

# A new 4 Bit Asynchronous Counter using Novel Low power explicit type pulse-triggered Delay Flip Flop (D-FF)

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**Abstract** - The Flip flop circuit is one of the most significant part in VLSI Low power circuits which is used as a basic storage element. In this paper we implemented a new 4 bit asynchronous counter using modified Low power explicit type pulse triggered delay flip-flop (D-FF) design. The modified design effectively tackles the long discharging path issue in conventional flip flop designs to accomplish better speed, power performance and avoid superfluous Q\_fdbk transistor. The execution has been explored utilizing 90nm Technology at 1.8V and assessed by comparison of the simulation result obtain from TSPICE.

**Keywords** - Flip Flop-Ep-DCO, CDFF, Static Sdff, MHLFF, Propagation Delay, Power Consumption and Power Delay Product.

## I. INTRODUCTION

Low power design is the need of today's incorporated frameworks. The low power configuration is additionally required for the applications worked by batteries, for example, pocket calculators, wrist watches, mobile phones, portable PCs and so on. Since the battery innovation accessible does not propel at the same rate at this very moment innovation, IC designers have experienced more limitations: high velocity, little silicon zone, and in the meantime, low power dissemination. Hence, the research of establishing high performance adder cells is becomes feverish. The design of flip flop which forms the basic building blocks of all digital VLSI circuits has been undergoing to minimizing the transistor, minimizing the power consumption and increasing the speed [1-2].

In addition to the speed advantage, its circuit effortlessness is also useful to bringing down the capacity utilization of the clock tree system. A Pulse Triggered D-FF comprises of a generator for generating strobe light signals and a latch for information stockpiling. Since triggering pulses generated on the transition edges of the clock signal are appallingly thin in pulse dimension, the latch acts like associate in nursing edge-activated FF. The circuit intricacy of a Pulse Triggered D-FF is simplified since only 1 latch, presently used in standard master-slave design, is required. Pulse Triggered D-FFs furthermore empower time acquiring across clock cycle boundaries and have a zero or maybe negative setup time. Pulse Triggered D-FFs are in this manner less sensitive to clock noise. [3].

In this paper a new 4 bit asynchronous counter is implemented using novel Low power Pulse Triggered Delay Flip Flop(D-FF) that has reduced the number of transistors and avoids unnecessary internal node transitions, as well as reduce power consumption and delay compared to 4 bit counter using other conventional Pulse Triggered D-FF (like as Ep-DCO, SCCER Previous EPTL).

The paper is organized as follows: in Section II, previous work is reviewed. Subsequently, in section III, the modified Low power explicit type Pulse Triggered Delay Flip-Flop (D-FF) design is presented. In section IV, the 4 bit asynchronous counter simulation results are given and discussed . The comparison and evaluation for modified and existing designs are carried out. Finally a conclusion will be made in the last section.

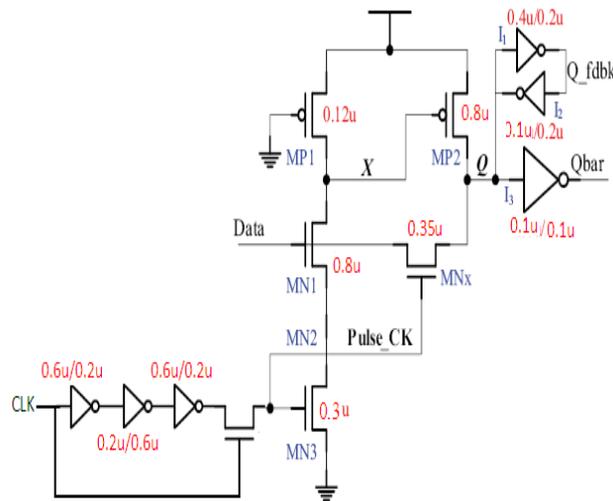
## II. PRELIMINARIES

### A. Conventional Explicit Type PULSE TRIGGERED D-FF Designs

Conventional Pulse Triggered D-FFs, in terms of pulse generation, can be classified as an explicit type, the pulse generator and the latch are separate [6]. However, they suffer from a longer discharging path, which leads to inferior timing characteristics. Explicit pulse generation, on the contrary, incurs more power consumption but the logic separation from the latch design gives the FF design a unique speed advantage. Its power consumption and the circuit complexity can be effectively reduced if one pulse generator is shares a group of FFs. We will thus focus on the explicit type Pulse Triggered D-FF designs only. To provide a comparison, some existing Pulse Triggered D-FF designs are reviewed first.

