

cmpr_2_1.xbe

Attributes

```
xbe name=cmpr_2_1 evaluate=yes limit_tstep=yes save_history=yes
# if x1 > x2, y = high, else low
# (reverse if flag_inverting=1)
Jacobian: variable
input_vars: x1 x2
output_vars: y
aux_vars:
iparms:
+ flag_invert=0
+ flag_quad=0
sparms:
rparms:
+ y_low=0
+ y_high=1
+ x1_1=0
+ x1_2=0
+ x2_1=0
+ x2_2=0
+ t_1=0
+ t_2=0
+ epsl=1.0e-6
+ delt_min=1.0e-6
+ delt_nrml=0.001
stparms:
igparms:
outparms: x1 x2 y
```

Description

cmpr_2_1.xbe is a comparator with the following behaviour.

- (a) $\text{flag_invert} = 0$:
 $y = y_{\text{high}}$ if $x_1 > x_2$,
 $y = y_{\text{low}}$ if $x_1 < x_2$.
- (b) $\text{flag_invert} = 1$:
 $y = y_{\text{high}}$ if $x_1 < x_2$,
 $y = y_{\text{low}}$ if $x_1 > x_2$.

The parameters `delt_min`, `delt_nrml`, and `epsl` are used for controlling the simulator time steps. Additional time points are forced, depending on the values of `delt_min` and `delt_nrml`, when x_1 and x_2 are within `epsl` of each other. This feature allows accurate simulation without having to make the average time step very small. Generally, `delt_nrml` should be made equal to the typical simulator time step while `delt_min` should be made much smaller (say, by a factor of 100).

`flag_quad` decides the type of interpolation used to estimate the cross-over time (when $x_1 - x_2$ changes sign). If `flag_quad` is 0, linear interpolation is used; if it is 1, quadratic interpolation is used. For more details, see Ref. [1].

References

1. M.B. Patil, R.D. Korgaonkar, K. Appaiah, "GSEIM: A General-purpose Simulator with Explicit and Implicit Methods," submitted to *Sādhana*, also available at <https://arxiv.org/abs/2104.06621>