

Assembly - Recursion

A recursive procedure is one that calls itself. There are two kind of recursion: direct and indirect. In direct recursion, the procedure calls itself and in indirect recursion, the first procedure calls a second procedure, which in turn calls the first procedure.

Recursion could be observed in numerous mathematical algorithms. For example, consider the case of calculating the factorial of a number. Factorial of a number is given by the equation –

Fact (n) = n * fact (n-1) **for** n > 0

For example: factorial of 5 is 1 x 2 x 3 x 4 x 5 = 5 x factorial of 4 and this can be a good example of showing a recursive procedure. Every recursive algorithm must have an ending condition, i.e., the recursive calling of the program should be stopped when a condition is fulfilled. In the case of factorial algorithm, the end condition is reached when n is 0.

The following program shows how factorial n is implemented in assembly language. To keep the program simple, we will calculate factorial 3.

```
section .text
    global _start          ;must be declared for using gcc

_start:                   ;tell linker entry point

    mov bx, 3              ;for calculating factorial 3
    call proc_fact
    add ax, 30h
    mov [fact], ax

    mov edx, len           ;message length
    mov ecx, msg           ;message to write
    mov ebx, 1             ;file descriptor (stdout)
    mov eax, 4             ;system call number (sys_write)
    int 0x80              ;call kernel

    mov edx, 1             ;message length
    mov ecx, fact          ;message to write
    mov ebx, 1             ;file descriptor (stdout)
    mov eax, 4             ;system call number (sys_write)
    int 0x80              ;call kernel
```

Live Demo

```

    mov     eax,1           ;system call number (sys_exit)
    int     0x80           ;call kernel

proc_fact:
    cmp     bl, 1
    jg      do_calculation
    mov     ax, 1
    ret

do_calculation:
    dec     bl
    call    proc_fact
    inc     bl
    mul     bl             ;ax = al * bl
    ret

section .data
msg db 'Factorial 3 is:',0xa
len equ $ - msg

section .bss
fact resb 1

```

When the above code is compiled and executed, it produces the following result –

```

Factorial 3 is:
6

```