Fig. 1(a) shows a classic explicit Pulse Triggered D-FF design, named data-close to- output (ep-DCO) [6]. It contains a NAND-logic-based pulse generator and a semi dynamic true-single-phase-clock (TSPC) structured latch design. In this Pulse Triggered D-FF design, inverters I3 and I4 are used to latch data, and inverters I1 and I2 are used to hold the internal node X. The pulse width is determined by the delay of three inverters. This design suffers from a serious drawback, i.e., the internal node X is discharged on every rising edge of the clock in spite of the presence of a static input "1." This gives rise to large switching power dissipation. To overcome this problem, many remedial measures such as conditional capture, conditional precharge, conditional discharge, and conditional pulse enhancement scheme have been designed [7]–[8].





**Figure 3. Modified pulse triggered D-FF**

Recalling the five circuits reviewed in Section II-A, they all encounter the same worst case timing occurring at 0 to 1 data transitions. Referring to Fig. 3 (proposed), Q-fdbk signal is not use modified circuit. The modified design adopts a signal feed-through technique to improve this delay. Similar to the conventional design, the modified design also employs a static latch structure and a conditional discharge scheme to avoid superfluous switching at an internal node. However, there are three major differences that lead to a unique TSPC latch structure and make the modified design distinct from the previous one. First, a weak pull-up pMOS transistor MP1 with gate connected to the ground is used in the first stage of the TSPC latch. This gives rise to a pseudo-nMOS logic style design, and the charge keeper circuit for the internal node X can be saved. In addition to the circuit simplicity, this approach also reduces the load capacitance of node X [4], [5]. Second, a pass transistor MNx controlled by the pulse clock is included so that input data can drive node Q of the latch directly. Along with the pull-up transistor MP2 at the second stage inverter of the TSPC latch, this extra passage facilitates auxiliary signal driving from the input source to node Q. The node level can thus be quickly pulled up to shorten the data transition delay. Third, the pull-down network of the second stage inverter is completely removed. Instead, the newly employed pass transistor MNx provides a discharging path. The role played by MNx is thus twofold, i.e., providing extra driving to node Q during 0 to 1 data transitions, and discharging node Q during “1” to “0” data transitions. Compared with the latch structure used in SCDF design, the circuit savings of the modified design include a charge keeper (two inverters), a pull-down network, and a control inverter. The only extra component introduced is an nMOS pass transistor to support signal feed through. This scheme actually improves the “0” to “1” delay and thus reduces the disparity between the rise time and the fall time delays. In comparison with modified design to the other FF designs such as ep-DCO, CDFF, and SCDF, Pulse Triggered D-FF(Fig.2) design shows the most balanced delay behaviors.

The modified flip flop designs are explained as follows. When a clock pulse arrives, if no data transition occurs, i.e., the input data and node Q are at the same level, on current passes through the pass transistor MNx, which keeps the input stage of the FF from any driving effort. Therefore, no signal switching occurs in any internal nodes. On the other hand, if a “0” to “1” data transition occurs, node X is discharged to turn on transistor MP2, which then pulls node Q high. Referring to Figure. 1(b), this corresponds to the worst case timing of the FF operations as the discharging path conducts only for pulse duration. However, with the signal feed through scheme, a boost can be obtained from the input source via the pass transistor MNx and the delay can be greatly shortened. Although this seems to burden the input source with direct charging or discharging responsibility, which is a common pitfall of all pass transistor logic, the scenario is different in this case because MNx conducts only for a very short period. Referring to Fig. 1(c), when a “1” to “0” data transition occurs, transistor MNx is likewise turned on by the clock pulse and node Q is discharged by the input stage through this route. Unlike the case of “0” to “1” data transition, the input source bears the sole discharging responsibility. Since MNx is turned on for only a short time slot, the loading effect to the input source is not significant. In particular, this discharging does not correspond to the critical path delay and calls for no transistor size tweaking to enhance the speed. In addition, since a keeper logic is placed at node Q, the discharging duty of the input source is lifted once the state of the keeper logic is inverted.

