

## Shift Registers in Digital Electronics and Serial Input Serial Output Registers

### Contents:

1. Introduction
2. Types
3. SISO
4. Working

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## Introduction about Register

Flip-flop is a 1 bit memory cell which can be used for storing the digital data. To increase the storage capacity in terms of number of bits, we have to use a group of flip-flop. Such a group of flip-flop is known as a **Register**. The **n-bit register** will consist of **n** number of flip-flop and it is capable of storing an **n-bit** data

## Types of registers

The binary data in a register can be moved within the register from one flip-flop to another. The registers that allow such data transfers are called as **shift registers**. There are four mode of operations of a shift register.

Serial Input Serial Output (SISO)

Serial Input Parallel Output (SIPO)

Parallel Input Serial Output (PISO)

Parallel Input Parallel Output (PIPO)

The Clear/ input is an active-low asynchronous input which clears the register content to all 0's when asserted low, independent of the clock pulse.

- During normal operation, Clear/ must be maintained at logic 1.
- The transfer of new information into a register is referred to as Loading
- The term Parallel Loading is used if all the input bits are transferred into the register simultaneously, with the common clock pulse.

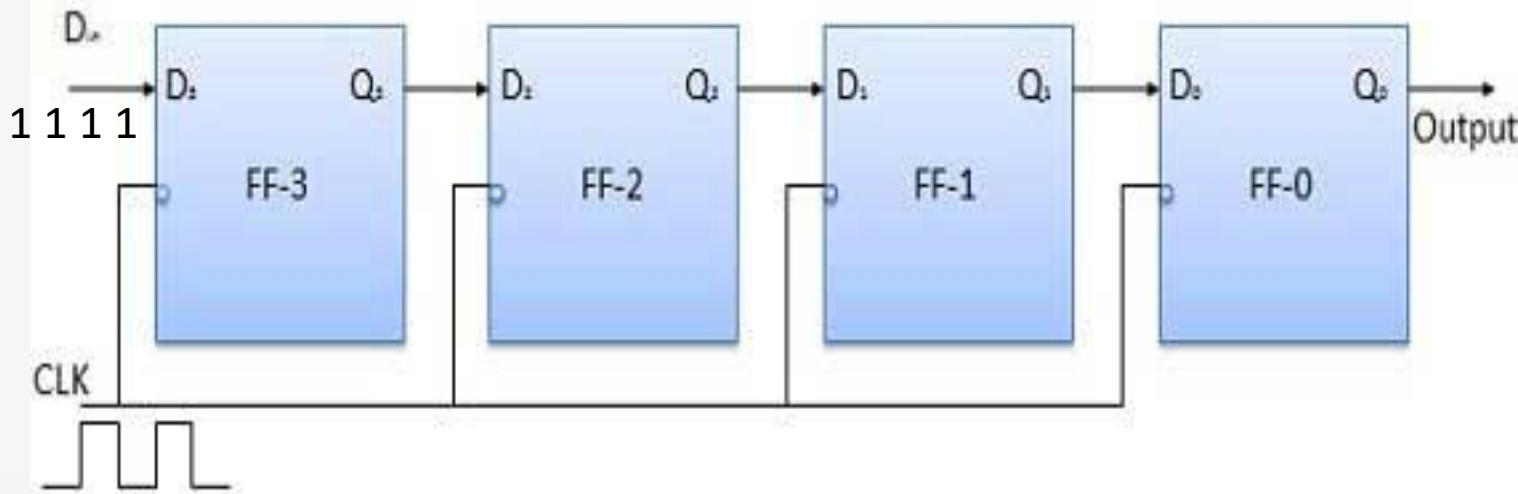
In most digital systems, a master clock generator supplies clock pulses to all parts of the system, just as the heart that supplies a constant beat to all parts in the human system. Because of this fact, the input values in the register are loaded when a clock pulse arrives. This implies that, whenever a clock pulse arrives, it would load the register with new values, thus overwriting the previously stored register data.

