

Chapter # 3: Multi-Level Combinational Logic

Contemporary Logic Design

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Chapter Overview

- Multi-Level Logic

Conversion to NAND-NAND and NOR-NOR Networks

DeMorgan's Law and Pushing Bubbles

AND-OR-Invert Building Blocks

CAD Tools for Multi-Level Optimization

- Time Response in Combinational Networks

Gate Delays and Timing Waveforms

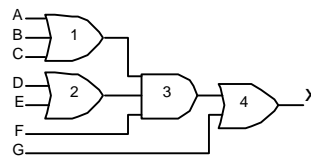
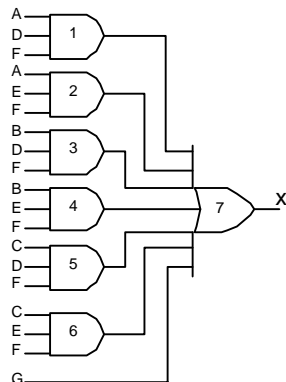
Hazards/Glitches and How To Avoid Them

Multi-Level Logic: Advantages

Reduced sum of products form:

$$x = ADF + AEF + BDF + BEF + CDF + CEF + G$$

6 x 3-input AND gates + 1 x 7-input OR gate (may not exist!)
25 wires (19 literals plus 6 internal wires)



Factored form:

$$x = (A + B + C)(D + E)F + G$$

1 x 3-input OR gate, 2 x 2-input OR gates,
1 x 3-input AND gate
10 wires (7 literals plus 3 internal wires)

Multi-Level Logic: Conversion of Forms

NAND-NAND and NOR-NOR Networks

DeMorgan's Law: $(A + B)' = A' \cdot B'$; $(A \cdot B)' = A' + B'$

Written differently: $A + B = (A' \cdot B')'$; $A \cdot B = (A' + B')'$

In other words,

OR is the same as NAND with complemented inputs

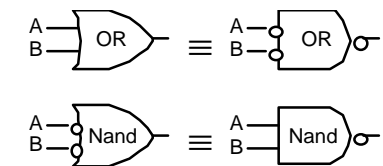
AND is the same as NOR with complemented inputs

NAND is the same as OR with complemented inputs

NOR is the same as AND with complemented inputs

OR/NAND Equivalence

A	\bar{A}	B	\bar{B}	$A + B$	$\overline{A \cdot B}$	$\bar{A} + \bar{B}$	$\overline{A \cdot B}$
0	1	0	1	0	0	1	1
0	1	1	0	1	1	1	1
1	0	0	1	1	1	1	1
1	0	1	0	1	1	0	0

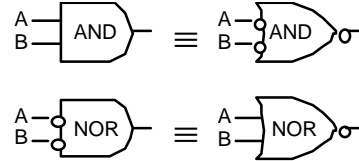


Multi-Level Logic: Conversion Between Forms

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AND/NOR Equivalence

A	\bar{A}	B	\bar{B}	$A \cdot B$	$\overline{A + B}$	$\bar{A} \cdot \bar{B}$	$\overline{A + B}$
0	1	0	1	0	0	1	1
0	1	1	0	0	0	0	0
1	0	0	1	0	0	0	0
1	0	1	0	1	1	0	0



It is possible to convert from networks with ANDs and ORs to networks with NANDs and NORs by introducing the appropriate inversions ("bubbles")

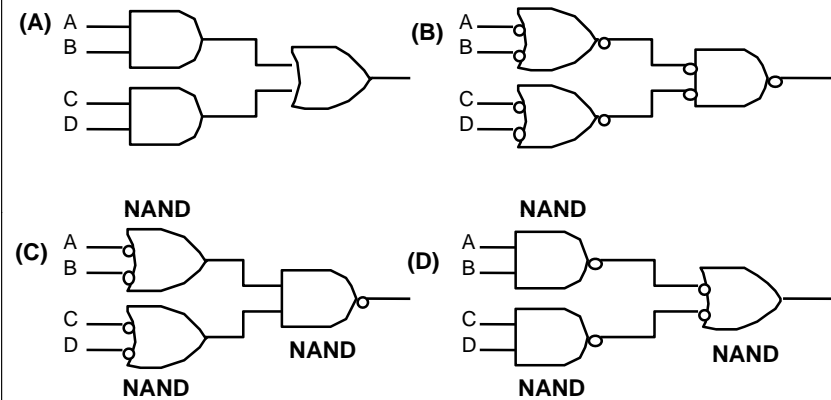
To preserve logic levels, each introduced "bubble" must be matched with a corresponding "bubble"

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Multi-Level Logic: Conversion of Forms

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Example: Map AND/OR network to NAND/NAND network

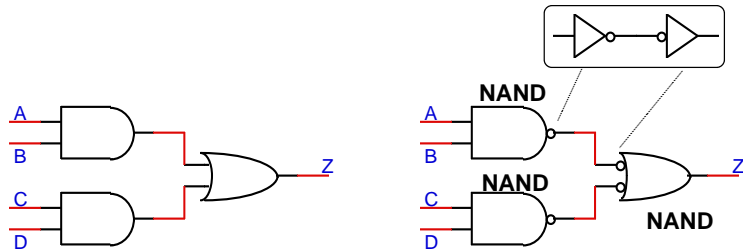


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Multi-Level Logic: Conversion of Forms

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Example: Map AND/OR network to NAND/NAND network



$$\begin{aligned}
 Z &= [(A \cdot B)' (C \cdot D)']' \\
 &= [(A' + B') (C' + D')]'' \\
 &= [(A' + B')' \cdot (C' + D')']' \\
 &= (A \cdot B) + (C \cdot D)
 \end{aligned}$$

