## **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  $1 \times 2 \times 3 \times 4 \times 5 = 5 \times 6$  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.

```
Live Demo
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
        [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)
   mov
```

```
int
          08x0
                          ; call kernel
         edx, 1
                           ;message length
   mov
          ecx, fact
   mov
                          ;message to write
                          ;file descriptor (stdout)
          ebx,1
   mov
                          ;system call number (sys write)
          eax,4
   mov
          08x0
                          ; call kernel
   int
          eax,1
                          ;system call number (sys exit)
   mov
   int
          0x80
                          ; call kernel
proc_fact:
   cmp
         bl, 1
         do calculation
   jg
         ax, 1
   mov
   ret
do calculation:
   dec
         bl
         proc_fact
   call
   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:
```