

MAGNITUDE COMPARATOR

MAGNITUDE COMPARATOR: DIGITAL COMPARATOR

- It is a combinational logic circuit.
- Digital Comparator is used to compare the value of two binary digits.
- There are two types of digital comparator (i) Identity Comparator (ii) Magnitude Comparator.
- IDENTITY COMPARATOR: This comparator has only one output terminal for when $A=B$, either $A=B=1$ (High) or $A=B=0$ (Low)
- MAGNITUDE COMPARATOR: This Comparator has three output terminals namely $A>B$, $A=B$, $A<B$. Depending on the result of comparison, one of these output will be high (1)
- Block Diagram of Magnitude Comparator is shown in Fig. 1

BLOCK DIAGRAM OF MAGNITUDE COMPARATOR

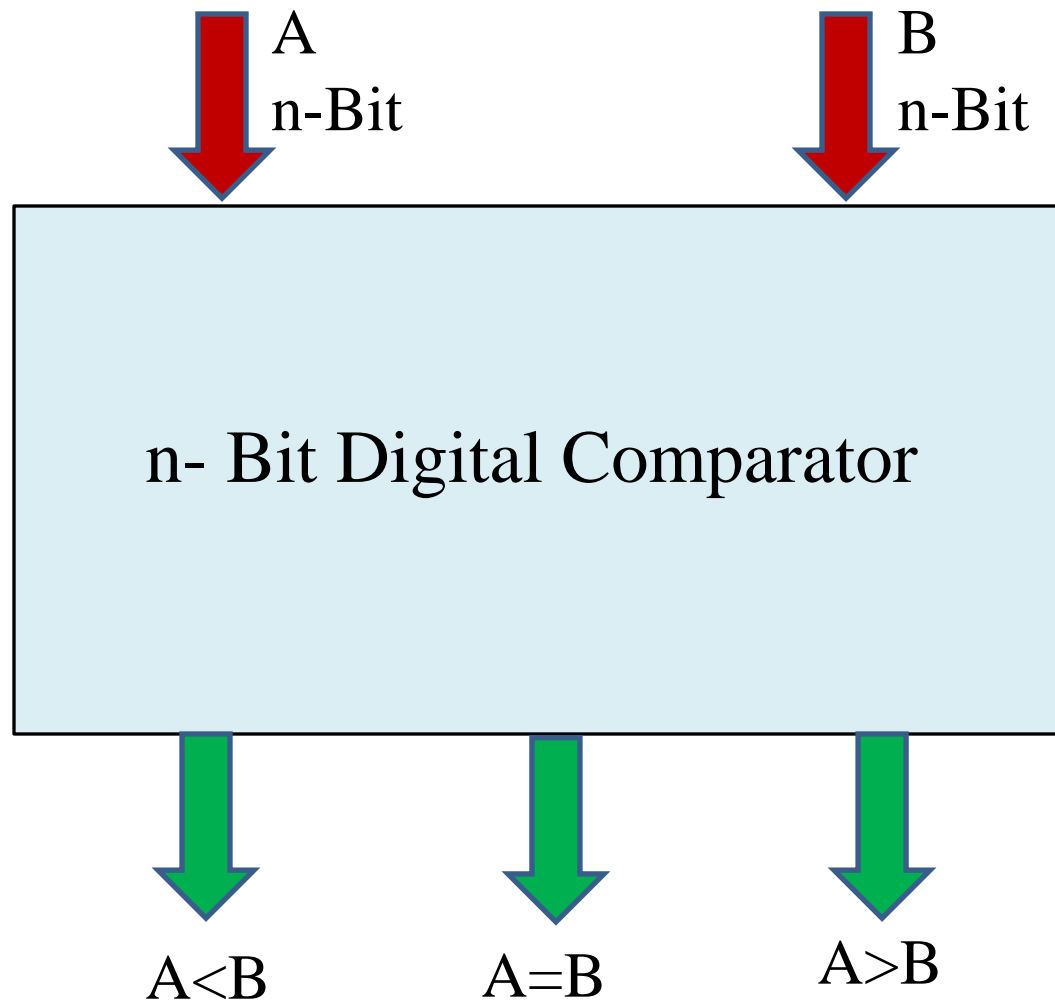


Fig. 1

1- Bit Magnitude Comparator:

- This magnitude comparator has two inputs A and B and three outputs $A < B$, $A = B$ and $A > B$.
- This magnitude comparator compares the two numbers of single bits.
- Truth Table of 1-Bit Comparator