Verify equivalence
of the two forms

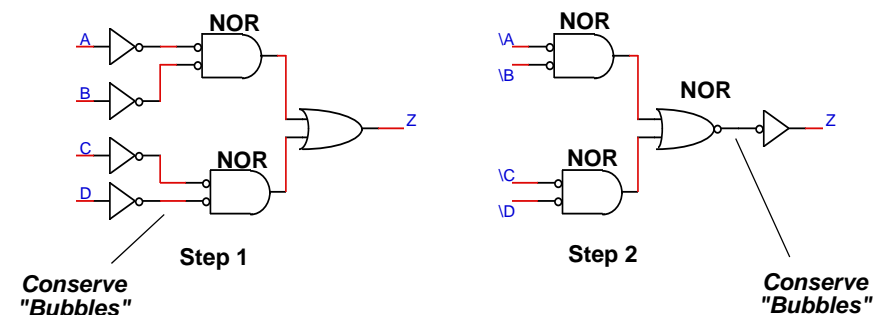
This is the easy conversion!

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Multi-Level Logic: Mapping Between Forms

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Example: Map AND/OR network to NOR/NOR network



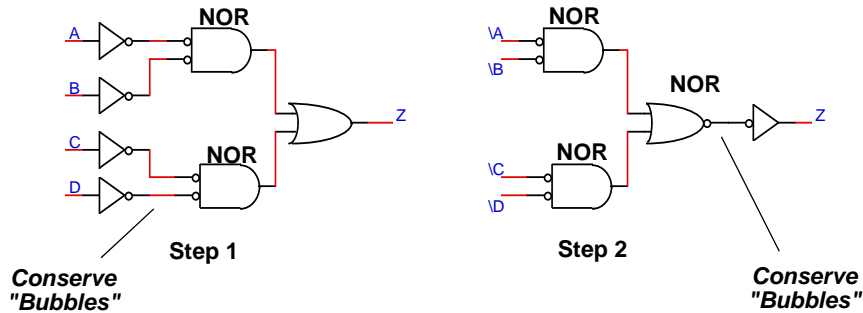
$$Z =$$

Verify equivalence
of the two forms

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Multi-Level Logic: Mapping Between Forms

Example: Map AND/OR network to NOR/NOR network



Verify equivalence
of the two forms

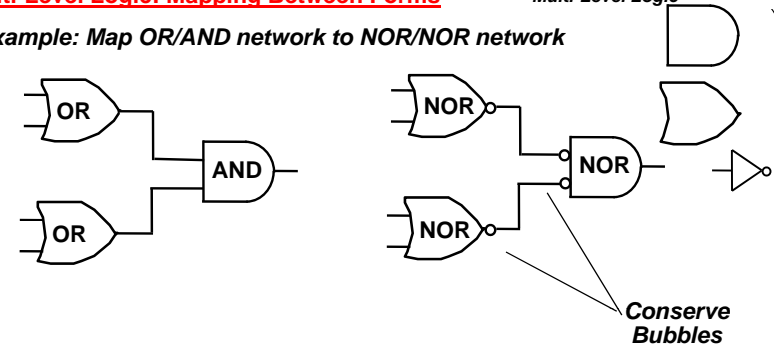
$$\begin{aligned} Z &= \{[(A' + B')' + (C' + D')']'\} \\ &= \{(A' + B') \cdot (C' + D')\}' \\ &= (A' + B')' + (C' + D')' \\ &= (A \cdot B) + (C \cdot D) \end{aligned}$$

This is the hard conversion!

AND/OR to NAND/NAND more natural

Multi-Level Logic: Mapping Between Forms

Example: Map OR/AND network to NOR/NOR network

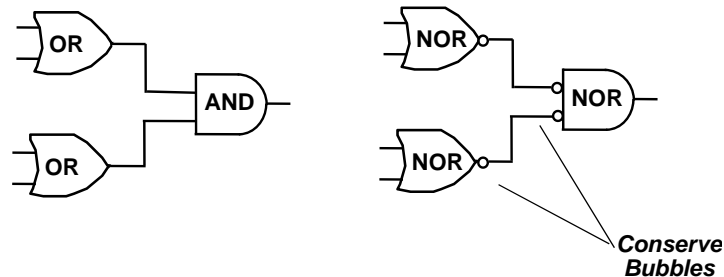


Verify equivalence
of the two forms

$$Z = (A + B) \cdot (C + D)$$

Multi-Level Logic: Mapping Between Forms

Example: Map OR/AND network to NOR/NOR network



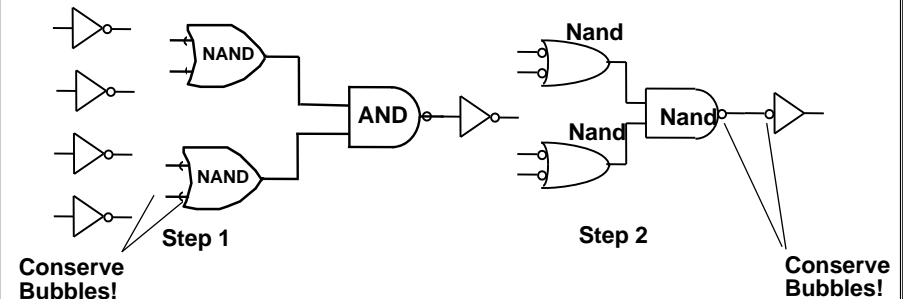
Verify equivalence
of the two forms

$$\begin{aligned} Z &= [(A + B)' + (C + D)']' \\ &= \{(A + B)'\} \cdot \{(C + D)'\} \\ &= (A + B) \cdot (C + D) \end{aligned}$$

This is the easy conversion!

