## Title :- $\quad 8$ BIT BINARY MAGNITUDE COMPARATOR

## Theory :-

8 bit comparator is implemented using two 4 bit comprators in cascaded mode.
A 4-Bit Magnitude Camparator which compares two 4-bit words (A, B), each word having four Parallel Inputs (A0 -A3, B0 - B3); A3, B3 being the most significant inputs.

Here the subcircuit named 7485 is a 4 bit comparator.
Three Outputs are provided: "A greater than $B$ " $(A>B($ out $))$,
"A equal to $B$ " ( $A=B$ (out)),
"A less than $B$ " ( $A<B$ (out)),
Three Expander Inputs, $\mathrm{A}>\mathrm{B}(\mathrm{in}), \mathrm{A}=\mathrm{B}$ (in), $\mathrm{A}<\mathrm{B}(\mathrm{in})$, allow cascading without external gates.

For proper compare operation, the Expander Inputs to the least significant position must be connected as follows: $A>B$ (in)='low', $A=B$ (in)='high', A<B(in)='low'.

For serial (ripple) expansion, the $A>B$ (out), $A=B$ (out), $A<B$ (out), Outputs are connected respectively to the $A>B($ in $), A=B(i n), A<B($ in ) Inputs of the next most significant comparator

Table 10.1 Truth table of 7485

| Comparing inputs |  |  |  | Cascading inputs |  |  | Outputs |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $A_{3}, \quad B_{3}$ | $A_{3}, \quad B_{2}$ | $A_{1}, \quad B_{1}$ | $A_{0}, \quad B_{0}$ | $A>B$ | <B |  | $A>B$ | $<B$ |  |
| $A_{3}>B_{3}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | 1 | $\checkmark$ | 0 |
| $A_{3}<B_{3}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | 0 | 1 | 0 |
| $A_{3}=B_{3}$ | $A_{2}>B_{2}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | 1 | 0 | 0 |
| $A_{3}=B_{3}$ | $A_{2}<B_{2}$ | $\times$ | $\times$ | $\times$ | $\times$ | $\times$ | 0 | 1 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}>B_{1}$ | $\times$ | $\times$ | $\times$ | $\times$ | 1 | 0 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}<B_{1}$ | ${ }^{\times}$ | $\times$ | $\times$ | $\times$ | 0 | 1 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}>B_{0}$ | $\times$ | $\times$ | $\times$ | 1 | 0 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}<B_{0}$ | $\times$ | $\times$ | $\times$ | 0 | 1 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | 1 | 0 | 0 | 1 | 0 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | 0 | 1 | 0 | 0 | 1 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | 0 | 0 | 1 | 0 | 0 | 1 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | $\times$ | $\times$ | 1 | 0 | 0 | 1 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | 1 | 1 | 0 | 0 | 0 | 0 |
| $A_{3}=B_{3}$ | $A_{2}=B_{2}$ | $A_{1}=B_{1}$ | $A_{0}=B_{0}$ | 0 | 0 | 0 | 1 | 1 | 0 |

## Schematic Diagram :-



Subcircuit schematic for 7485 block :-


Subcircuit Schematic for "6_nor" used in 7485 :-


Subcircuit Schematic for "5_and" used :-
Subcircuit for "3_and":-


Subcircuit Schematic for "4_and" used:-


NOTE :- Here in E-SIM software, no need to connect Vcc( pin 16 ) and GND ( pin 8 ) pins to Dc source and gnd respectively, you can leave them unconnected using NO CONNECT symbol. This is because in circuit simulation softwares, we use BASIC GATES (AND, NAND etc.) they don't need Vcc and GND. As in manufacturing an IC , they use MOSFETs to implement those GATES , there MOSFETs require Vcc and Gnd

Simulation Results :-
Input:-
A[7:0]-01101000

| A | Bit | Voltage <br> source | Value <br> $(\mathrm{v})$ |
| :---: | :---: | :---: | :---: |
| 7 | 0 | V16 | 0 |
| 6 | 1 | V17 | 5 |
| 5 | 1 | V18 | 5 |
| 4 | 0 | V19 | 0 |
| 3 | 1 | V8 | 5 |
| 2 | 0 | V9 | 0 |
| 1 | 0 | V10 | 0 |
| 0 | 0 | V11 | 0 |

