

TRAMPOLINE(3)

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NAME

trampoline – closures as first-class C functions

SYNOPSIS

```
#include <trampoline.h>

function = alloc_trampoline(address, variable, data);

free_trampoline(function);

is_trampoline(function)
trampoline_address(function)
trampoline_variable(function)
trampoline_data(function)
```

DESCRIPTION

These functions implement *closures* as first-class C functions. A closure consists of a regular C function and a piece of data which gets passed to the C function when the closure is called.

Closures as *first-class C functions* means that they fit into a function pointer and can be called exactly like any other C function. `function = alloc_trampoline(address, variable, data)` allocates a closure. When `function` gets called, it stores `data` in the variable `variable` and calls the C function at `address`. The function at `address` is responsible for fetching `data` out of `variable` immediately, before execution of any other function call.

This is much like **gcc**'s local functions, except that the GNU C local functions have dynamic extent (i.e. are deallocated when the creating function returns), while *trampoline* provides functions with indefinite extent: `function` is only deallocated when **free_trampoline(function)** is called.

is_trampoline(function) checks whether the C function `function` was produced by a call to `alloc_trampoline`. If this returns true, the arguments given to `alloc_trampoline` can be retrieved:

```
trampoline_address(function) returns address,
trampoline_variable(function) returns variable,
trampoline_data(function) returns data.
```

SEE ALSO

gcc(1), stdarg(3), callback(3)

BUGS

Passing the data through a global variable is not reentrant. Don't call trampoline functions from within signal handlers. This is fixed in the **callback(3)** package.

PORTING

The way **gcc** builds local functions is described in the gcc source, file gcc-2.6.3/config/cpu/cpu.h.

AUTHOR

Bruno Haible <bruno AT clisp DOT org>

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