

## Shift register

Before going into the mechanics of shift registers behavior & construction, let's consider why shifting bits is useful.

Given  $\vec{X} = x_3 x_2 x_1 x_0$

The value of  $\vec{X}$  (interpreted as binary number)

$$\text{value}(\vec{X}) = x_3 2^3 + x_2 2^2 + x_1 2^1 + x_0 2^0$$

Shift  $\vec{X}$  left by 1 bit  $x_3 x_2 x_1 x_0 0$

Find:  $\text{value}(\vec{X} \ll 1) = x_3 2^4 + x_2 2^3 + x_1 2^2 + x_0 2^1$   
 $= 2(x_3 2^3 + x_2 2^2 + x_1 2^1 + x_0 2^0)$   
 $= 2 \vec{X}$

Summary Shift  $\vec{X}$  left multiplies interpretation by 2  
 Shift  $\vec{X}$  right divides interpretation by 2

## Types of Shifts

Given  $\vec{X} = x_3 x_2 x_1 x_0$

	Left	Right
Logical	$x_2 x_1 x_0 0$	$0 x_3 x_2 x_1$
Arithmetic	$x_2 x_1 x_0 0$	$x_3 x_3 x_2 x_1$
Circular	$x_2 x_1 x_0 x_3$	$x_0 x_3 x_2 x_1$



logical shift  
N-bit register w/ parallel load

Data in	N-bit vector $\vec{D} = d_{N-1} \dots d_1 d_0$
Data out	N-bit vector $\vec{Q} = q_{N-1} \dots q_1 q_0$
Control	2-bit $\vec{C} = c_1 c_0$
Status	None
Behavior	

reset	clk	C	D	$Q^+$	Note
0	x	x	x	$\vec{0}$	Reset
1	0, 1, ↓	x	x	$\vec{Q}$	
1	↑	00	x	$\vec{Q}$	Hold
1	↑	01	x	$\vec{Q} \gg 1$	Right
1	↑	10	x	$\vec{Q} \ll 1$	Left
1	↑	11	D	$\vec{D}$	Load

4-bit