### III- PROPOSED 4-BIT COUNTER

A counter, by function, is a sequential circuit consisting a set of flip-flops connected in a suitable manner to count the sequence of the input pulses presented to it in digital form. There are different kinds of counters.

#### Asynchronous Counter:

The asynchronous counter is the simplest in terms of logical operation, and is therefore easiest to design. In this counter, all the flip-flops are not under the control of a single clock. Here, the clock pulse is applied to the first flip flop, i.e. LSB, and the successive flip-flop is triggered by the output of previous flip-flop and thus counter have cumulative settling time. The following circuit is a 4-bit asynchronous counter constructed by modified low power pulse triggered D flip-flops and shown in figure. 4.

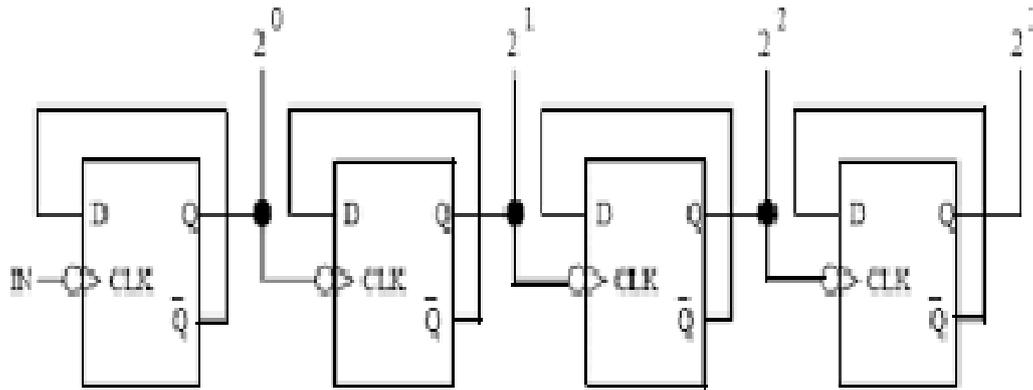


Figure:4. 4-Bit Asynchronous Counter

IV-SIMULATION RESULT

The comparison of result summarizes some important performance indexes of these Pulse Triggered D-FF designs as shown in Table 1. These include transistor count, Area, D to Q & D to Qbar propagation Delay, Power consumption and power delay product in 90-nm technology.

Table.1

FlipFlop	No. of Transistor	Propagation Delay of Q (n)	Propagation Delay of QBAR(n)	Power Consumption (f)	PDP of Q (\$)	PDP of QBAR (&)
Ep-DCO	28	22.51	41.06	31.1	700.06	1276.96
CDFF	30	22.51	22.51	11.4	256.61	256.61
Static-CDFF	31	22.51	40.96	13.7	308.38	561.15
MHLFF	19	22.46	25.05	49.8	1118.50	1247.49
PT D-FF	19	22.40	25.50	15.18	340.03	387.09
Modified PT D-FF	18	22.50	25.50	8.8	198	224.4
Units : \$=n*f, &=n*f						

To evaluate the performance, flip flops discussed in this paper are designed using 180-nm CMOS technology. All simulations are carried out using Tanner Tools at 330GHz clock frequency is shown in figure 5, 6,7 & 8. Modified pulse triggered D-Flip-flop based 4 bit Asynchronous Counter Schematic designed.