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## Serial Input Serial Output (SISO) Register

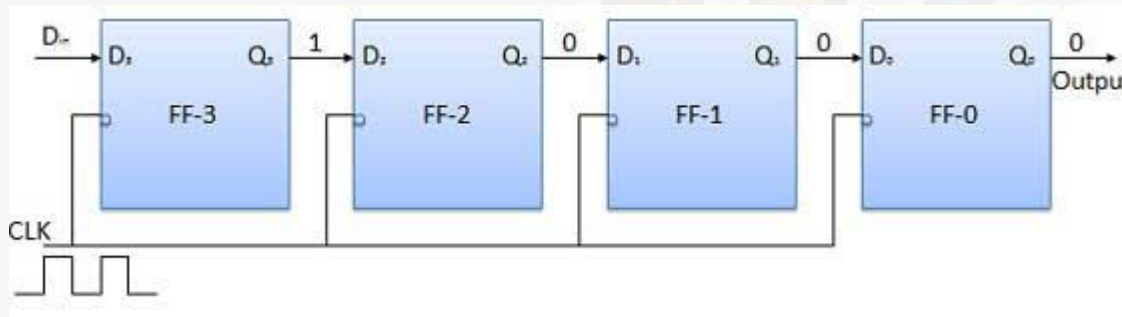
Let all the flip-flop be initially in the reset condition i.e.  $Q_3 = Q_2 = Q_1 = Q_0 = 0$ . If an entry of a four bit binary number 1 1 1 1 is made into the register, this number should be applied to  $D_{in}$  bit with the LSB bit applied first. The D input of FF-3 i.e.  $D_3$  is connected to serial data input  $D_{in}$ . Output of FF-3 i.e.  $Q_3$  is connected to the input of the next flip-flop i.e.  $D_2$  and so on.

### Block Diagram



## Operation

Before application of clock signal, let  $Q_3 Q_2 Q_1 Q_0 = 0000$  and apply LSB bit of the number to be entered to  $D_{in}$ . So  $D_{in} = D_3 = 1$ . Apply the clock. On the first falling edge of clock, the FF-3 is set, and stored word in the register is  $Q_3 Q_2 Q_1 Q_0 = 1000$ .

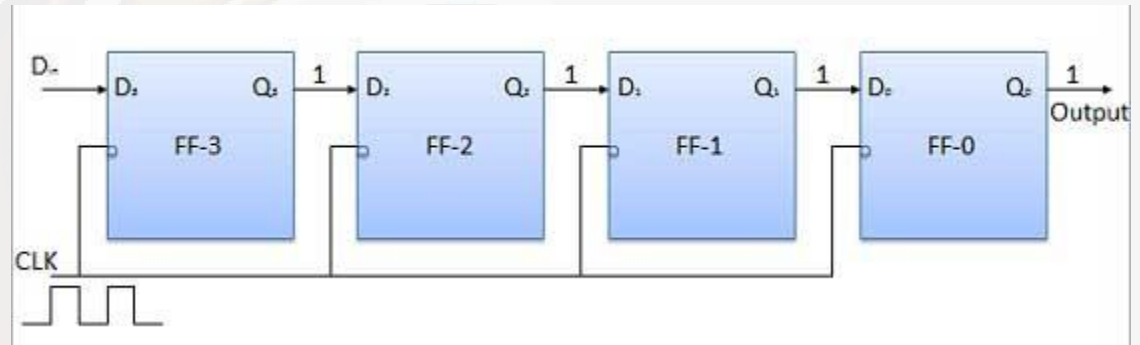


Apply the next bit to  $D_{in}$ . So  $D_{in} = 1$ . As soon as the next negative edge of the clock hits, FF-2 will set and the stored word change to  $Q_3 Q_2 Q_1 Q_0 = 1100$ .

Apply the next bit to be stored i.e. 1 to  $D_{in}$ . Apply the clock pulse. As soon as the third negative clock edge hits, FF-1 will be set and output will be modified to  $Q_3 Q_2 Q_1 Q_0 = 1110$ .

## Operation

Similarly with  $D_{in} = 1$  and with the fourth negative clock edge arriving, the stored word in the register is  $Q_3 Q_2 Q_1 Q_0 = 1111$



