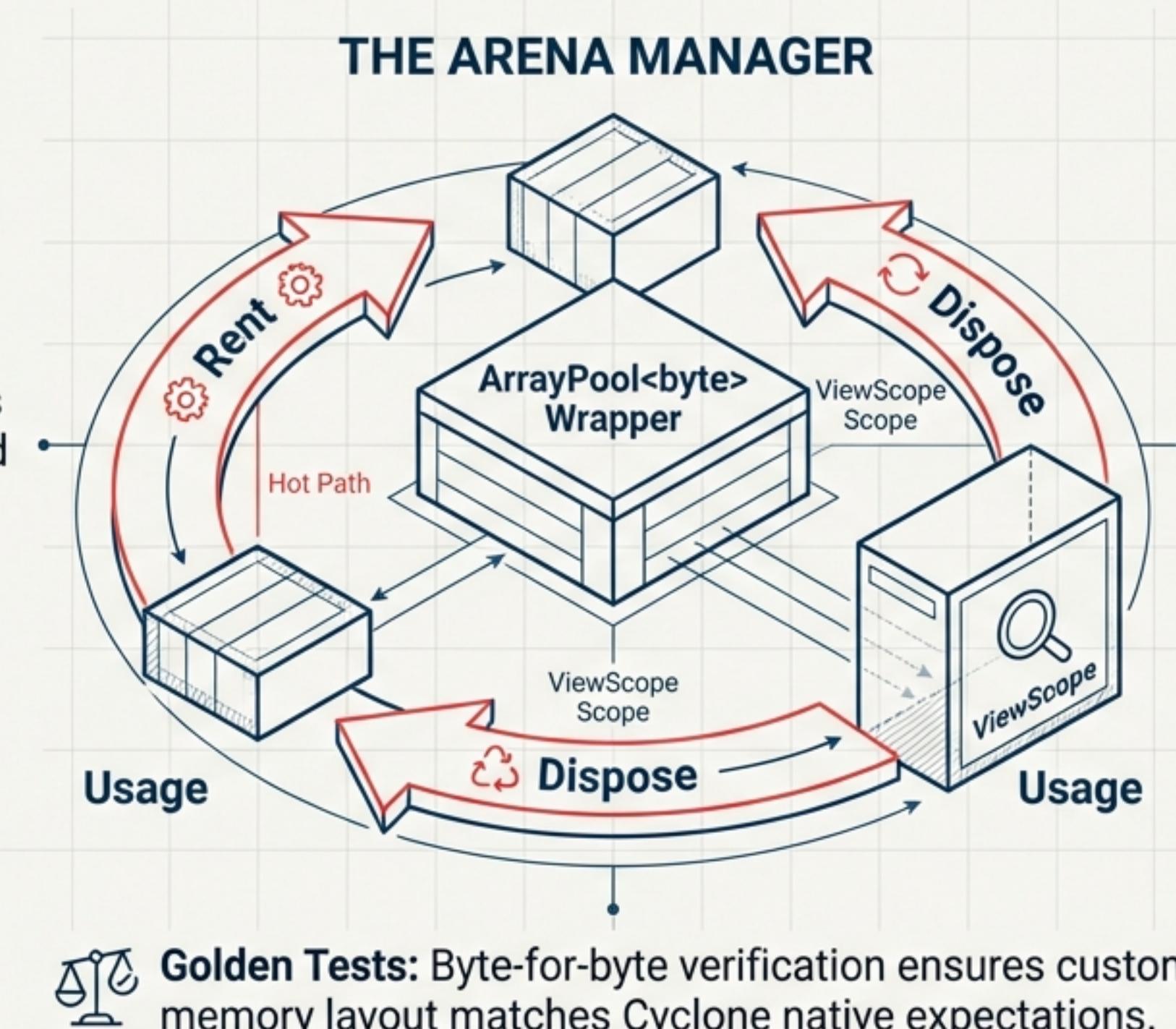
# Architectural Deep Dive: The Read Path

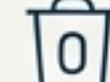


Dispose() returns the loan to Cyclone, decrementing references to serdata objects.

# Memory Management Strategy

 **Lifecycle Management:** ViewScope ensures buffers cannot be persisted beyond valid lifetime (enforced by compiler ref struct).



 **Zero Garbage:** In steady-state, even variable-size data produces no garbage for GC.

# Code Walkthrough: Defining the Data

```
[DdsTopic('ExampleTopic')]  
public partial struct ExampleData {  
    [DdsKey] public int Id;  
  
    // Unmanaged: Zero allocation  
    public FixedString32 Tag; ○  
  
    // Managed: Dynamic sequence  
    [DdsManaged]  
    public List<int>? Numbers; ○  
}
```

Key Field Definition.

Unmanaged Type.  
32-byte UTF-8  
buffer. No  
Allocations.

Managed Type.  
Dynamic  
sequence.  
Opt-in via  
[DdsManaged].

# Code Walkthrough: Publish & Subscribe

## PUBLISH (WRITE)

```
var sample = new ExampleData {  
    Id = 42,  
    Tag = new FixedString32('SensorA')  
};  
writer.Write(in sample); // Serializes directly to pooled buffer
```

Zero-Copy Flow

## Network

## SUBSCRIBE (READ)

```
using var samples = reader.Take(); // Loan samples  
foreach (var view in samples) {  
    // 'view' is a lightweight struct pointing to raw data  
    Console.WriteLine("Received: " + view.Tag);  
}  
// Loan returned to Cyclone automatically at end of scope
```

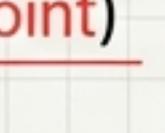
# Native Integration & Extensions

## Managed C# Binding

- Dynamic Registration (IDL Generation)
- P/Invoke Wrappers

The Bridge: Custom extensions allow .NET to speak 'Cyclone Native' without FFI overhead. New entry points were added to the Cyclone C API specifically for this project.