INPUTS		OUTPUTS		
A	B	$Y_1 (A < B)$	$Y_2 (A = B)$	$Y_3 (A > B)$
0	0	0	1	0
0	1	1	0	0
1	0	0	0	1
1	1	0	1	0

K-Maps For All Three Outputs :

		B	\overline{B}	B
		0	1	
\overline{A}	0	0	1	
A	1	0	0	

K-Map for $Y_1 : A < B$

$$Y_1 = \overline{A}B$$

K-Maps For All Three Outputs :

		B	\overline{B}	B
		A	0	1
\overline{A}	0	0	1	
	1	0	0	

K-Map for $Y_1 : A < B$

$$Y_1 = \overline{A}B$$

		B	\overline{B}	B
		A	0	1
\overline{A}	0	1	0	
	1	0	1	

K-Map for $Y_2 : A = B$

$$Y_2 = \overline{A}\overline{B} + AB$$

K-Maps For All Three Outputs :

		B	\bar{B}	B
A	\bar{A}	0	1	
	A	0	1	
		0	1	
\bar{A}	0	0	1	
A	1	0	0	

K-Map for $Y_1 : A < B$

$$Y_1 = \bar{A}B$$

		B	\bar{B}	B
A	\bar{A}	0	1	
	A	0	1	
		0	1	
\bar{A}	0	1	0	
A	1	0	1	

