

```

mux1_sel = (counter==1); //else 0
mux2_sel = ~mux1_sel_p; // 1 clock delayed,inverted
mux3_sel = mux2_sel_p; // 1 clock delayed
  
```

mux3_sel

mux2_sel

mux1_sel

Read Counter:
 counts N clocks in each sage and wraps around.
 Stage Counter :
 count N clocks and wraps around.
 Read Count*Stage Counter
 = 1 full sort window

read_counter

Read – Write control logic

Write Counter:
 count up when
 sort_valid=1
 Wrap around
 after N counts

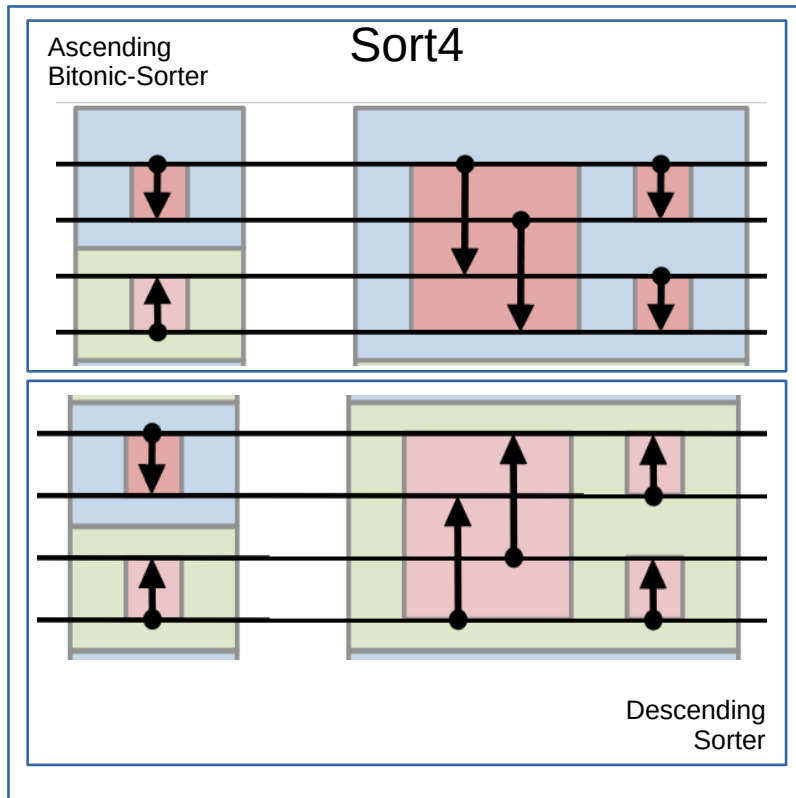
+
start_addr

sort_addr

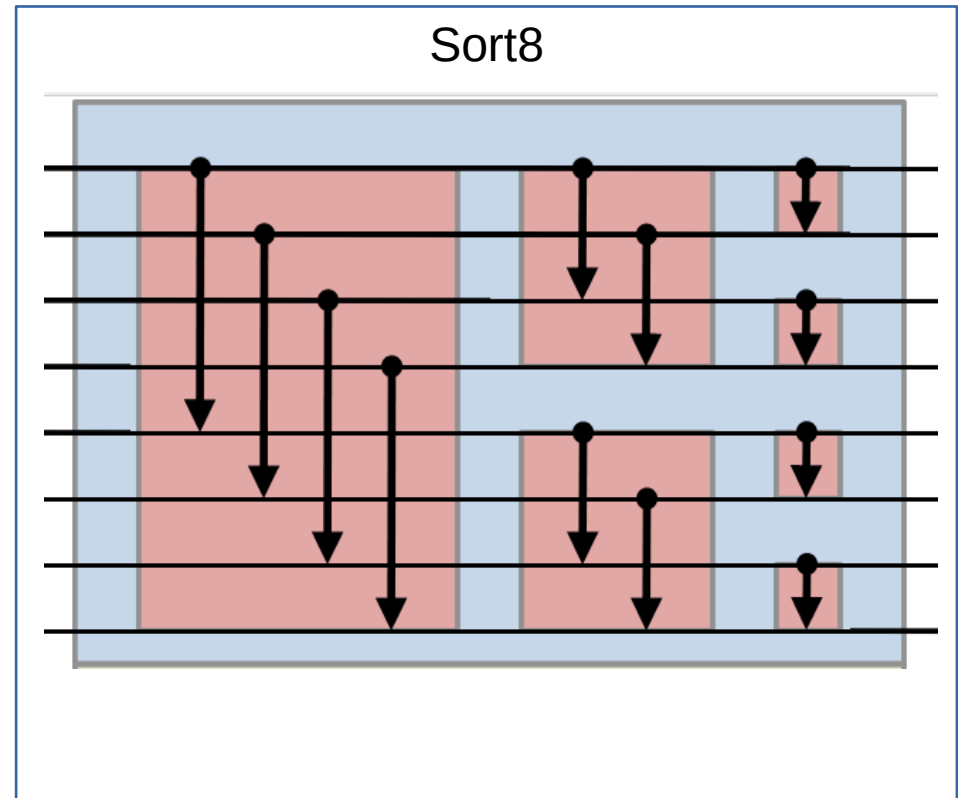
+ start_addr

read_en

Bitonic sorting of Unsorted[3:0] in ascending order.
 3 comparators in sequence.
 1 pipeline stage.



- Bitonic sorting of $\text{Sort}[i]$ and $\text{Sort}[i+1]$.
- 4 entries sorted over 2 pipe stages from Sort4 are combined and 8 entries are sorted.



Reference:
<https://upload.wikimedia.org/wikipedia/commons/b/bd/BitonicSort1.svg>