Multi-Level Logic: Mapping Between Forms

Example: Map OR/AND network to NAND/NAND network



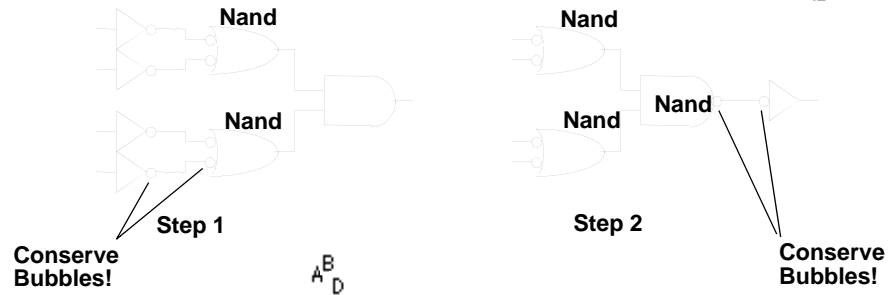
Verify equivalence
of the two forms

$$Z = (A + B) \cdot (C + D)$$

Multi-Level Logic: Mapping Between Forms

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Example: Map OR/AND network to NAND/NAND network



Verify equivalence of the two forms

$$\begin{aligned} Z &= \{[(A' \cdot B') \cdot (C' \cdot D')]\}' \\ &= \{(A' \cdot B') + (C' \cdot D')\}' \\ &= (A' \cdot B') \cdot (C' \cdot D') \\ &= (A + B) \cdot (C + D) \end{aligned}$$

This is the hard conversion!

OR/AND to NOR/NOR more natural

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Multi-Level Logic: More than Two Levels

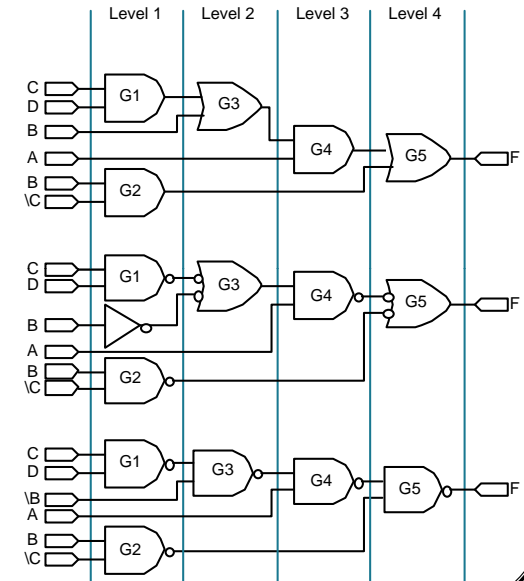
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$$f = A(B + CD) + B C'$$

Original AND-OR Network

Introduction and Conservation of Bubbles

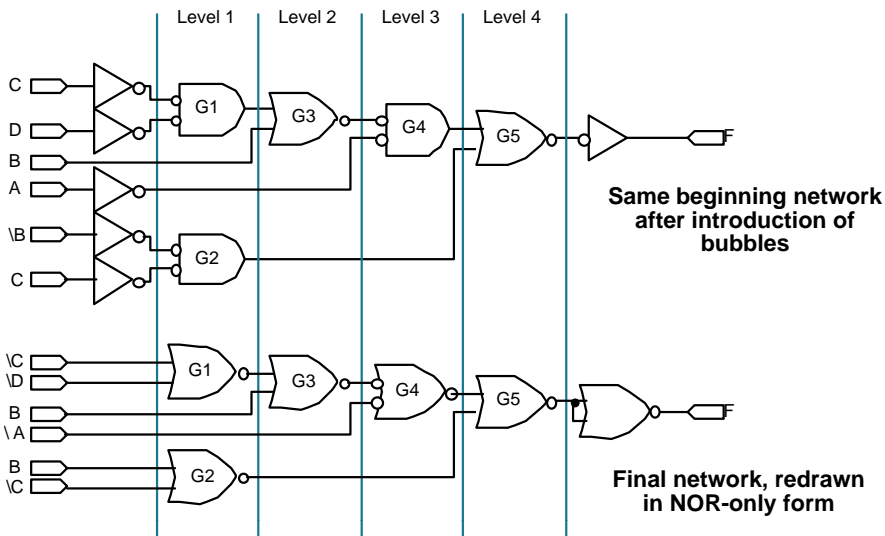
Redrawn in terms of conventional NAND Gates



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Multi-Level Logic: More than Two Levels

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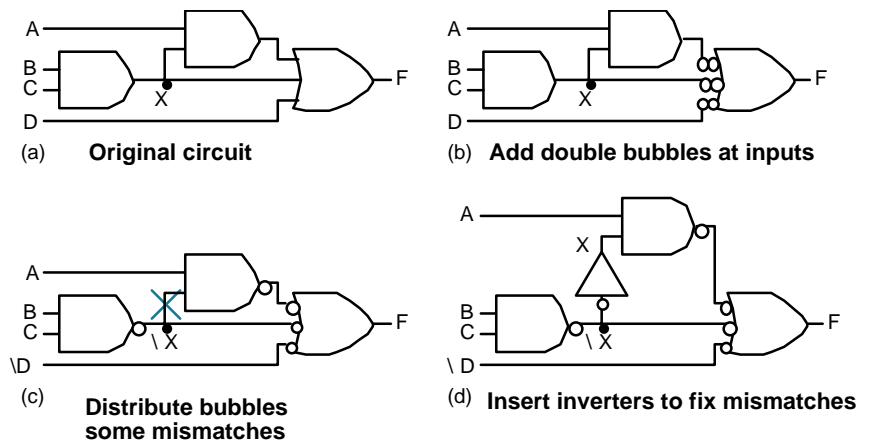


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Multi-Level Logic: More than Two Levels