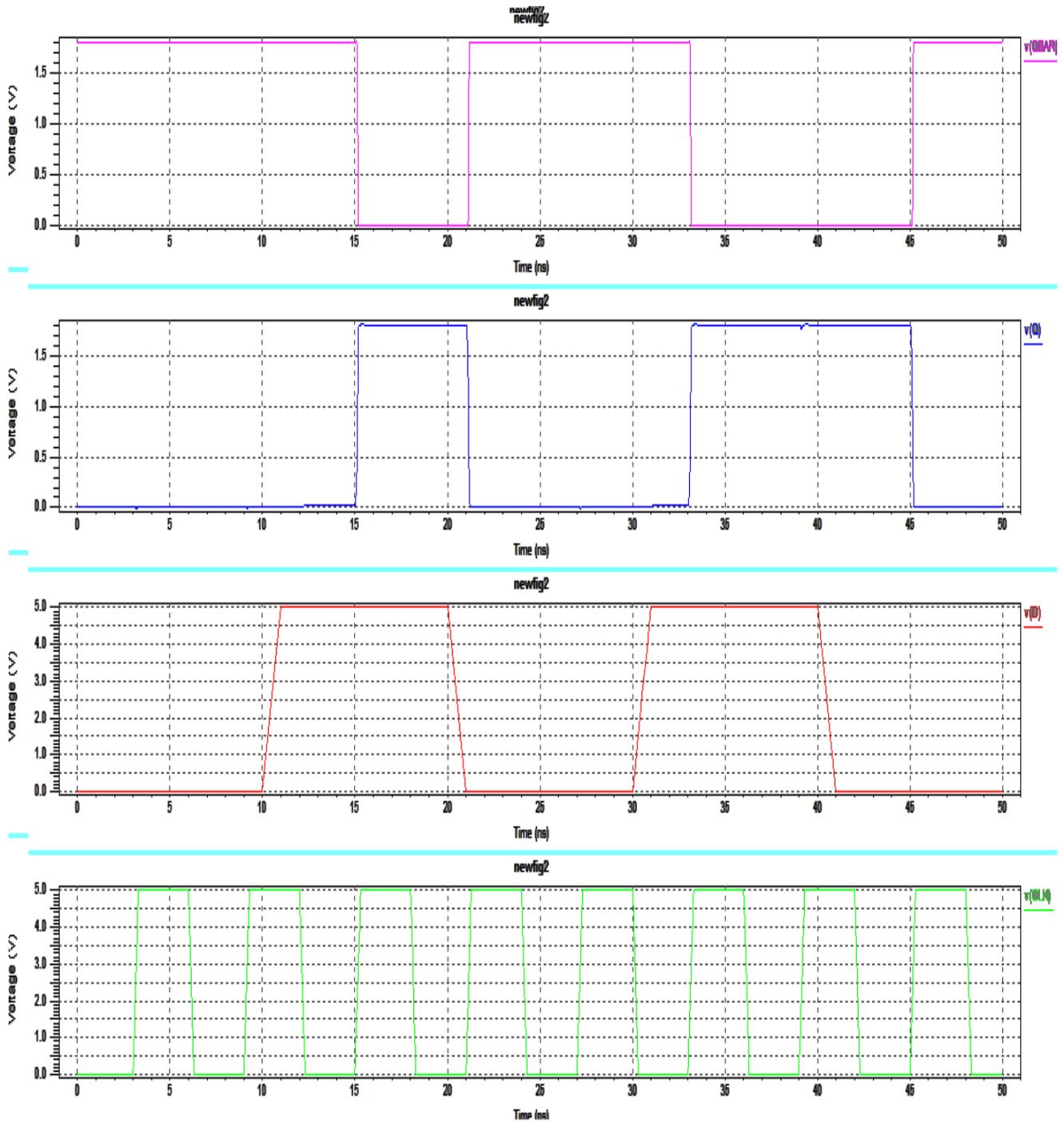


Figure: 5. Waveform of modified pulse triggered D-Flip Flop