$\mathrm{B}[7: 0]-10010000$

| B | Bit | Voltage <br> source | Value <br> $(\mathrm{v})$ |
| :---: | :---: | :---: | :---: |
| 7 | 1 | V12 | 5 |
| 6 | 0 | V 13 | 0 |
| 5 | 0 | V 14 | 0 |
| 4 | 1 | V 15 | 5 |
| 3 | 0 | V 4 | 0 |
| 2 | 0 | V 5 | 0 |
| 1 | 0 | V 6 | 0 |
| 0 | 0 | V 7 | 0 |

Output :-
Plot y1 corresponds to $A>B$
Plot y2 corresponds to $A=B$
Plot y3 corresponds to $\mathrm{A}<\mathrm{B}$
RESULT:- $A<B$ i.e. $y 3=5 v$

Ngspice Plots
$Y 1(A>B)$
$-\mathrm{v}(\mathrm{y} 1)$

y2 ( $A=B$ )

$Y 3(A<B)$


## Python Plots

> Y1 (A>B)


$Y 3(A<B)$

fwef

Input:-

A[7:0]-10001101

| A | Bit | Voltage <br> source | Value <br> $(\mathrm{v})$ |
| :---: | :---: | :---: | :---: |
| 7 | 1 | V16 | 5 |
| 6 | 0 | V17 | 0 |
| 5 | 0 | V18 | 0 |
| 4 | 0 | V19 | 0 |
| 3 | 1 | V8 | 5 |
| 2 | 1 | V9 | 5 |
| 1 | 0 | V10 | 0 |
| 0 | 1 | V11 | 5 |

Output :-
Plot y1 corresponds to $A>B$
Plot y2 corresponds to $A=B$
Plot y3 corresponds to $A<B$
RESULT:- $\quad$ A>B i.e. $\mathrm{y} 1=5 \mathrm{v}$
RESULT:-A>B ie. $1=5 v$
$\mathrm{B}[7$ : 0] - 10001100

| B | Bit | Voltage <br> source | Value <br> $(\mathrm{v})$ |
| :---: | :---: | :---: | :---: |
| 7 | 1 | V12 | 5 |
| 6 | 0 | V13 | 0 |
| 5 | 0 | V14 | 0 |
| 4 | 0 | V15 | 0 |
| 3 | 1 | V4 | 5 |
| 2 | 1 | V5 | 5 |
| 1 | 0 | V6 | 0 |
| 0 | 0 | V7 | 0 |

## Ngspice Plots

$$
Y 1(A>B) \quad y 2(A=B)
$$





## Python Plots

$$
\mathrm{Y} 1(\mathrm{~A}>\mathrm{B})
$$

y2 (A=B)



Y3 (A<B)


Input:-

A[7:0]-00001000

| A | Bit | Voltage <br> source | Value <br> $(\mathrm{v})$ |
| :---: | :---: | :---: | :---: |
| 7 | 0 | V16 | 0 |
| 6 | 0 | V 17 | 0 |
| 5 | 0 | V18 | 0 |
| 4 | 0 | V19 | 0 |
| 3 | 1 | V8 | 5 |
| 2 | 0 | V9 | 0 |
| 1 | 0 | V10 | 0 |
| 0 | 0 | V11 | 0 |

B[7:0]-00001000

| B | Bit | Voltage <br> source | Value <br> $(\mathrm{v})$ |
| :---: | :---: | :---: | :---: |
| 7 | 0 | V12 | 0 |
| 6 | 0 | V 13 | 0 |
| 5 | 0 | V14 | 0 |
| 4 | 0 | V15 | 0 |
| 3 | 1 | V4 | 5 |
| 2 | 0 | V5 | 0 |
| 1 | 0 | V6 | 0 |
| 0 | 0 | V7 | 0 |

Output :-
Plot y1 corresponds to $A>B$
Plot y2 corresponds to $A=B$
Plot y3 corresponds to $\mathrm{A}<\mathrm{B}$
RESULT:- $A=B$ i.e. $y 2=5 v$

## Ngspice Plots

y1 (A>B)


$Y 3(A<B)$


## Python Plots



Y3 ( $\mathrm{A}<\mathrm{B}$ )


## References:-

1) http://www.sycelectronica.com.ar/semiconductores/74LS85.pdf
2) https://www.youspice.com/spiceprojects/spice-simulation-projects/general-electronics-spice-simulation-projects/digital-basic-components-spice-simulation-projects/8-bit-comparator-with-two-4-bit-comparator-in-cascade/