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Conversion Example

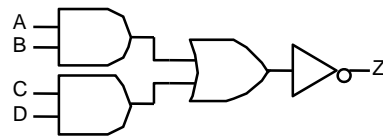


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Multi-Level Logic: AND-OR-Invert Block

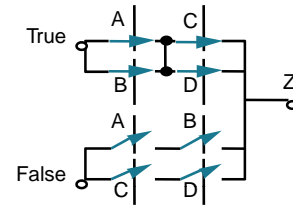
AOI Function: Three stage logic—AND, OR, Invert
Multiple gates "packaged" as a single circuit block

logical concept

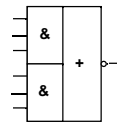


AND OR Invert
two-input two-stack

possible switch implementation



3x2 AOI Schematic Symbol



Multi-Level Logic: AND-OR-Invert

Example: XOR implementation

$$A \text{ xor } B = A' B + A B'$$

$$= (?)'$$

AOI form

$$(A' B + A B')$$

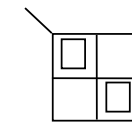
$$(A + B') (A' + B)$$

$$(A B + A' B')$$

General procedure to place in AOI form:

Compute the complement in Sum of Products form by circling the 0's in the K-map!

$$f = (A' B' + A B)'$$



Multi-Level Logic: AND-OR-Invert

Example:

	AB		A	
C	00	01	11	10
0	1	0	0	0
1	1	1	0	1

F' K-map

$$F = B C' + A C' + A B$$

$$F' = A' B' + A' C + B' C$$

Implemented by 2-input 3-stack AOI gate

$$F = (A + B) (A + C') (B + C')$$

$$F' = (B' + C) (A' + C) (A' + B')$$

Implemented by 2-input 3-stack OAI gate

Example:

4-bit Equality Function

$$Z = (A_0 B_0 + A_0' B_0') (A_1 B_1 + A_1' B_1') (A_2 B_2 + A_2' B_2') (A_3 B_3 + A_3' B_3')$$

Each implemented in single 2x2 AOI gate

Multi-Level Logic: AND-OR-Invert

Example: AOI Implementation of a 4-Bit Equality Tester

High if $A_0 \neq B_0$, Low if $A_0 = B_0$
 $A = B$ active low

Conservation of bubbles

NOR

If all inputs are low
(asserted in negative logic)
then $A_i = B_i, i=0, \dots, 3$
Output Z asserted

Multi-Level Logic: CAD Tools for Simplification

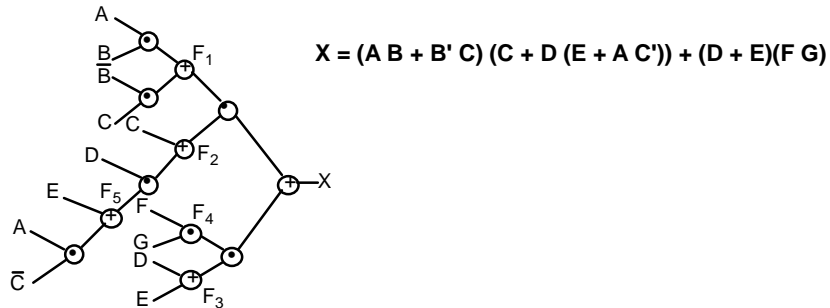
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Multi-Level Logic

Multi-Level Optimization:

1. Factor out common sublogic (reduce fan-in, increase gate levels), subject to timing constraints
2. Map factored form onto library of gates
3. Minimize number of literals (correlates with number of wires)

Factored Form:

sum of products of sum of products . . .



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Multi-Level Logic: CAD Tools for Simplification

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Operations on Factored Forms:

- Decomposition
- Extraction
- Factoring
- Substitution
- Collapsing

Manipulate network by interactively issuing the appropriate instructions

There exists no algorithm that guarantees "optimal" multi-level network will be obtained

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Multi-Level Logic: CAD Tools for Simplification

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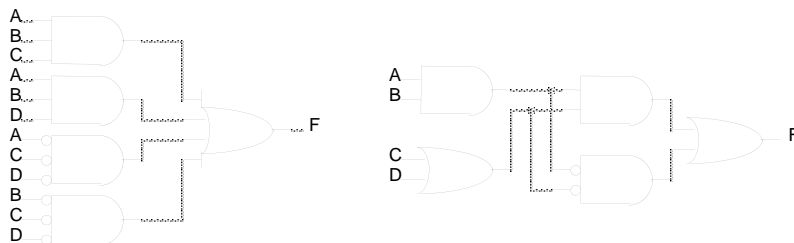
Decomposition:

Take a single Boolean expression and replace with collection of new expressions:

$$F = A B C + A B D + A' C' D' + B' C' D' \text{ (12 literals)}$$

F rewritten as:

$$\begin{aligned} F &= X Y + X' Y' \\ X &= A B \\ Y &= C + D \end{aligned} \quad \text{(4 literals)}$$



Before Decomposition

After Decomposition

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Extraction: common intermediate subfunctions are factored out

$$F = (A + B) C D + E \quad \text{(11 literals)}$$

$$G = (A + B) E'$$

$$H = C D E$$

can be re-written as:

$$F = X Y + E \quad \text{(7 literals)}$$

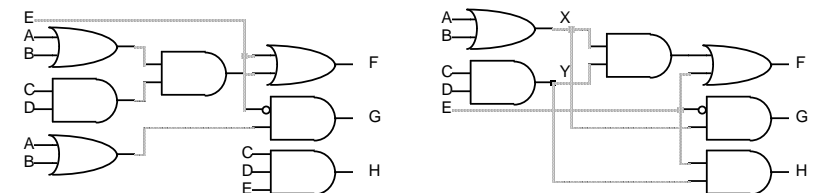
$$G = X E'$$

$$H = Y E$$

$$X = A + B$$

$$Y = C D$$

"Kernels": primary divisors



Before Extraction

After Extraction

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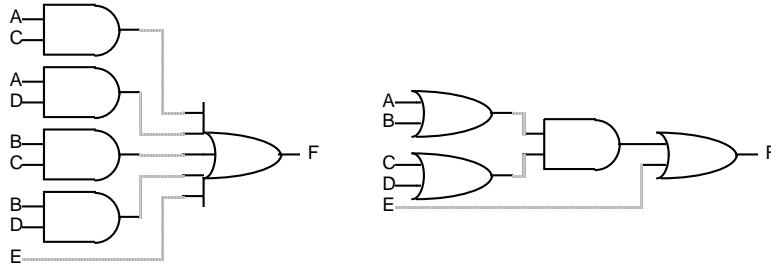
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Factoring: expression in two level form re-expressed in multi-level form

$$F = AC + AD + BC + BD + E \quad (9 \text{ literals})$$

can be rewritten as:

$$F = (A + B)(C + D) + E \quad (5 \text{ literals})$$



Before Factoring

After Factoring

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Multi-Level Logic: CAD Tools for Simplification

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Substitution: function G into function F, express F in terms of G

$$\begin{aligned} F &= A + B C & (5 \text{ literals}) \\ G &= A + B \end{aligned}$$

F rewritten in terms of G:

$$F = G(A + C) \quad (2 \text{ literals})$$

Collapsing: reverse of substitution; use to eliminate levels to meet timing constraints

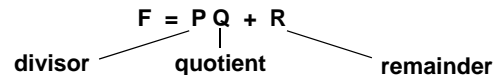
$$\begin{aligned} F &= G(A + C) \\ &= (A + B)(A + C) \\ &= AA + AC + AB + BC \\ &= A + BC \end{aligned}$$

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Key to implementing these operations: "division" over Boolean functions



example:

$$\begin{aligned} X &= AC + AD + BC + BD + E \\ Y &= A + B \end{aligned}$$

X "divided" by Y is—

$$X = Y(C + D) + E$$

Complexity: finding suitable divisors

$$\begin{aligned} F &= AD + BCD + E \\ G &= A + B \end{aligned}$$

G does not divide F under algebraic division rules

G does divide F under Boolean rules (very large number of these!)

$$F/G = (A + C)D$$

F written as GQ + R

$$\begin{aligned} F &= [G(A + C)D] + E \\ &= (A + B)(A + C)D + E \\ &= (AA + AC + AB + BC)D + E \\ &= (A + BC)D + E \\ &= AD + BCD + E \end{aligned}$$

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misll Session with the Full Adder

```
% misll
UC Berkeley, MIS Release #2.1 (compiled 3-Mar-89 at 5:32 PM)
misll> re full.adder
misll> p
{co} = a b ci + a b ci' + a b' ci + a' b ci
{sum} = a b ci + a b' ci' + a' b ci' + a' b' ci
misll> pf
{co} = a b' ci + b (ci (a' + a) + a ci')
{sum} = ci (a' b' + a b) + ci' (a b' + a' b)
misll> sim1 *
misll> p
{co} = a b + a ci + b ci
{sum} = a b ci + a b' ci' + a' b ci' + a' b' ci
misll> pf
{co} = ci (b + a) + a b
{sum} = ci (a' b' + a b) + ci' (a b' + a' b)
misll> gd *
misll> pf
{co} = a [2] + b ci
{sum} = a' [3]' + a [3]
[2] = ci + b
[3] = b' ci' + b ci
```

read eqntott equations

two level minimization

good decomposition

technology independent up to this point

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Multi-Level Logic: CAD Tools for Simplification

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```

misII> rlib msu.genlib
misII> map
misII> pf
[361] = b' ci' + a'
[328] = b'
[329] = ci'
{co} = [328]' [329]' + [361]'
[3] = b ci' + b' ci
{sum} = [3] a' + [3]' a
misII> pg
[361] 1890:physical 32.00
[328] 1310:physical 16.00
[329] 1310:physical 16.00
{co} 1890:physical 32.00
[3] 2310:physical 40.00
{sum} 2310:physical 40.00
misII> pat
... using library delay model
{sum} : arrival=( 2.2 2.2)
{co} : arrival=( 2.2 2.2)
[328] : arrival=( 1.2 1.2)
[361] : arrival=( 1.2 1.2)
[329] : arrival=( 1.2 1.2)
[3] : arrival=( 1.2 1.2)
ci : arrival=( 0.0 0.0)
b : arrival=( 0.0 0.0)
a : arrival=( 0.0 0.0)
misII> quit
%
```

read library & perform technology mapping

gates that implement the various nodes and their relative areas

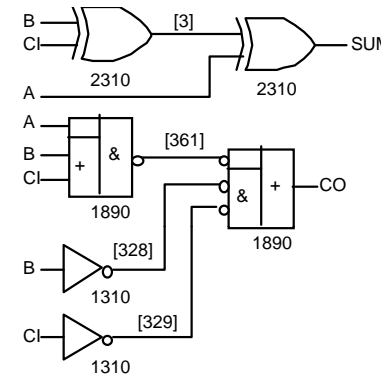
timing simulation unit delay plus 0.2 time units per fan-out

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Multi-Level Logic: CAD Tools for Simplification

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misII and the MSU gate library VLSI Standard Cells



NOTE: OR-AND-INVERT
equivalent to INVERT-AND-OR

Number	Name	Function
1310	inv	A'
1120	nor2	(A+B)'
1130	nor3	(A+B+C)'
1140	nor4	(A+B+C+D)'
1220	nand2	(A•B)'
1230	nand3	(A•B•C)'
1240	nand4	(A•B•C•D)'
1660	and2/nand2	A•B, (A•B)'
1670	and3/nand3	A•B•C, (A•B•C)'
1680	and4/nand4	A•B•C•D, (A•B•C•D)'
1760	or2/nor2	[A+B, (A+B)']
1770	or3/nor3	[A+B+C, (A+B+C)']
1780	or4	[A+B+C+D, (A+B+C+D)']
1870	aoi22	(A+B + C•D)'
1880	aoi21	(A + B•C)'
1860	oai22	[(A + B)(C + D)]'
1890	oai21	[A (B + C)]'
1970	ao22	A•B + D•E
1810	ao222	A•B + C•D + E•F
1910	ao2222	A•B + C•D + E•F + G•H
1930	ao33	A•B•C + D•E•F
2310	xor2	A•B' + A'•B
2350	xnor2	A•B + A'•B'

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Multi-Level Logic: CAD Tools for Simplification

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More Examples

mis with standard simplification script:

```
misII -f script -t pla <espresso truth table file>
```

Full Adder:

```

.model full.adder
.inputs a b ci
.outputs sum co
.names a b ci co sum
1--0 1
-1-0 1
--10 1
111- 1
.names a b ci co
11- 1
1-1 1
-11 1
.end
```

mis pla style outputs

input variables

output variable

$$\text{SUM} = A \text{ CO}' + B \text{ CO}' + C \text{ CO}' + A B C \text{ I} \quad (9 \text{ literals})$$

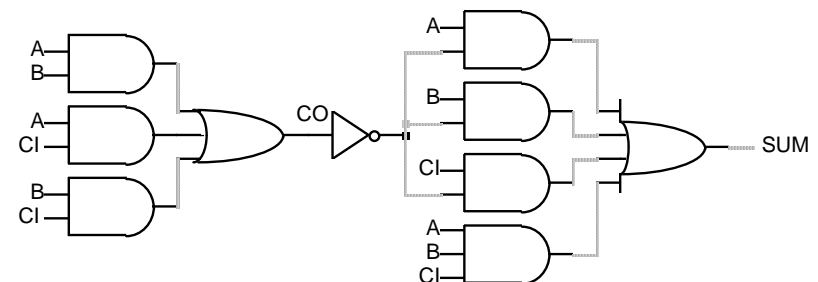
$$\text{CO} = A B + A C \text{ I} + B C \text{ I} \quad (6 \text{ literals})$$

Note that $A \text{ xor } B \text{ xor } C \text{ I} = A' B' C \text{ I} + A B' C \text{ I}' + A' B C \text{ I}' + A B C \text{ I}$ (12 literals!)

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Multilevel Implementation of Full Adder: 5 Logic Levels!

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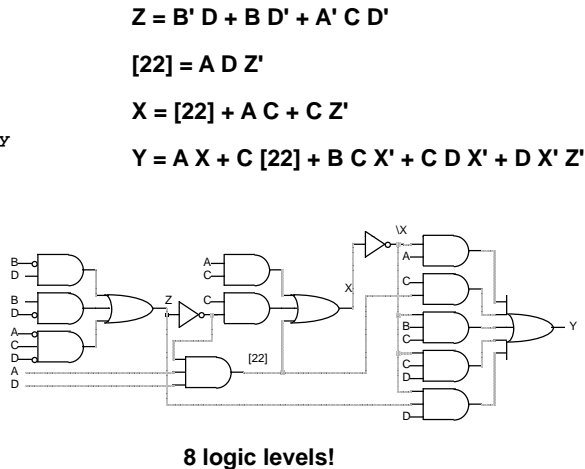
Multi-Level Logic: Tools for Simplification

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Two-bit Adder

```
.inputs a b c d
.outputs x y z
.names a c z [22] x
---1 1
11-- 1
-10- 1
.names a b c d x z [22] y
1---0-- 1
--1---1 1
-11-0-- 1
--110-- 1
---100- 1
.names a b c d z
-0-1 1
-1-0 1
0-10 1
.names a d z [22]
110 1
.end
```

Mis Output



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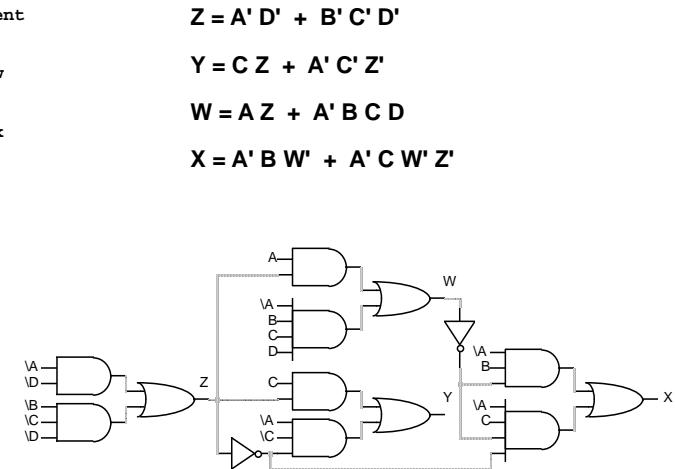
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BCD Increment By 1

