

# 8-bit Magnitude Comparator

## Abstract

This project presents the design and implementation of an 8 bit magnitude comparator using digital logic gates. A magnitude comparator is a combinational circuit that compares two binary numbers and determines their relative magnitudes. This project presents the design, implementation, and verification of an 8-bit magnitude comparator using Verilog.

## Introduction

A magnitude comparator is an essential component in digital systems, used in arithmetic operations, decision-making circuits, and control units. This project focuses on designing an 8bit comparator that takes two 8-bit binary inputs A and B and produces three outputs:

1.  $A > B$
2.  $A < B$
3.  $A = B$

## Background Analysis

An n-bit comparator works by:

1. Comparing the most significant bit (MSB) first.
2. If MSB values differ, decision is made immediately.
3. If equal, move to the next bit until all bits are checked.

For 8-bit binary numbers  $A_7A_6...A_0$  and  $B_7B_6...B_0$ , the comparison follows:

1.  $A > B \rightarrow$  First position from MSB where  $A=1$ ,  $B=0$
2.  $A < B \rightarrow$  First position from MSB where  $A=0$ ,  $B=1$
3.  $A = B \rightarrow$  All bits equal

## Logic Development

1. When  $A = B$  the logic will be,

$$\begin{aligned} \text{For } A = B \\ A = A_7, A_6, A_5, A_4, A_3, A_2, A_1, A_0 \\ B = B_7, B_6, B_5, B_4, B_3, B_2, B_1, B_0 \\ (A = B) \Rightarrow (A_7 \odot B_7) \cdot (A_6 \odot B_6) \cdot (A_5 \odot B_5) \cdot (A_4 \odot B_4) \cdot (A_3 \odot B_3) \\ \cdot (A_2 \odot B_2) \cdot (A_1 \odot B_1) \cdot (A_0 \odot B_0) \end{aligned}$$

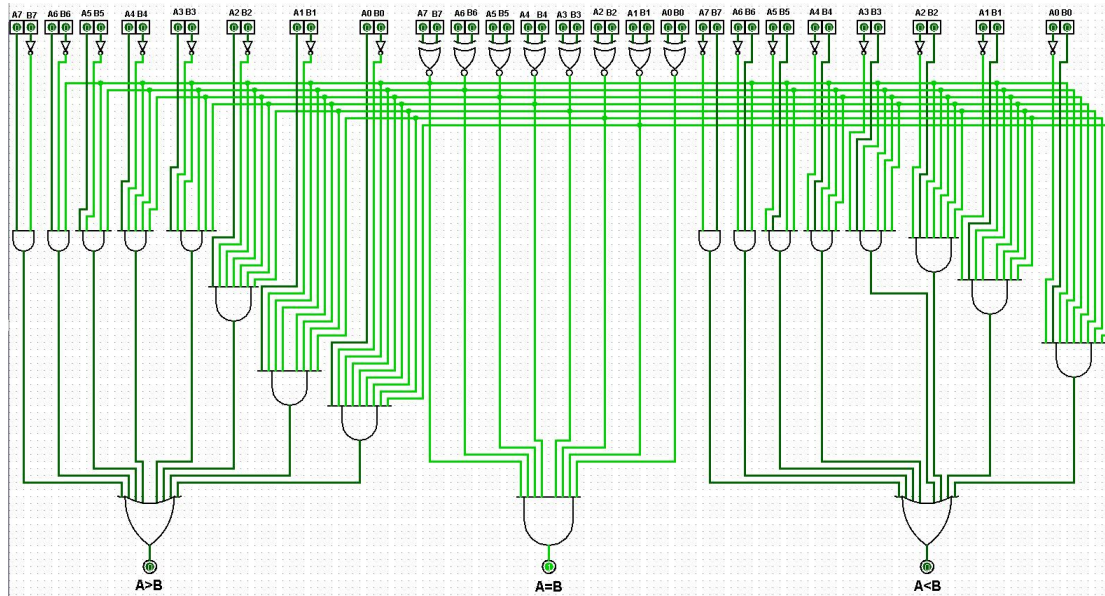
2. When  $A > B$  the logic will be,

$$\begin{aligned} \text{For } A > B \\ (A > B) \Rightarrow A_7 \bar{B}_7 + (A_7 \odot B_7) \cdot A_6 \bar{B}_6 + (A_7 \odot B_7) (A_6 \odot B_6) \\ \cdot A_5 \bar{B}_5 + (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) A_4 \bar{B}_4 + \\ (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) (A_4 \odot B_4) A_3 \bar{B}_3 + (A_7 \odot B_7) \\ (A_6 \odot B_6) (A_5 \odot B_5) (A_4 \odot B_4) (A_3 \odot B_3) A_2 \bar{B}_2 + (A_7 \odot B_7) \\ (A_6 \odot B_6) (A_5 \odot B_5) (A_4 \odot B_4) (A_3 \odot B_3) (A_2 \odot B_2) A_1 \bar{B}_1 + \\ (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) (A_4 \odot B_4) (A_3 \odot B_3) (A_2 \odot B_2) \\ (A_1 \odot B_1) A_0 \bar{B}_0 \end{aligned}$$

