

- !1152: Read / Load YAML configurations
- !1159: Skeleton for cbmreco app
- !1161: Most remaining changes from my GPU fork. Couldn't be broken up into smaller MRs.

# YAML configurations

```
#include "config/Property.h"
struct Config {
    float field1;
    int field2;

    struct SubConfig {
        int field3;
        static constexpr auto Properties =
            std::make_tuple(
                config::Property(&SubConfig::field3, "field3", "Description")
            );
    } subConfig;

    static constexpr auto Properties = std::make_tuple(
        config::Property(&SubConfig::field1, "field1", "Description"),
        config::Property(&SubConfig::field2, "field2", "Description"),
        config::Property(&SubConfig::subConfig, "subConfig", "Description"));
};
```

```
---
field1: 0
field2: -1
subConfig:
  field3: 8.0
...
```

# YAML configurations

```
#include "config/YAML.h"

// Load from file
Config c = config::Load<Config>("config.yaml");

// Dump to string
std::string s = config::Dump{}(c);
```

- Convert back-and-forth between YAML and classes / structs
- Works with numeric types, enums, `std::string` and `std::vector`, `std::array` for lists, and nested classes

- xpu update: A number of breaking changes to the API
- Added `xpu_legacy.h` to mitigate some of the changes
- Updates STS Reco, includes adjustments for mCBM
- Able to reproduce results from my fork with `cbmreco` binary
- Some overlap `cbmreco_fairrun`, should be merged in the future

- Name xpu is also used by Intel for their GPU software,
- To avoid clashes, will rename soon to 1c1