```
.model bcd.increment
.inputs a b c d
.outputs w x y z w
.names a b c d z w
1---1 1
0111- 1
.names a b c w z x
01-0- 1
0-100 1
.names a c z y
-11 1
000 1
.names a b c d z
0--0 1
-000 1
.end
```

Mis Output



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Time Response in Combinational Networks

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- emphasis on timing behavior of circuits
- waveforms to visualize what is happening
- simulation to create these waveforms
- momentary change of signals at the outputs: *hazards*
can be useful— pulse shaping circuits
can be a problem — *glitches*: incorrect circuit operation

Terms:

gate delay— time for change at input to cause change at output
minimum delay vs. typical/nominal delay vs. maximum delay
careful designers design for the worst case!

rise time— time for output to transition from low to high voltage

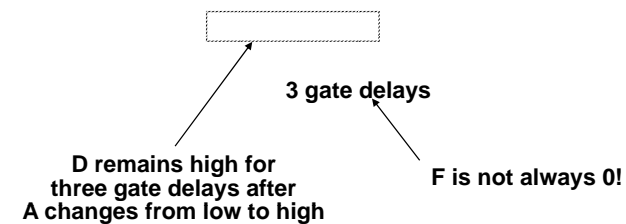
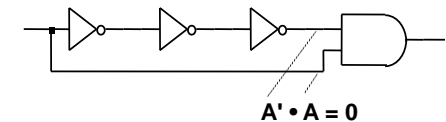
fall time— time for output to transition from high to low voltage

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Time Response in Combinational Networks

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Pulse Shaping Circuit

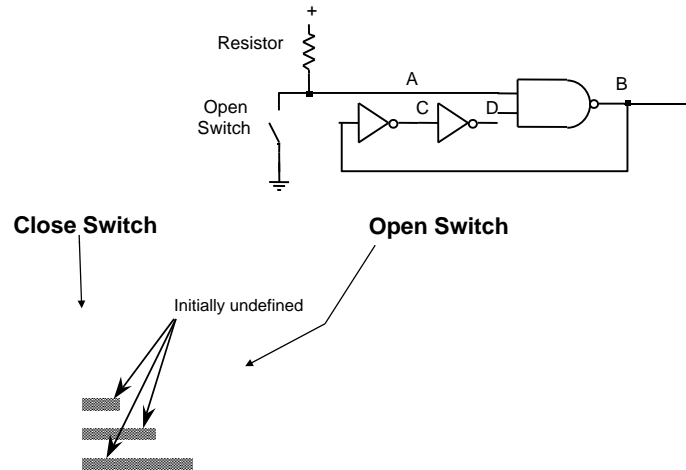


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Time Response in Combinational Networks

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Another Pulse Shaping Circuit



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Hazards/Glitches and How to Avoid Them

Unwanting switching at the outputs

Occur because delay paths through the circuit experience different propagation delays

Danger if logic "makes a decision" while output is unstable
OR hazard output controls an *asynchronous* input (these respond immediately to changes rather than waiting for a synchronizing signal called a *clock*)

Usual solutions:
wait until signals are stable (by using a clock)

never, never, never use circuits with asynchronous inputs

design hazard-free circuits

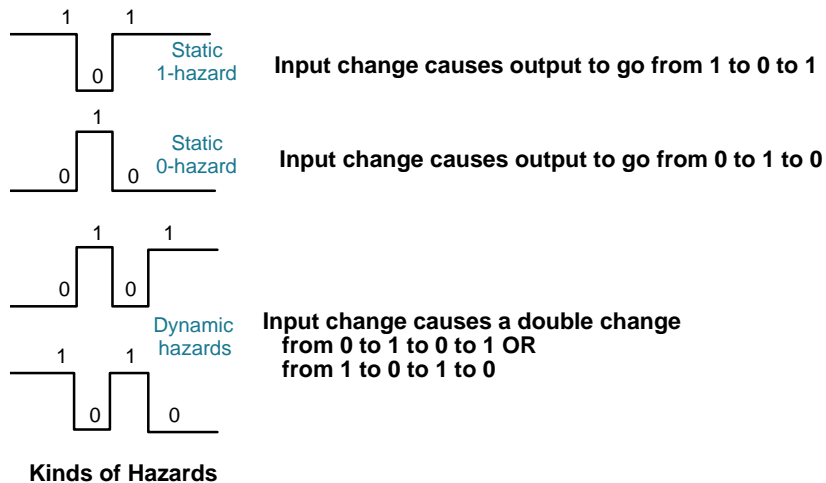
Suggest that first two approaches be used, but we'll tell you about hazard-free design anyway!

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Hazards/Glitches and How to Avoid Them

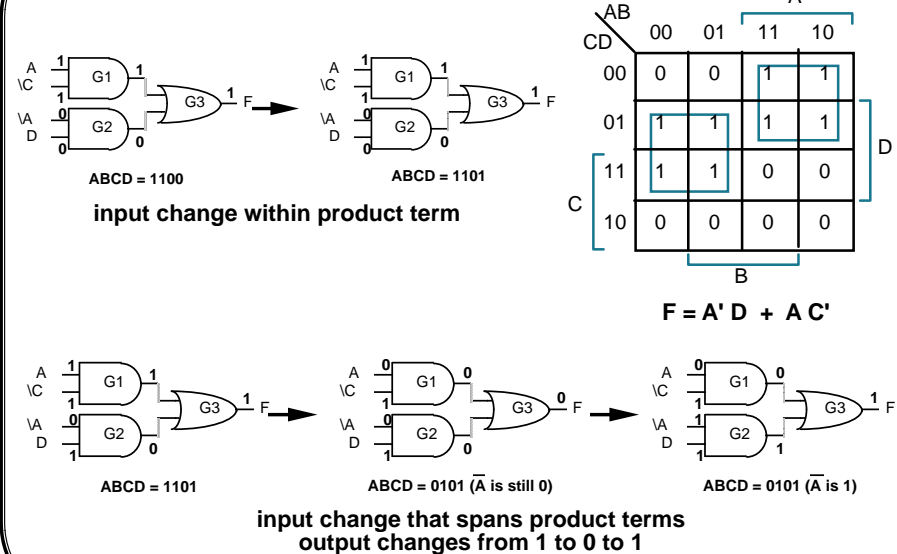


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Glitch Example



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Glitch Example

General Strategy: add redundant terms

$$F = A' D + A C' \text{ becomes } A' D + A C' + C' D$$

This eliminates 1-hazard? How about 0-hazard?

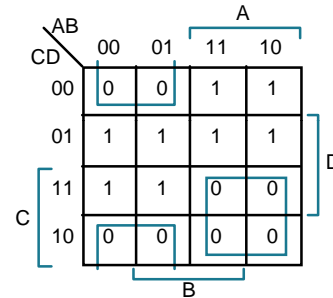
Re-express F in PoS form:

$$F = (A' + C')(A + D)$$

Glitch present!

Add term: $(C' + D)$

This expression is equivalent to the hazard-free SoP form of F



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Glitch Example

Start with expression that is free of static 1-hazards

$$F = A C' + A' D + C' D$$

Work with complement:

$$F' = (A C' + A' D + C' D)'$$

$$= (A' + D) (A + D') (C + D')$$

$$= A C + A C D' + C D' + A' C D' + A' D'$$

$$= A C + C D' + A' D'$$

covers all the adjacent 0's in the K-map

