

## Design Low-Power and Area-Efficient Shift Register using SSASPL Pulsed Latch

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### Abstract:

As the Word length of the shift register increases, the area and power consumption also increases. This paper proposes a low power and area efficient shift register by register reusing. In this system the multiple non-overlap delayed pulsed clock signals is used which timing problem between pulsed latches. The small number of pulsed clock signals used by grouping the latches to several subshift registers. Moreover, the similar functional operation of Register Reusing has been explained by using the Twisted Ring counter. In digital circuits, a shift register is a cascade of flip flops, sharing the same clock, in which the output of each flip-flop is connected to the “data” input of the next flip-flop in the chain, resulting in a circuit that shifts by one position the “bit array” stored in it, shifting in the data present at its input and shifting out the last bit in the array, at each transition of the clock input. More generally, a shift register may be multidimensional, such that its “data in” and stage outputs are themselves bit arrays: this is implemented simply by running several shift registers of the same bit-length in parallel.

**Keywords:** Pulsed latches, pulsed Generator, Twisted Ring counter (TRC), Sub Shift Registers.

### 1. INTRODUCTION

A shift register is the basic building block in a VLSI circuit. Shift registers are commonly used in many applications, such as digital filters, communication receivers and image processing ICs. Recently, as the size of the image data continues to increase due to the high demand for high quality image data, the word length of the shifter register increases to process large image data in image processing ICs.

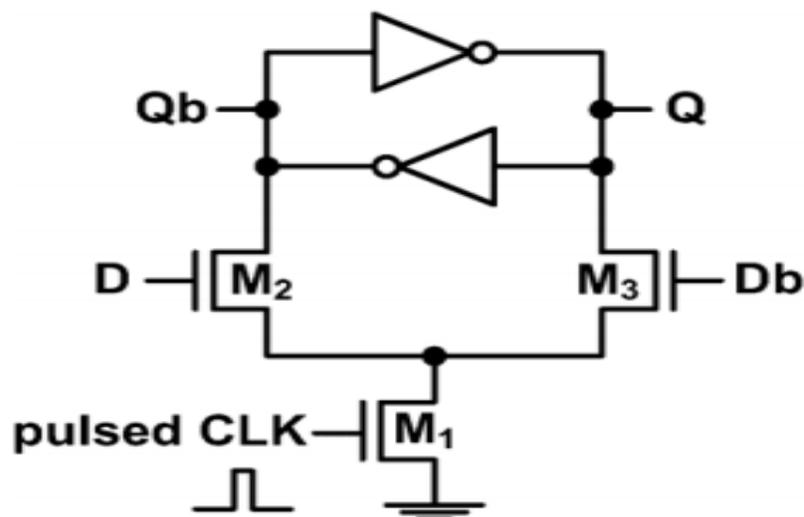


Fig.1. Schematic structure

A 10-bit 208 channel output LCD column driver IC uses a 2K-bit shift register. A 16-megapixel CMOS image sensor uses a 45K-bit shift register. As the word length of the shift register increases, the area and power consumption of the shift register become important design considerations. The smallest flip-flop is suitable for the shift register to reduce the area and power consumption. Recently, pulsed latches have replaced flip-flops in many applications, because a pulsed latch is much smaller than a flip-flop [6]–[9]. But the pulsed latch cannot be used in a shift register due to the timing problem between pulsed latches. This paper proposes a low-power and area-efficient shift register using pulsed latches. The shift register solves the timing problem using multiple non-overlapping delayed pulsed clock signals instead of the conventional single pulsed clock signal. The shift register uses a small number of the pulsed clock signals by grouping the latches to several sub shift registers and using additional temporary storage latches. Shift registers can have both parallel and serial inputs and outputs.

## 2. RELATED WORK

But real designs have a wide variation in clock and data activity across different TE instances. For example, low-power microprocessors make extensive use of clock gating resulting in many TEs whose energy consumption is dominated by input data transitions rather than clock transitions. Other TEs, in contrast, have negligible data input activity but are clocked every cycle.

