## Combinational Circuit Design (Magnitude Comparator)

## Magnitude Comparator

- The comparison of two numbers
- outputs: $\mathrm{A}>\mathrm{B}, \mathrm{A}=\mathrm{B}, \mathrm{A}<\mathrm{B}$
- Design Approaches
- the truth table
- $2^{2 n}$ entries - too cumbersome for large $n$
- use inherent regularity of the problem
- reduce design efforts
- reduce human errors



## Magnitude Comparator



How can we find $\mathrm{A}>\mathrm{B}$ ?
How many rows would a truth table have?

$$
2^{8}=256
$$

## Magnitude Comparator



## Find $\mathrm{A}>\mathrm{B}$

If $\mathrm{A}=1001$ and
$B=0111$
is $\mathrm{A}>\mathrm{B}$ ?
Why?

$$
\begin{aligned}
& \text { Because A3 > B3 } \\
& \text { i.e. } \mathrm{A}_{3} \cdot \mathrm{~B}^{\prime}=1
\end{aligned}
$$

Therefore, one term in the logic equation for $\mathrm{A}>\mathrm{B}$ is A3. B3'

## Magnitude Comparator

$$
\begin{aligned}
\mathrm{A}>\mathrm{B}= & \mathrm{A} 3 \cdot \mathrm{~B} 3 \\
& +\mathrm{C} 3 \cdot \mathrm{~A} 2 \cdot \mathrm{~B} 2 \\
& +\ldots .
\end{aligned}
$$

Because A3 $=\mathrm{B}_{3}$ and
$\mathrm{A} 2=\mathrm{B} 2$ and
$\mathrm{A} 1>\mathrm{B} 1$
i.e. $\mathrm{C}_{3}=1$ and $\mathrm{C} 2=1$ and

A1. B1' $=1$

Therefore, the next term in the logic equation for $\mathrm{A}>\mathrm{B}$ is
C3. C2. A1. B1 ${ }^{\prime}$

## Magnitude Comparison

- Algorithm -> logic
$-\mathrm{A}=\mathrm{A}_{3} \mathrm{~A}_{2} \mathrm{~A}_{1} \mathrm{~A}_{0} ; \mathrm{B}=\mathrm{B}_{3} \mathrm{~B}_{2} \mathrm{~B}_{1} \mathrm{~B}_{0}$
$-\mathrm{A}=\mathrm{B}$ if $\mathrm{A}_{3}=\mathrm{B}_{3}, \mathrm{~A}_{2}=\mathrm{B}_{2}, \mathrm{~A}_{1}=\mathrm{B}_{1}$ and $\mathrm{A}_{1}=\mathrm{B}_{1}$
- Test each bit:
- equality: $\mathrm{x}_{\mathrm{i}}=\mathrm{A}_{\mathrm{i}} \mathrm{B}_{\mathrm{i}}+\mathrm{A}_{\mathrm{i}}{ }^{\prime} \mathrm{B}_{\mathrm{i}}{ }^{\prime}$
- $(A=B)=x_{3} \mathrm{X}_{2} \mathrm{x}_{1} \mathrm{x}_{0}$
- More difficult to test less than/greater than
$-(\mathrm{A}>\mathrm{B})=\mathrm{A}_{3} \mathrm{~B}_{3}{ }^{\prime}+\mathrm{x}_{3} \mathrm{~A}_{2} \mathrm{~B}_{2}{ }^{\prime}+\mathrm{x}_{3} \mathrm{X}_{2} \mathrm{~A}_{1} \mathrm{~B}_{1}{ }^{\prime}+\mathrm{x}_{3} \mathrm{x}_{2} \mathrm{x}_{1} \mathrm{~A}_{0} \mathrm{~B}_{0}{ }^{\prime}$
$-(A<B)=A_{3}^{\prime} B_{3}+x_{3} A_{2}^{\prime} B_{2}+x_{3} x_{2} A_{1}{ }^{\prime} B_{1}+x_{3} x_{2} x_{1} A_{0}{ }^{\prime} B_{o}$
- Start comparisons from high-order bits
- Implementation
$-\mathrm{x}_{\mathrm{i}}=\left(\mathrm{A}_{\mathrm{i}} \mathrm{B}_{\mathrm{i}}^{\prime}{ }^{\prime}+\mathrm{A}_{\mathrm{i}}^{\prime} \mathrm{B}_{\mathrm{i}}\right)^{\prime}$


## Magnitude Comparison



| COMPARING INPUTS |  |  |  | CASCADING INPUTS |  |  | OUTPUTS |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\mathrm{A}_{3}, \mathrm{~B}_{3}$ | $\mathrm{A}_{2} . \mathrm{B}_{2}$ | $\mathrm{A}_{1}, \mathrm{~B}_{1}$ | $A_{0} . B_{0}$ | $I_{A>B}$ | $\mathrm{l}_{\mathrm{A}<\mathrm{B}}$ | $\mathrm{I}_{\mathrm{A}=\mathrm{B}}$ | $O_{A>B}$ | $\mathrm{O}_{\mathrm{A}<\mathrm{B}}$ | $\mathrm{O}_{\mathrm{A}=\mathrm{B}}$ |
| $A_{3}>B_{3}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | H | L | L |
| $A_{3}<B_{3}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | L | H | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $A_{2}>B_{2}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | H | L | L |
| $A_{3}=B_{3}$ | $A_{2}<B_{2}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | L | H | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $A_{2}=B_{2}$ | $\mathrm{A}_{1}>\mathrm{B}_{1}$ | $\times$ | $\times$ | $\times$ | $\times$ | H | L | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $A_{2}=B_{2}$ | $A_{1}<B_{1}$ | $\times$ | $\times$ | $\times$ | $\times$ | L | H | L |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}>B_{0}$ | $\times$ | $\times$ | $\times$ | H | L | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $\mathrm{A}_{2}=\mathrm{B}_{2}$ | $A_{1}=B_{1}$ | $\mathrm{A}_{0}<B_{0}$ | $\times$ | $\times$ | $\times$ | L | H | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | H | L | L | H | L | L |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $\mathrm{A}_{1}=\mathrm{B}_{1}$ | $A_{0}=B_{0}$ | L | H | L | L | H | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $A_{2}=B_{2}$ | $\mathrm{A}_{1}=\mathrm{B}_{1}$ | $\mathrm{A}_{0}=\mathrm{B}_{0}$ | $\times$ | $\times$ | H | L | L | H |
| $A_{3}-B_{3}$ | $A_{2}=B_{2}$ | $\mathrm{A}_{1}=\mathrm{B}_{1}$ | $\mathrm{A}_{0}=\mathrm{B}_{0}$ | L | L | L | H | H | L |
| $\mathrm{A}_{3}=\mathrm{B}_{3}$ | $A_{2}=B_{2}$ | $\mathrm{A}_{1}=\mathrm{B}_{1}$ | $\mathrm{A}_{\mathrm{O}}=\mathrm{B}_{\mathrm{O}}$ | H | H | L | L | L | L |

H $=$ HIGH Voltage Level
L $=$ LOW Voltage Level

## Magnitude Comparator

## Real-world application

- Thermostat controller



## Summary

- Magnitude comparators allow for data comparison
- Can be built using and-or gates
- Greater/less than requires more hardware than equality