K-Map for $Y_2 : A = B$

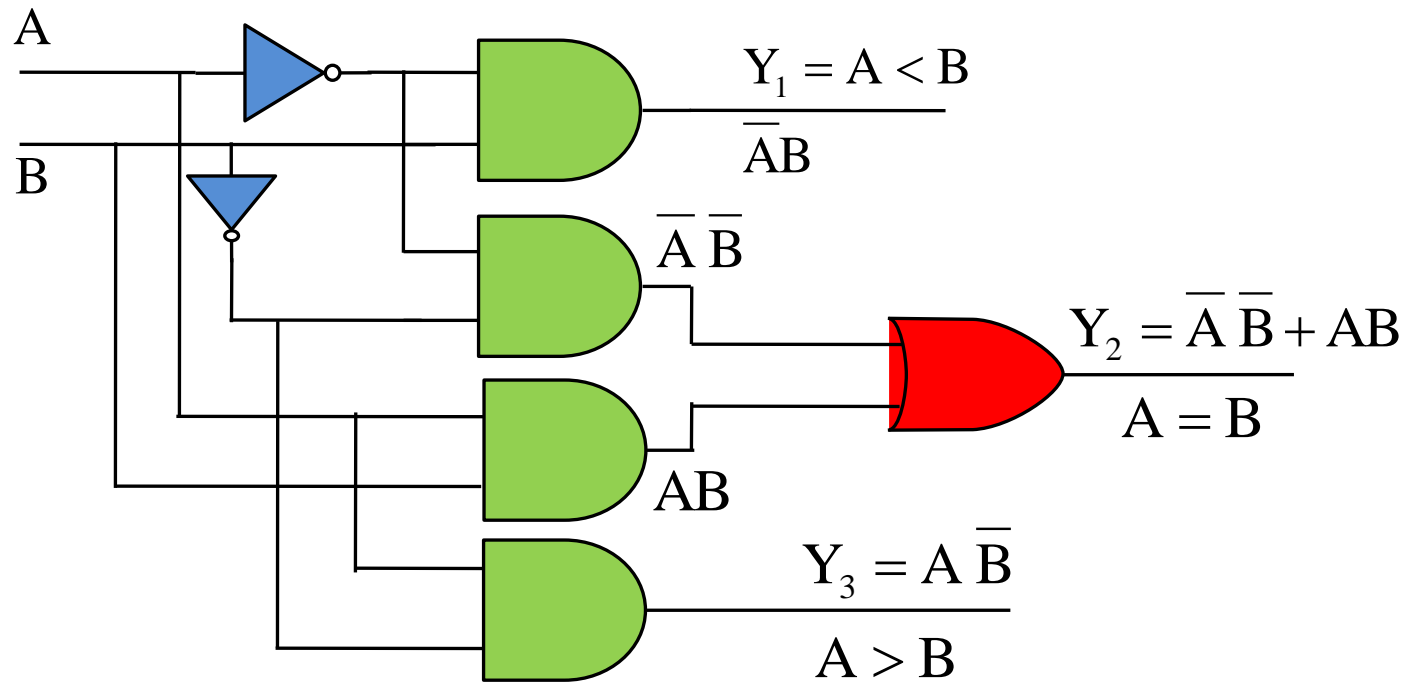
$$Y_2 = \bar{A}\bar{B} + AB$$

		B	\bar{B}	B
A	\bar{A}	0	1	
	A	0	1	
		0	1	
\bar{A}	0	0	0	
A	1	1	0	

K-Map for $Y_2 : A > B$

$$Y_3 = A\bar{B}$$

Realization of One Bit Comparator

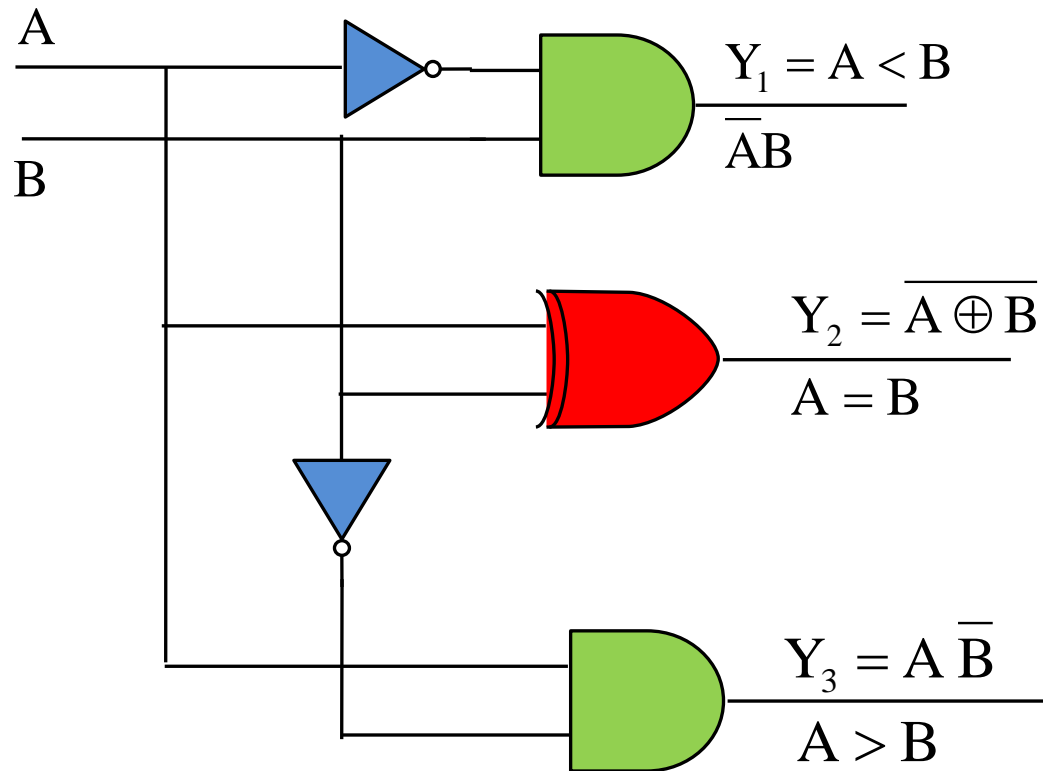


$$Y_1 = \bar{A}B$$

$$Y_2 = \bar{A}\bar{B} + AB$$

$$Y_3 = A\bar{B}$$

Realization of by Using AND , EX-NOR gates



2-Bit Comparator:

- A comparator which is used to compare two binary numbers each of two bits is called a 2-bit magnitude comparator.
- Fig. 2 shows the block diagram of 2-Bit magnitude comparator.
- It has four inputs and three outputs.
- Inputs are A_0, A_1, B_0 and B_1 and Outputs are Y_1, Y_2 and Y_3