3. When  $A < B$  the logic will be,

$$\begin{aligned} \text{For } A < B \\ (A < B) \Rightarrow \bar{A}_7 B_7 + (A_7 \odot B_7) \bar{A}_6 B_6 + (A_7 \odot B_7) (A_6 \odot B_6) \bar{A}_5 B_5 + \\ (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) (\bar{A}_4 B_4 + (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) \\ (A_4 \odot B_4) \bar{A}_3 B_3 + (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) (A_4 \odot B_4) \\ (A_3 \odot B_3) \bar{A}_2 B_2 + (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) (A_4 \odot B_4) \\ (A_3 \odot B_3) (A_2 \odot B_2) \bar{A}_1 B_1 + (A_7 \odot B_7) (A_6 \odot B_6) (A_5 \odot B_5) \\ (A_4 \odot B_4) (A_3 \odot B_3) (A_2 \odot B_2) (A_1 \odot B_1) \bar{A}_0 B_0 \end{aligned}$$

## Circuit Diagram



## Verilog Code

```
module 8bitmag(  
    A7,A6,A5,A4,A3,A2,A1,A0,  
    B7,B6,B5,B4,B3,B2,B1,B0,  
    AeqB,AgtB,AltB  
);  
    input A7,A6,A5,A4,A3,A2,A1,A0;  
    input B7,B6,B5,B4,B3,B2,B1,B0;  
    output AeqB,AgtB,AltB;  
  
    wire e7,e6,e5,e4,e3,e2,e1,e0;  
    wire g7,g6,g5,g4,g3,g2,g1,g0;  
    wire l7,l6,l5,l4,l3,l2,l1,l0;  
    wire x0,x1,x2,x3,x4,x5,x6;  
    wire y0,y1,y2,y3,y4,y5,y6;  
  
    //xnor operation to check if A and B are equal  
    xnor(e7, A7, B7);  
    xnor(e6, A6, B6);  
    xnor(e5, A5, B5);  
    xnor(e4, A4, B4);  
    xnor(e3, A3, B3);  
    xnor(e2, A2, B2);  
    xnor(e1, A1, B1);  
    xnor(e0, A0, B0);
```

```
//A AND B' to check if A is greater at each position
```

```
and(g7, A7, ~B7);  
and(g6, A6, ~B6);  
and(g5, A5, ~B5);  
and(g4, A4, ~B4);  
and(g3, A3, ~B3);  
and(g2, A2, ~B2);  
and(g1, A1, ~B1);  
and(g0, A0, ~B0);
```

```
//A' AND B to check if A is greater at each position
```

```
and(l7, ~A7, B7);  
and(l6, ~A6, B6);  
and(l5, ~A5, B5);  
and(l4, ~A4, B4);  
and(l3, ~A3, B3);  
and(l2, ~A2, B2);  
and(l1, ~A1, B1);  
and(l0, ~A0, B0);
```

```
//A = B
```

```
and(AeqB, e7, e6, e5, e4, e3, e2, e1, e0);
```

```
//A > B
```

```
and(x0, e7, g6);  
and(x1, e7, e6, g5);  
and(x2, e7, e6, e5, g4);  
and(x3, e7, e6, e5, e4, g3);  
and(x4, e7, e6, e5, e4, e3, g2);  
and(x5, e7, e6, e5, e4, e3, e2, g1);  
and(x6, e7, e6, e5, e4, e3, e2, e1, g0);  
or(AgtB, g7, x0, x1, x2, x3, x4, x5, x6);
```

```
// A < B
```

```
and(y0, e7, l6);  
and(y1, e7, e6, l5);  
and(y2, e7, e6, e5, l4);  
and(y3, e7, e6, e5, e4, l3);  
and(y4, e7, e6, e5, e4, e3, l2);  
and(y5, e7, e6, e5, e4, e3, e2, l1);  
and(y6, e7, e6, e5, e4, e3, e2, e1, l0);  
or(AltB, l7, y0, y1, y2, y3, y4, y5, y6);
```

```
endmodule
```

## Conclusion

The 8-bit magnitude comparator was successfully designed, implemented, and tested. The Verilog code was synthesized without errors, and simulation confirmed that the outputs were correct for all tested inputs.