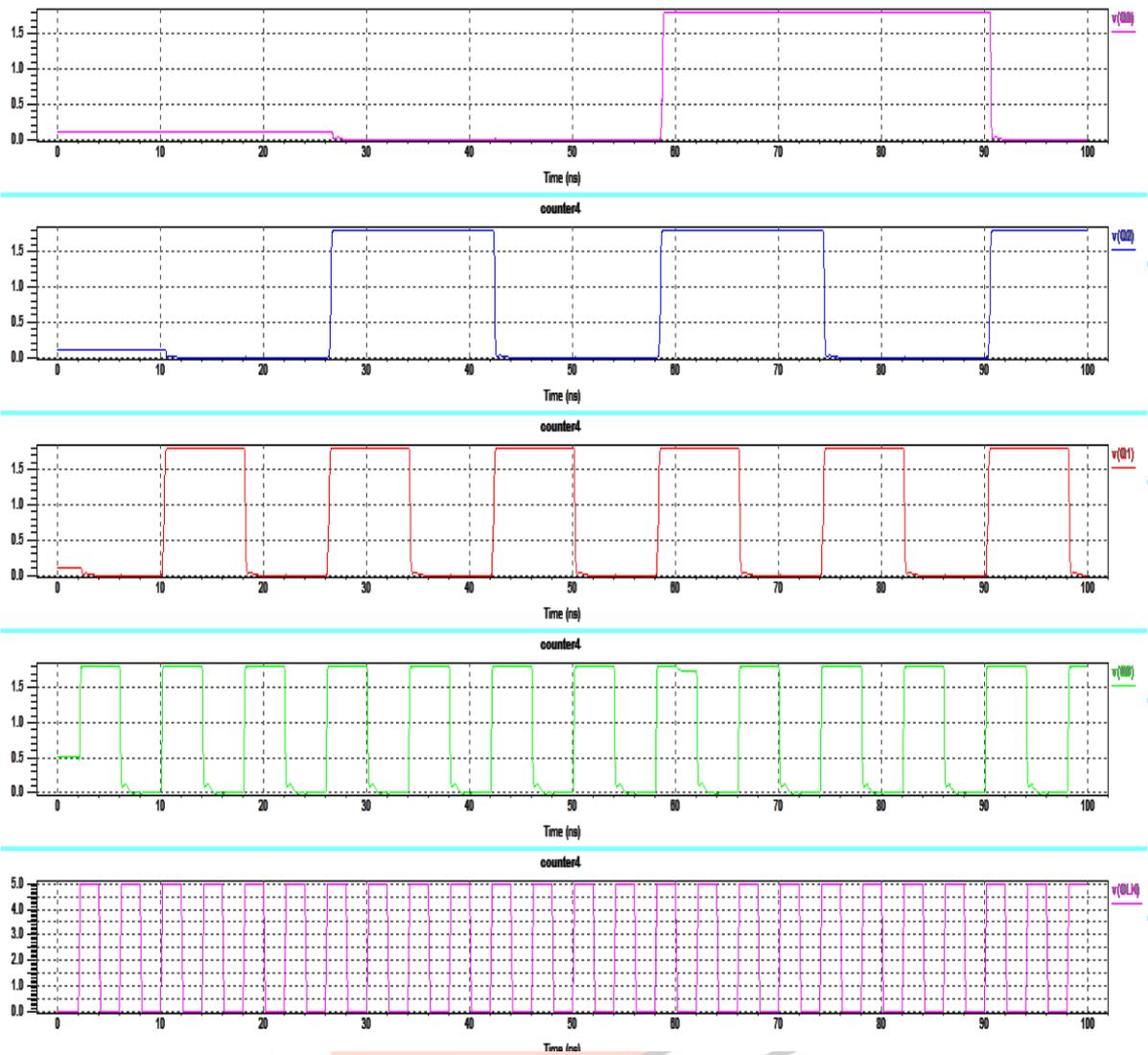


Figure: 6. Waveform of 4 bit asynchronous counter using modified pulse triggered D-Flip Flop