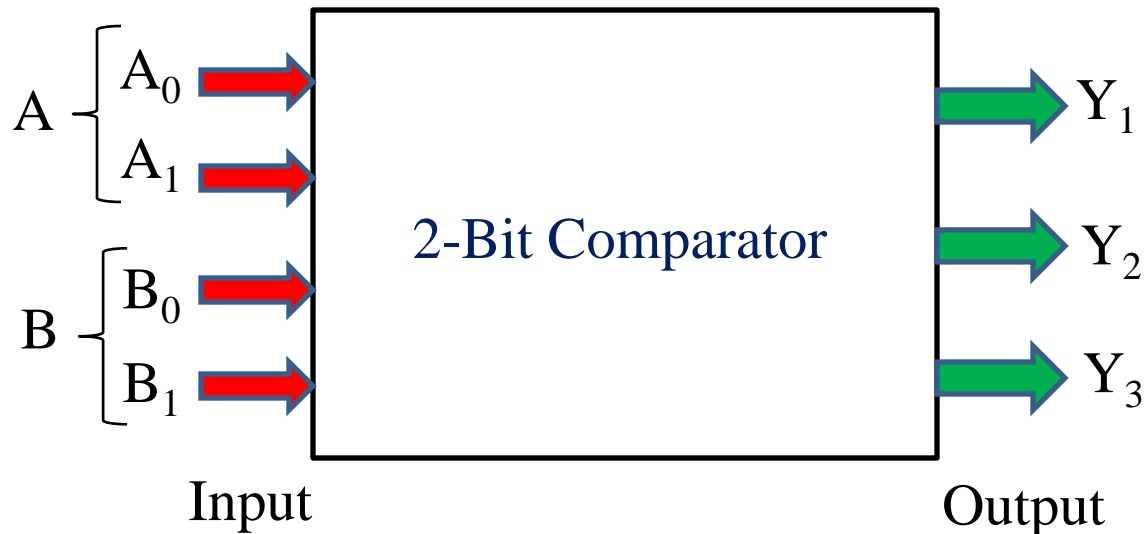


Fig. 2

GREATER THAN ($A > B$)

A_1	A_0	B_1	B_0
1	0	0	1
1	1	1	0
0	1	0	0

1. If $A_1 = 1$ and $B_1 = 0$ then $A > B$
2. If A_1 and B_1 are same, i.e $A_1 = B_1 = 1$ or $A_1 = B_1 = 0$ and $A_0 = 1, B_0 = 0$ then $A > B$

LESS THAN ($A < B$)

Similarly,

1. If $A_1 = B_1 = 1$ and $A_0 = 0, B_0 = 1$, then $A < B$
2. If $A_1 = B_1 = 0$ and $A_0 = 0, B_0 = 1$ then $A < B$

TRUTH TABLE

INPUT				OUTPUT		
A_1	A_0	B_1	B_0	$Y_1=A<B$	$Y_2=(A=B)$	$Y_3=A>B$
0	0	0	0	0	1	0
0	0	0	1	1	0	0
0	0	1	0	1	0	0
0	0	1	1	1	0	0
0	1	0	0	0	0	1
0	1	0	1	0	1	0
0	1	1	0	1	0	0
0	1	1	1	1	0	0
1	0	0	0	0	0	1
1	0	0	1	0	0	1
1	0	1	0	0	1	0
1	0	1	1	1	0	0
1	1	0	0	0	0	1
1	1	0	1	0	0	1
1	1	1	0	0	0	1
1	1	1	1	0	1	0

K-Map for A<B:

$A_1A_0 \backslash B_1B_0$	00	01	11	10
00	0	1	1	1
01	0	0	1	1
11	0	0	0	0
10	0	0	1	0

For A<B

$$Y_1 = \overline{A_1} \overline{A_0} B_0 + \overline{A_1} B_1 + \overline{A_0} B_1 B_0$$

K-Map for A=B:

$A_1A_0 \backslash B_1B_0$	00	01	11	10
00	1	0	0	0
01	0	1	0	0
11	0	0	1	0
10	0	0	0	1

For A=B

$$Y_2 = \overline{A_1} \overline{A_0} \overline{B_1} \overline{B_0} + \overline{A_1} A_0 \overline{B_1} B_0 + A_1 A_0 B_1 B_0 + A_1 \overline{A_0} B_1 \overline{B_0}$$

K-Map For $A > B$

$A_1A_0 \backslash B_1B_0$		00	01	11	10
00	0	0	0	0	0
01	1	0	0	0	0
11	1	1	0	1	0
10	1	1	0	0	0

$$Y_3 = A_0 \overline{B_1} \overline{B_0} + A_1 \overline{B_1} + A_1 A_0 \overline{B_0}$$