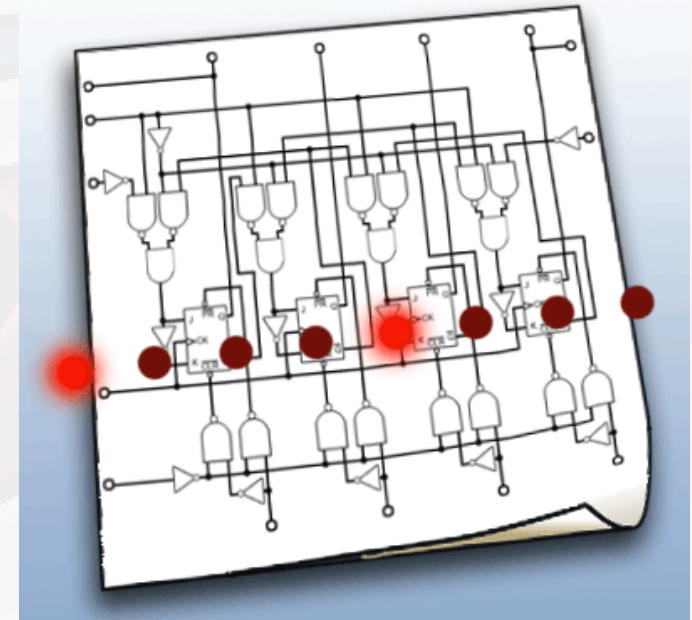
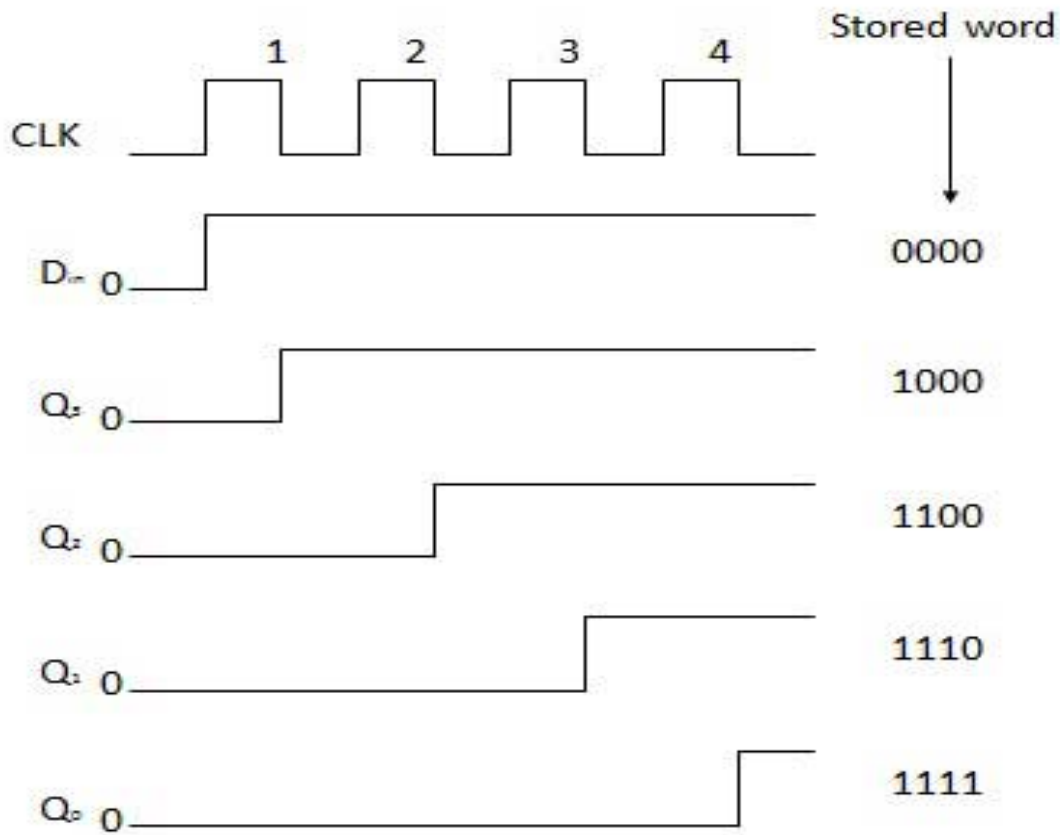
## Truth Table

	CLK	$D_{in} = Q_3$	$Q_3 = D_2$	$Q_2 = D_1$	$Q_1 = D_0$	$Q_0$
Initially			0	0	0	0
(i)	↓	1	1	0	0	0
(ii)	↓	1	1	1	0	0
(iii)	↓	1	1	1	1	0
(iv)	↓	1	1	1	1	1

→ Direction of data travel

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## Waveforms



## Applications

sometimes it's necessary to send or receive data **serially**, or one bit at a time. Some examples include:

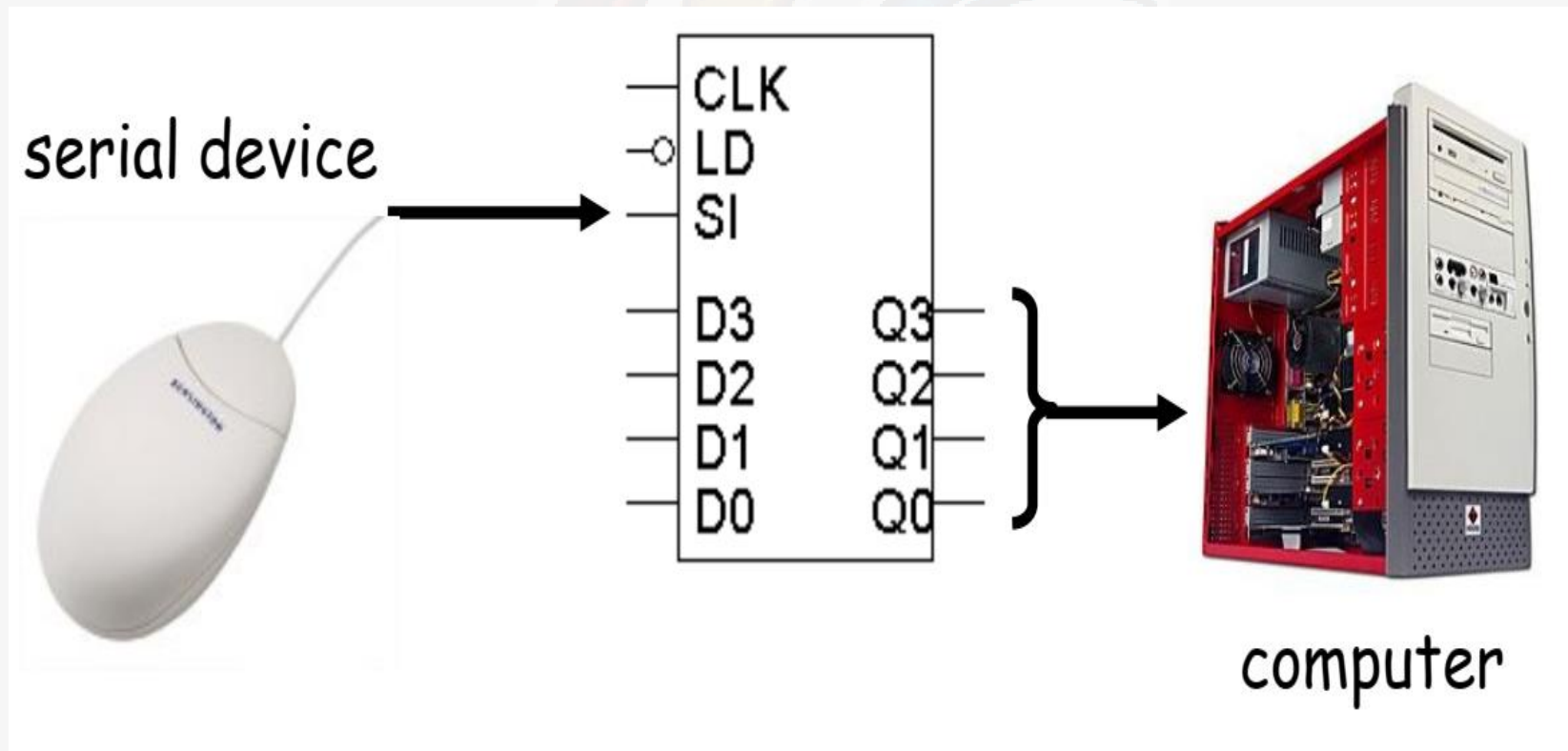
- Input devices such as keyboards and mice
- Output devices like printers
- Any serial port, USB or Firewire device transfers data serially
- Recent switch from Parallel ATA to Serial ATA in hard drives

To receive serial data using a shift register:

- The serial device is connected to the register's SI input
- The shift register outputs Q3-Q0 are connected to the computer
- The serial device transmits one bit of data per clock cycle
- These bits go into the SI input of the shift register
- After four clock cycles, the shift register will hold a four-bit word
- The computer then reads all four bits at once from the Q3-Q0 outputs.



## Applications



## References:

- Digital Principles and Applications, A.P. Malvino, D. P. Leach and Saha, 7<sup>th</sup> Ed., 2011, Tata McGraw Hill
- Digital Fundamentals, Thomas L. Floyd, 11<sup>th</sup> Ed., 2015, Pearson Education Limited
- Modern Digital Electronics, R P Jain, 4<sup>th</sup> Ed., 2010, Tata McGraw Hill

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