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## Start with the Sign Bits

Let's try a little harder first...

If we compare two non-negative numbers,

- the approach IS the same.
- Right?

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Maybe we can just use some extra logic to handle the sign bits?

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Consider All Possible Combinations of Sign Bits

Let's make a table based on the sign bits:

	$A_s$	$\mathbf{B}_{\mathbf{s}}$	interpretation	solution		
	0	0	$A \ge 0 \ AND \ B \ge 0$	use unsigned		
				comparator		
	0	1	${\rm A} \geq 0$ AND ${\rm B} < 0$	A > B		
	1	0	A < 0 AND B $\geq 0$	A < B		
	1	1	$\mathbf{A} < 0 \; \mathbf{AND} \; \mathbf{B} < 0$	unknown		
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## We Need Special Logic for the Sign Bits

Now we can complete our table:

	$A_s$	$\mathbf{B}_{\mathbf{s}}$	interpretation	solution	
	0	0	$A \ge 0 \ AND \ B \ge 0$	use unsigned	
				comparator	
	0	1	$\mathrm{A} \geq 0$ AND $\mathrm{B} < 0$	A > B	
	1	0	$\mathbf{A} < 0 \ \mathbf{AND} \ \mathbf{B} \geq 0$	A < B	
	1	1	$\mathbf{A} < 0 \; \mathbf{AND} \; \mathbf{B} < 0$	use unsigned	
				comparator	
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## Simply Flip the Wires on the Most Significant Bit

	Can we just flip the wires on the sign bits? For $A_s = 0$ and $B_s = 1$ , • we feed in $A_{N-1} = 1$ and $B_{N-1} = 0$ , and • the unsigned comparator produces $A > B$ . For $A_s = 1$ and $B_s = 0$ , • we feed in $A_{N-1} = 0$ and $B_{N-1} = 1$ , and • the unsigned comparator produces $A < B$ . What about when $A_s = B_s$ ? Flipping the bits then has no effect! Answers are also correct in those cases.	
	Answers are also correct in those cases.	
Answers are also correct in those cases.	Flipping the bits then has no effect!	
Flipping the bits then has no effect! Answers are also correct in those cases.	What about when $\mathbf{A}_{s} = \mathbf{D}_{s}$ .	
Flipping the bits then has no effect! Answers are also correct in those cases.	What about when $A = B^2$	
What about when As = Bs?Flipping the bits then has no effect!Answers are also correct in those cases.	$\circ$ the unsigned comparator produces $A < B$ .	
<ul> <li>the unsigned comparator produces A &lt; B.</li> <li>What about when A<sub>s</sub> = B<sub>s</sub>?</li> <li>Flipping the bits then has no effect!</li> <li>Answers are also correct in those cases.</li> </ul>	• we feed in $A_{N_1} = 0$ and $B_{N_1} = 1$ , and	
<ul> <li>we feed in A<sub>N-1</sub> = 0 and B<sub>N-1</sub> = 1, and</li> <li>the unsigned comparator produces A &lt; B.</li> <li>What about when A<sub>s</sub> = B<sub>s</sub>?</li> <li>Flipping the bits then has no effect!</li> <li>Answers are also correct in those cases.</li> </ul>	For $A_1 = 1$ and $B_2 = 0$ .	
For $A_s = 1$ and $B_s = 0$ , • we feed in $A_{N-1} = 0$ and $B_{N-1} = 1$ , and • the unsigned comparator produces $A < B$ . What about when $A_s = B_s$ ? Flipping the bits then has no effect! Answers are also correct in those cases.	• the unsigned comparator produces <b>A &gt; B</b> .	
• the unsigned comparator produces $A > B$ . For $A_s = 1$ and $B_s = 0$ , • we feed in $A_{N-1} = 0$ and $B_{N-1} = 1$ , and • the unsigned comparator produces $A < B$ . What about when $A_s = B_s$ ? Flipping the bits then has no effect! Answers are also correct in those cases.	• we feed in $A_{N-1} = 1$ and $B_{N-1} = 0$ , and	
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One Comparator	with a Control Signal can Do	Both
Can we use a single con to perform both kinds of	nparator f comparisons?	
Yes, if we		
• add a control signal <b>S</b>		
• to tell the comparator (S=0) or 2's complem	whether to do <b>unsigned</b> <b>nent</b> (S=1) comparison.	
Simply XOR'ing the m of A and B with S suf	ost significant bits fices.	
<ul> <li>This approach leverage problem to reduce the</li> </ul>	ges flexibility in the	
• Analyze the design to	understand how it works.	
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