## Cyclone DDS Core (C)

- `dds_writecdr`   
(New Entry Point)
- `dds_takecdr`   
(New Entry Point)

# Summary of Benefits

## High Throughput



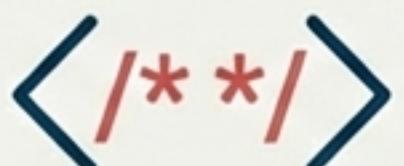
Zero-copy read/write paths bypass standard marshalling bottlenecks.

## Low Latency



Elimination of GC pauses ensures deterministic behavior for real-time loops.

## Productivity



Use standard C# tools, attributes, and types. No context switching to C++.

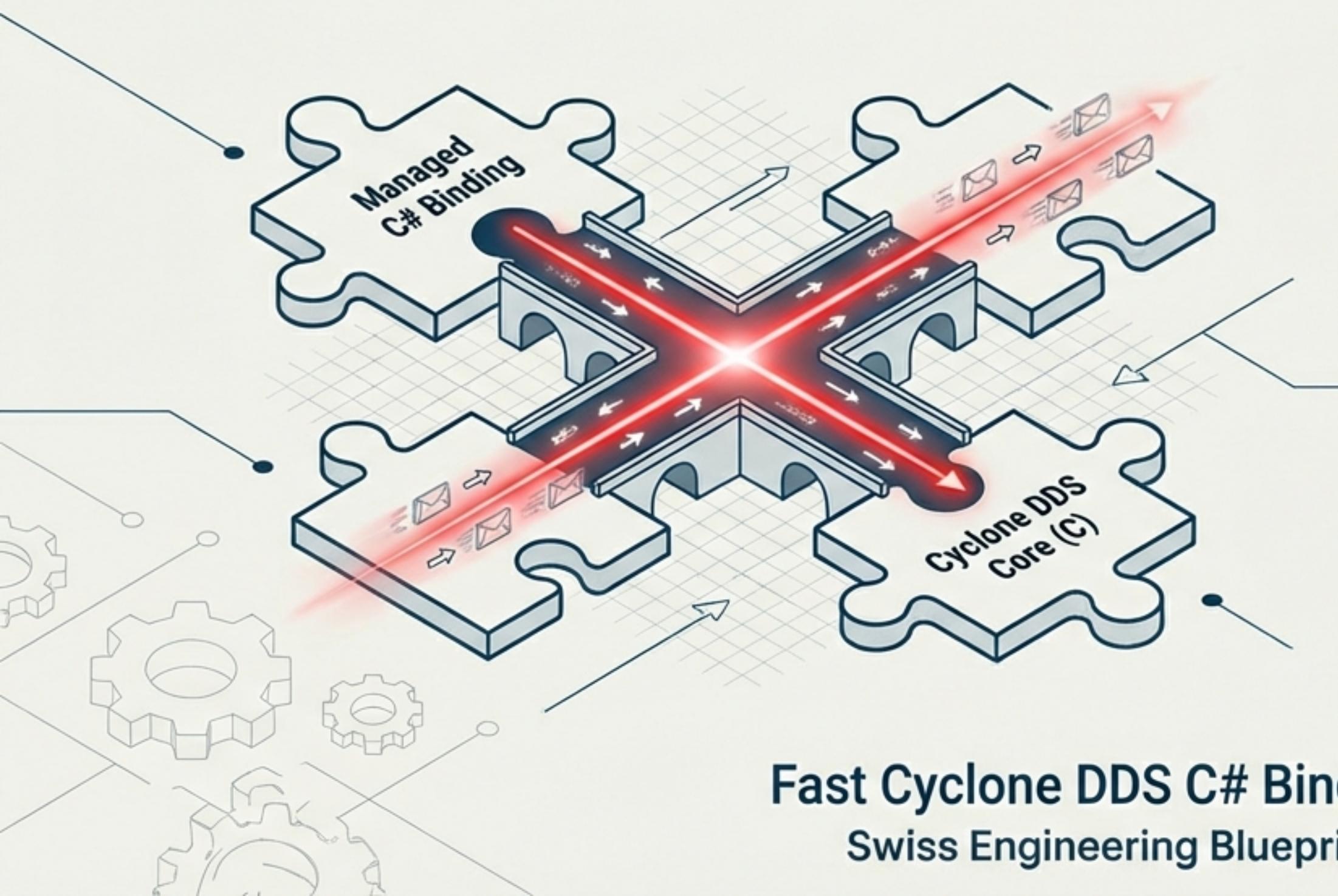
## Seamless Interop



"Golden Test" verified. Guaranteed byte-for-byte compatibility with any DDS participant (C++, Python).

# Real-Time Performance. .NET Convenience.

The power of Eclipse Cyclone DDS, now native to the .NET ecosystem.



## IDEAL USE CASES

- ✓ Autonomous Vehicles & Robotics
- ✓ High-Frequency Telemetry & Sensor Fusion
- ✓ Mission-Critical Distributed Systems

Fast Cyclone DDS C# Bindings  
Swiss Engineering Blueprint