free of static-1 and static-0 hazards!

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Detecting Static Hazards in Multi-Level Circuits

Calculate transient output function

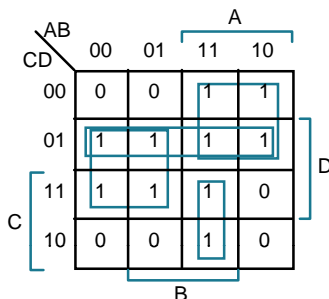
variables and complements are treated as independent variables

cannot use $X + X' = 1$ or $X \cdot X' = 0$ for simplifications

Example:

$$F = A B C + (A + D) (A' + C')$$

$$F_1 = A B C + A A' + A C' + A' D + C' D \quad \text{2-level form}$$



ABCD: 1111 to 1110, covered by term ABC, so no 1-hazard present

ABCD: 1110 to 1100, term ABC goes low while term AC' goes high

some static hazards are present!

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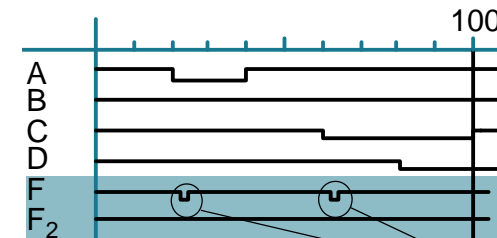
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Static 1-hazards

Solution:

Add redundant terms to insure all adjacent transitions are covered by terms

$$F_2 = A C' + A' D + C' D + \boxed{A B + B D}$$



1's hazards in F corrected in F2

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Static 0-Hazards

Similar to previous case, but work with the complement of F

If terms of the transient output function cover all 0 transitions, then no 0-hazards are present

$$\begin{aligned}\bar{F} &= [A B C + (A + D) (A' + C')]'] \\ &= (A' + B' + C') (A' D' + A C) \\ &= A' D' + A' B D' + A' C D' + A B' C \\ &= A' D' + A B' C \\ &\quad + B' C D'\end{aligned}$$

AB \ CD		A			
		00	01	11	10
C \ D	00	0	0	1	1
	01	1	1	1	1
	11	1	1	1	0
	10	0	0	1	0

0-hazard on transition from 1010 to 0010

$$F = (A + D) (A' + B + C') (B + C' + D)$$

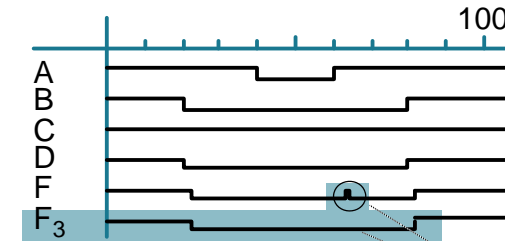
0-hazard free

equivalent to F2 on last slide

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Static 0-Hazards



0-Hazard
Corrected in F3

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Designing Networks for Hazard-free operation

Simply place transient output function in a form that guarantees that all adjacent ones are covered by a term

no term of the transient output function contains both a variable and its complement

$$F(A, B, C, D) = m(1, 3, 5, 7, 8, 9, 12, 13, 14, 15)$$

$$F = A B + A' D + B D + A C' + C' D$$

$$= (A' + B + C') D + A (B + C')$$

(factored by distributive law, which does not introduce hazards since it does not depend on the complementarity laws for its validity)

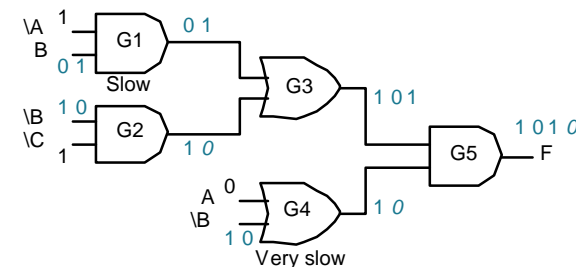
AB \ CD		A			
		00	01	11	10
C \ D	00	0	0	1	1
	01	1	1	1	1
	11	1	1	1	0
	10	0	0	1	0

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Dynamic Hazards

Example with Dynamic Hazard



Three different paths from B or B' to output

ABC = 000, F = 1 to ABC = 010, F = 0

different delays along the paths:
G1 slow, G4 very slow

Handling dynamic hazards very complex

Beyond our scope

Chapter Review

- Transition from Simple Gates to more complex gate building blocks
- Conversion from AND/OR, OR/AND to NAND/NAND, NOR/NOR
- Multi-Level Logic: Reduced gate count, fan-ins, but increased delay
- Use of misII to optimize multi-level logic and to perform mappings
- Time Response in Combinational Logic:
Gate Delay, Rise Time, Fall Time
Hazards and Hazard-free Design