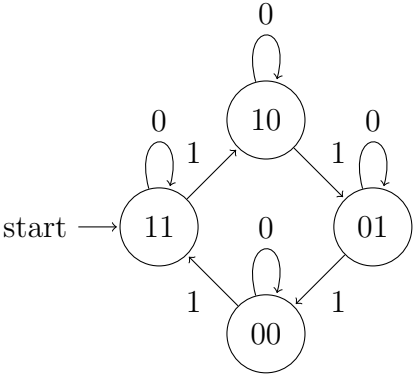


1. The state diagram is like below:



The state table is like the following:

x	Current State	Next State
0	00	00
0	01	01
0	10	10
0	11	11
1	00	11
1	01	00
1	10	01
1	11	10

x \ Current State				
	00	01	11	10
0	0	0	1	1
1	1	0	1	0

Table 1: Karnugh Map for D_2

x \ Current State				
	00	01	11	10
0	0	1	1	0
1	1	0	0	1

Table 2: Karnugh Map for D_2

2. (a) 1- Capacity of the memory. 2- Speed of the memory. 3- Cost of the memory.
- (b) We use memory hierarchy to have the maximum capacity and speed and minimum cost. The method is that you use memories with higher speed in the place in which they are closer to the CPU and memories with less speed but more capacity further from the CPU. To have maximum speed and capacity and minimum cost.
- (c) Yes, it's possible. When the cost of retrieving data from the bottom of the hierarchy to the top level of hierarchy is more than cost of buying more memory from the type of the top of hierarchy.
- (d) Static memories are more expensive and have high speed because they don't need refreshing and less dense and they use less power. But Dynamic memories are cheaper but they need refresher and so they are slower than static memories and they are denser than static memories and they use more power. - Using static memories is easier.
3. (a) $T_{access} = t_1 + (1 - h_1)(t_2 + (1 - h_2)(t_3 + (1 - h_3)t)) =$
- (b)

4.