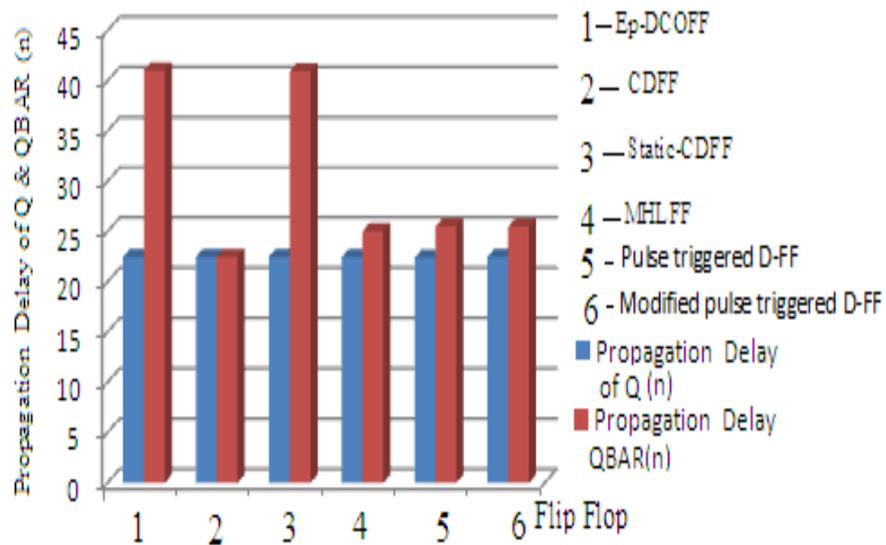


Figure 7. Propagation Delay of Q & QBAR

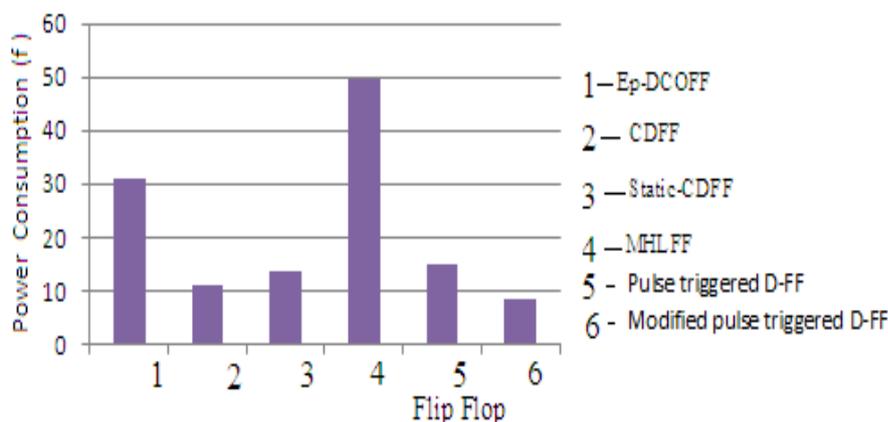


Figure 8. Power Consumption of flip flops

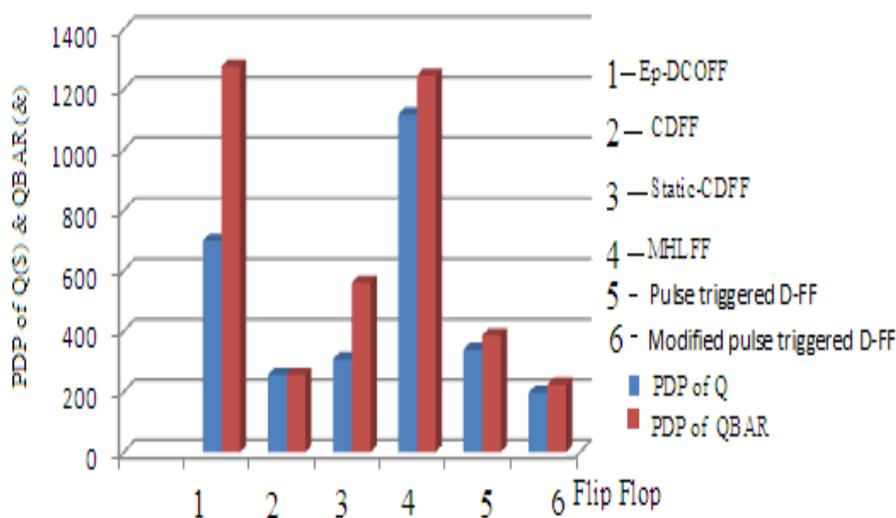


Figure 9. Power Consumption of flip flops

## CONCLUSION

In this paper, we presented a 4 bit asynchronous counter implemented by employing a modified explicit type pulse triggered delay flip flop (D-FF) structure incorporating a mixed design style consisting of pass transistor and pseudo-nMOS logic. The pulse triggered flip flop (D-FF) was to provide a signal feed through from input source to the internal node of the latch, which would facilitate extra driving to shorten the transition time, avoids unnecessary  $Q\_fdbk$  transistor and enhance both power and speed performance. Simulation results indicate that the modified design excels rival designs in performance indexes such as power, D-to-Q delay, and PDP.

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