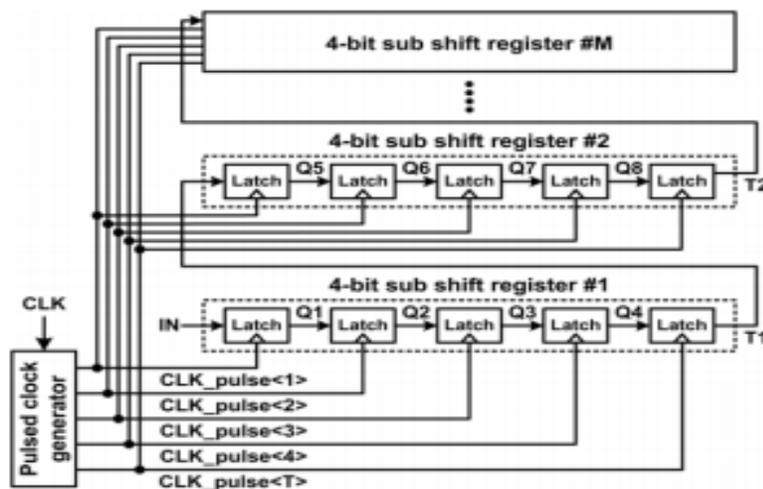


Fig.2. Proposed Structure

Shift registers, like counters, are a form of sequential logic. Sequential logic, unlike combinational logic is not only affected by the present inputs, but also, by the prior history. In other words, sequential logic remembers past events. Pulsed latch structures employ an edge-triggered pulse generator to provide a short transparency window. Compared to master-slave flip-flops, pulsed latches have the advantages of requiring only one latch stage per clock cycle and of allowing time-borrowing across cycle boundaries. The major disadvantages of pulsed latch structures are the increased susceptibility to timing hazards and the energy dissipation of the local clock pulse generators. Pulse generators can be shared among a few latch cells to reduce energy, if care is taken that the pulse shape does not degrade due to wire delay, signal coupling and noise. We measured designs both with individual pulse generators and with pulse generators

shared among four latch bits, in which case we divide the pulse generator energy among the four latch instances.

### 3. IMPLEMENTATION

Another solution is to use multiple non-overlap delayed pulsed clock signals. The de- layed pulsed clock signals are generated when a pulsed clock signal goes through delay circuits. Each latch uses a pulsed clock signal which is delayed from the pulsed clock signal used in its next latch. Therefore, each latch updates the data after its next latch updates the data. As a result, each latch has a constant input during its clock pulse and no timing problem occurs between latches. However, this solution also requires many delay circuits. shows an example the proposed shift register. The pro- posed shift register is divided into M sub shifter registers to reduce the number of delayed pulsed clock signals. A 4-bit sub shifter register consists of five latches and it performs shift operations with five non-overlap delayed pulsed clock signals. The number of clock buffers is K.

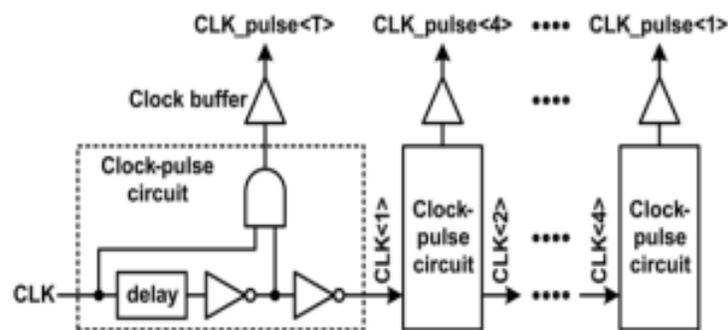


Fig.3.Clock Generator

As K increases, the size of a clock buffer decreases in pro- portion to  $1/K$  because the number of latches connected to a clock buffer ( $M=N/K$ ) is proportional to  $1/K$ . There- fore, the total size of the clock buffers increases slightly with increasing and the effect of the clock buffers can be neglected for choosing K. The maximum number of K is limited to the target clock frequency. As shown in Fig. 2.6 the minimum clock cycle time ( $T_{CLK-MIN}$ ) is  $T_{CP}+K*T_{DELAY}+T_{CQ}$ , where  $T_{CP}$  is the delay from the rising edge of the main clock signal (CLK) to the rising edge of the first pulsed clock signal decreases in proportion to  $1/K$ . Therefore, K must be selected under the maximum number which is determined by the maximum clock frequency of the target applications.

