

1. Examples handout questions 9 through 13
2. Consider the following circuit:  
$$F(A, B, C, D) = ABD + \overline{BC}D + \overline{AC}$$
  - (a) Are there any static-0 hazards in the circuit? If so, what input transitions could potentially produce a hazard?
  - (b) Are there any static-1 hazards in the circuit? If so, what input transitions could potentially produce a hazard?
  - (c) Give an alternative circuit with the same output as  $F$  that does not have any hazards.

3. The circuit in problem 2 was in sum-of-products form. Provide a circuit in *product-of-sums* form that produces a static-0 hazard.
4. Using a 1-of-8 decoder and OR gates create a circuit that takes a 3-bit number  $A_2A_1A_0$  and outputs the number of 1's in the input as a 2-bit number  $Z_1Z_0$ .
5. Logic designers often create logic blocks with some desired behavior by composing existing components with additional logic. In this exercise we will create a logic block that behaves like a J-K flip-flop by using a D flip-flop plus some additional logic.

To do this, first, add a second output  $\overline{Q}$ , to provide the complemented output in addition to the regular output. Next, observe that our new logic block needs to have inputs called  $J$  and  $K$ . Since a D flip-flop only has a single input, we need to build some logic that uses  $J$ ,  $K$ , and the current output of the D flip-flop  $Q$  to compute a single input into the D flip-flop.

- (a) Explain why the combinational logic feeding into the input of the D flip-flop needs the current output  $Q$ .
  - (b) Draw your circuit that uses a D flip-flop to implement a J-K flip-flop.
6. The capacity of memory chips (RAM and ROM) is often described by giving how many rows of data the chip contains and the word-size, in bits, of each row. For instance, a 32Kx8 RAM has 32000 8-bit entries.
  - (a) How many total bits of storage does a 16Kx16 ROM contain?

- (b) Your application needs to store 1024Kb of data but you only have the above 16Kx16 ROM chips available. Design a circuit that appears as a 64Kx16 (1024Kb) ROM to the outside world using the 16Kx16 ROM chips and some multiplexors.