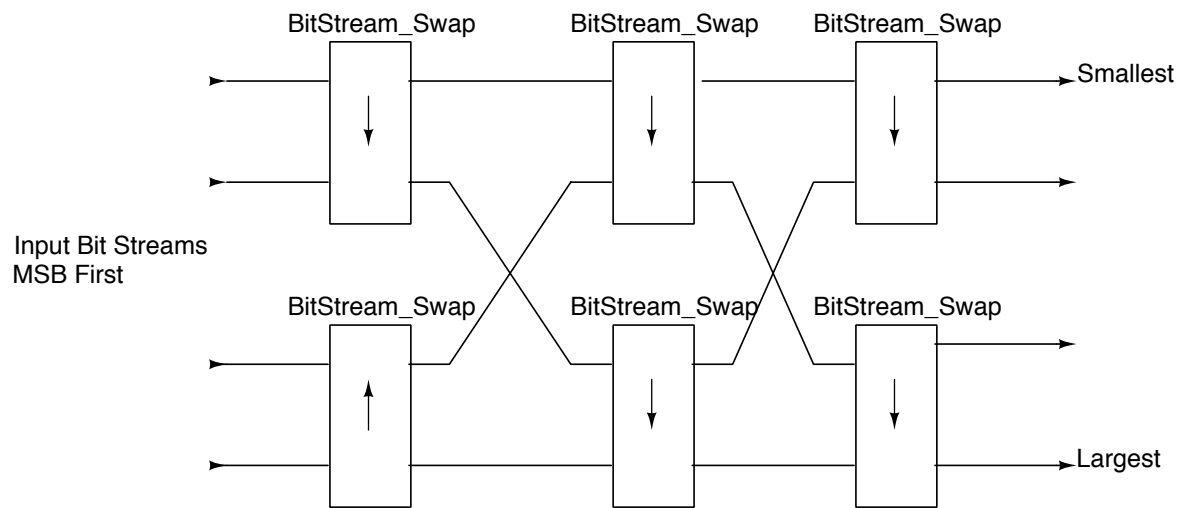


## Bitonic Sorter - 4 streams X N bits



BitStream\_Swap block takes two input bitstream and sorts them with the larger value pointed to by the arrow