CSE260 Lab Report

Experiment Name: Implementation of 4-bit Magnitude Comparator.

Submitted by

Name: Shabab Abdullah

ID: 20301005

Section: 09

Date: 22 August, 2021

Scanned with CamScanner

Experiment #6

Implement of 4-bit Magnitude Comparator.

Objectives

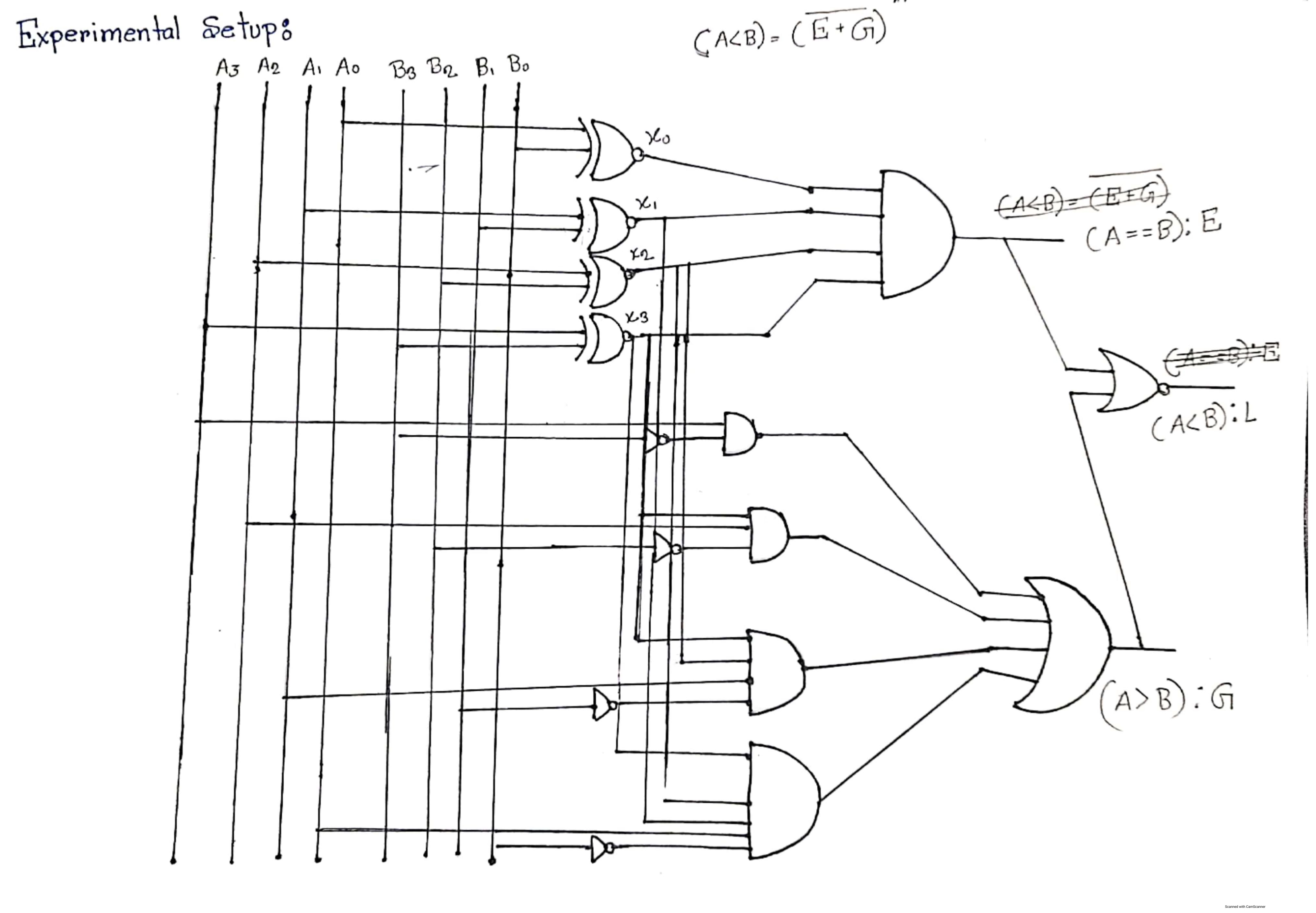
- · To implement a 4 bit magnitude Comparator,
- · To observe how 4181 magnitude Comparator works.

Required Components and Equipments;

- Logic Probe.
- · Logic state.
 - · AND Gate.
 - NOR Gate.
 - NOT Gate.

- · X-OR Gate.
- x-NOR Gate.
- AND-Grate OR Grate.

Scanned with CamScanner



Result and Discussiong-

$$A=B(A_3\overline{B}_3+\overline{A}_3B_3).(A_2\overline{B}_2+\overline{A}_2.B_2).(A_1\overline{B}_1+\overline{A}_1B_1).(A_0\overline{B}_0+\overline{A}_0B_0)$$

n) A>B: (J);

$$A_3 = 1$$
 and $B_3 = 0$, $A_3 \cdot \overline{B}$ or $(A_3 = B_3)$ and $(A_2 = 1)$ and $(A_2 = 1)$:

$$x_3 A_2 B_2'$$
 OR $(A_3 = B_3)$ and $(A_2 = B_2)$ and $(A_1 = I)$ and $(A_1 = I)$:

$$x_3$$
, x_2 A_1 , \overline{B}_1 OR $(A_3 = B_3)$ and $(A_2 = B_2)$ and $(A_1 = B_1)$ and

$$(A_6=1 \text{ and } B_0=0) \times 3. \times 2 \times 1. A_0. \overline{B}_0$$

Scanned with CamScanne

111) A<B: (K)

 $A_3=0$ and $B_3=1$, \overline{A}_3B_3 OR $(A_3=B_3)$ and $(A_2=0)$ and $(A_2=0)$:

 $K_3.\overline{K}_2\overline{A}_2B_2$ OR $(A_3=B_3)$ and $(A_2=B_2)$ and $(A_1=0)$ and $(A_1=0)$: K_3

K2. A1 B1 OR (A3=B3) and (A2=B2) and (A1=B1) and (A0=0 and B0=1).

Kgx2xe, Ao Bo

The changes we need to make?

A=B (I)= Kox, X2 X3

A>B: (J)= A3B3+ X3A2B2 + X3X2 AB, + X3X2K, A0B

A(B: (K) = A3B3+K3 A2B2+K3X2 AB1+K3K2K1 & A0B0

For (A<B)

(A(B) of A is not equal to B and A is not greater than B.

·· (A<B) = I'J"

=> K= (I+J)

Implement using NOR gate the following table 8

A>B	A==B	A <b< th=""></b<>
0	0	1
0	1	D
1	0	0
1	1	Undefined

Scanned with CamScanner