### 4. ANALYSIS

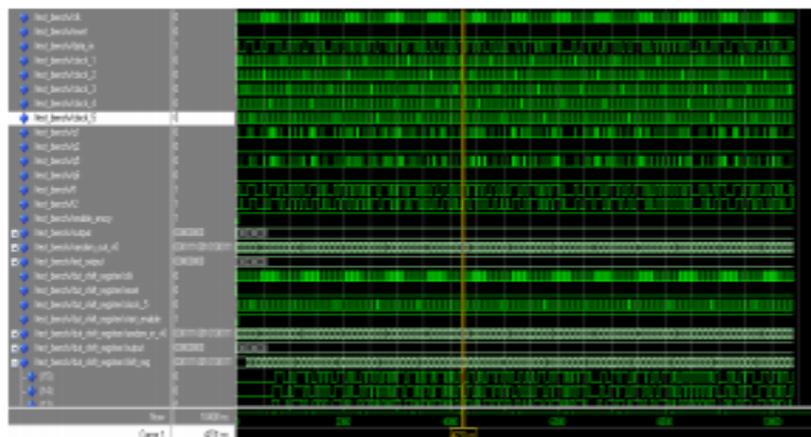
The original SSASPL with 9 transistors is modified to the SSASPL by removing an inverter to generate the complementary data input (Db) from the data input (D). In the proposed shift register, the differential data inputs (D and Db) of the latch come from the differential data outputs (Q and Qb) of the previous latch. The SSASPL uses the smallest number of transis- tors (7 transistors) and it consumes the lowest clock pow- er because it has a single transistor driven by the pulsed clock signal. The SSASPL was implemented and simulated with a  $0.18\mu\text{m}$  CMOS process at  $V_{DD}=1.8\text{V}$ . The sizes (W/L) of the three NMOS transistors (M1-M3) are  $1\mu\text{m}/0.18\mu\text{m}$ . The sizes of the NMOS and PMOS transistors in the two inverters are all  $0.5\mu\text{m}/0.18\mu\text{m}$ . The minimum clock pulse width of the SSASPL to update the data is 62 ps at a typical

process simulation (TT) and 54–76 ps at all process corner simulations (FF-SS). A small number of the pulsed clock signals is used by grouping the latches to several sub shifter registers and using additional temporary storage latches.

		Total number of transistors	Number of transistors connected to clock
Pulsed latch	SSASPL [6]	7	1
	TGPL [7]	10	4
	HLFF [8]	14	2
	CP3L [9]	26	6
Flip-flip	PPCFF [10]	16	8
	SAFF [11]	18	3
	DMFF [12]	22	5
	CPSA [13]	28	5
	CCFF [14]	28	5
	ACFF [15]	22	4

**Fig.4. Performance Comparison**

A 256-bit shift register was fabricated using a 0.18 $\mu$ m CMOS process with VDD=1.8V. Its core area is 6600 $\mu$ m<sup>2</sup>. It consumes 1.2 mW at a 100 MHz clock frequency. The proposed shift register saves 37% area and 44% power compared to the conventional shift register with flip-flops.



**Fig.5.Output Wave**

## CONCLUSION

This paper proposed a low-power and area-efficient shift register using digital pulsed latches. The shift register reduces area and power consumption by replacing flip-flops with pulsed latches. The timing problem between pulsed latches is solved using multiple non-overlap de-layed pulsed clock signals instead of a single pulsed clock signal.

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