For A=B From K-Map

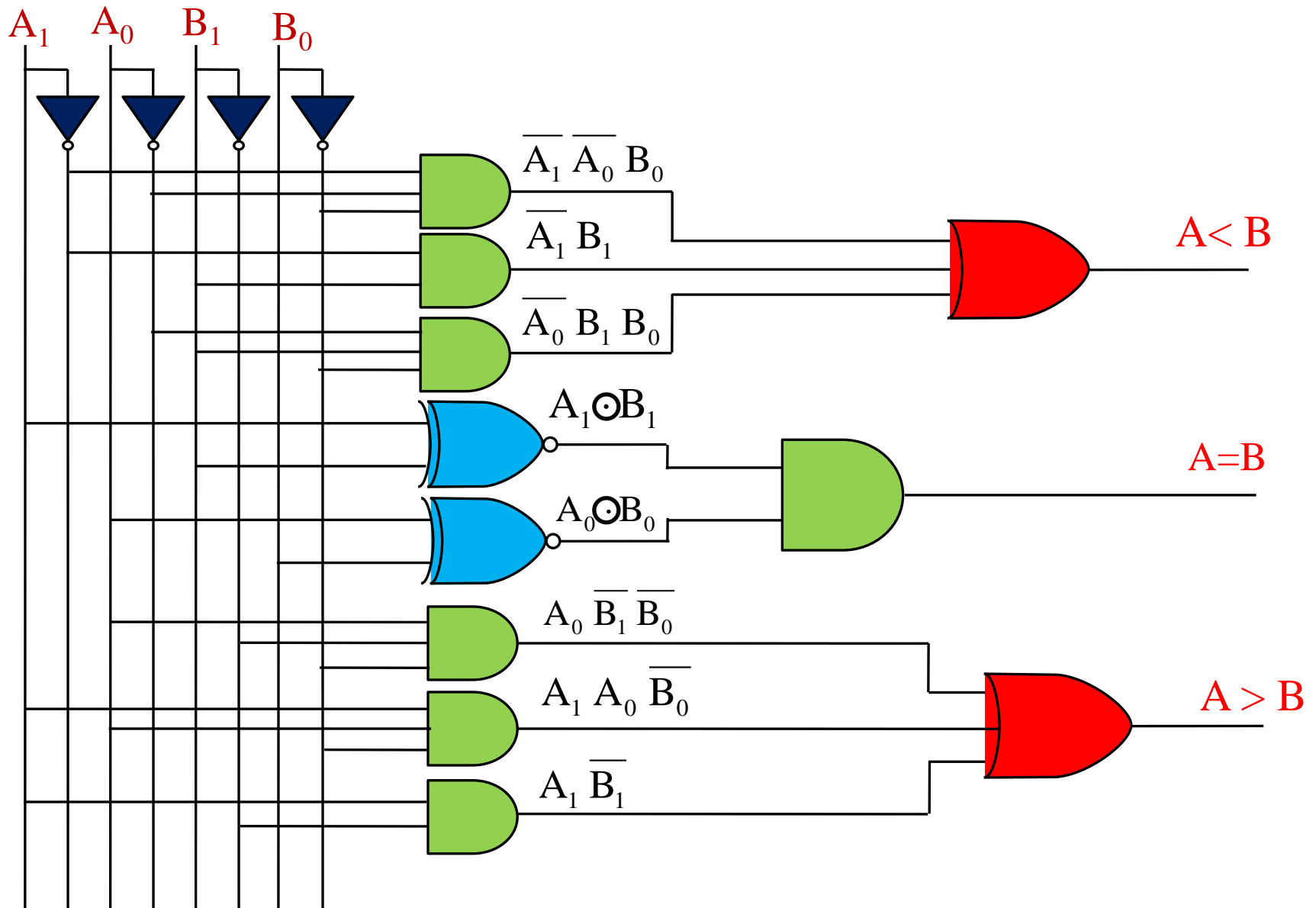
$$Y_2 = \overline{A_1} \overline{A_0} \overline{B_1} \overline{B_0} + \overline{A_1} A_0 \overline{B_1} B_0 + \overline{A_1} A_0 B_1 B_0 + A_1 \overline{A_0} B_1 \overline{B_0}$$

$$Y_2 = \overline{A_0} \overline{B_0} (\overline{A_1} \overline{B_1} + A_1 B_1) + A_0 B_0 (\overline{A_1} \overline{B_1} + A_1 B_1)$$

$$Y_2 = (\overline{A_1} \overline{B_1} + A_1 B_1) (\overline{A_0} \overline{B_0} + A_0 B_0)$$

$$Y_2 = (A_1 \odot B_1) (A_0 \odot B_0)$$

LOGIC DIAGRAM OF 2-BIT COMPARATOR:



THANK YOU

Quick Quiz (Poll 1)

- If two numbers are not equal then binary variable will be _____
 - a) 0
 - b) 1
 - c) A
 - d) B

Quick Quiz (Poll 2)

- Comparators are used in _____
 - a) Memory
 - b) CPU
 - c) Motherboard
 - d) Hard drive