```
LIBRARY ieee;
   use ieee.std_logic_1164.all;
  use ieee.numeric_std.all;
   use IEEE.std_logic_misc.all;
   entity top 100bs is
   port (
      CLOCK 50
                          :in
                                  std logic;
                       :in std logic vector(3 downto 0);
10
11
      GPIO
                       :out std logic vector(34 downto 0) );
12
   end entity:
13
14
15
          ----- ARCHITECTURE -----
   architecture rtl of top 100bs is
19
   constant tau range :integer := 20;
20
21
22
   component Altplc is
23
     PORT (
24
                  : IN STD LOGIC := '0';
       areset
25
                : IN STD LOGIC := '0';
26
                 : OUT STD LOGIC ; -- 50Mhz
27
                 : OUT STD LOGIC ; -- 50Mhz
       c1
                  : OUT STD LOGIC ; -- 100 Mhz
       c2
29
                  : OUT STD LOGIC -- 100 Mhz
       с3
30
31
   end component;
32
33
34
35
   component signal generator is
36
37
               :in std_logic := 'X';
      clk
              :in std_logic := 'X'; -- clk
39
      reset
      output :out std logic -- export
40
41
   );
   end component signalgenerator;
42
43
44
   component observer
45
46
           observernumber :unsigned(15 downto 0):=x"0001" -- how many observer are
    instantiated
         );
       PORT (
49
                               std_logic
                                                := 'X';
50
         clk
                       :in
                       :in std_logic
51
         reset
                                              := 'X';
52
         enable in
                        :in std logic;
         invariance_tau :in std_logic_vector(7 downto 0);
53
         signal_phi :in std logic;
54
                       :out std logic;
         output
55
                     :out std_logic
         enable_out
57
         );
   end component;
58
59
60
61
  FOR OBS 0 : observer
    use entity work.observer(Behavioural);
  FOR OBS 1: observer
    use entity work.observer(Behavioural);
  FOR OBS_2 : observer
    use entity work.observer(Behavioural):
   FOR OBS_3 : observer
    use entity work.observer(Behavioural);
  FOR OBS 4: observer
```

```
use entity work.observer(Behavioural):
    FOR OBS 5 : observer
   use entity work.observer(Behavioural);
74 FOR OBS_6: observer
   use entity work.observer(Behavioural):
76 FOR OBS 7: observer
    use entity work.observer(Behavioural):
   FOR OBS_8 : observer
    use entity work.observer(Behavioural):
    FOR OBS 9: observer
81
     use entity work.observer(Behavioural);
   -- <END 0>
86 signal clk s
                         : std logic
                                            :='0':
   signal clk_g
                         : std_logic
                                            :='0':
   signal reset s
                          : std logic
                                            :='0':
                          : std_logic
   signal enable_s
    signal phi s
                          : std_logic
                                            :='0':
    signal next obs s : std logic
                                            :='0':
    -- <BEGIN 1>
    signal add: std_logic_vector(9 downto 0):=(others=>'0');
   signal en1
                     :std logic:='0':
                     :std logic:='0';
    signal en2
                     :std logic:='0';
    signal en3
   signal en4
                     :std logic:='0';
   signal en5
                     :std logic:='0':
   signal en6
                     :std logic:='0':
100
                     :std logic:='0':
    signal en7
101
                     :std logic:='0';
   signal en8
   signal en9
                     :std logic:='0';
103
104
105 -- <END 1>
106
                      : std_logic :='0';
107 signal output s
108 signal tau_s
                      : std_logic_vector(7 downto 0) := (others => '0');
109
110
    ---- BEGIN of architecture -----
   begin
     signalgenerator top: component signalgenerator
116
     port map (
117
       output => phi s.
118
119
       reset => reset_s,
120
       clk => clk a
121
122
     PLL: component AltPLc
123
     PORT MAP (areset => reset_s,inclk0 => CLOCK_50 ,c1 => clk_g,c0 => clk_s);
125
    -- <BEGIN 2>
127
OBS 0: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP (output=>add(0),clk=>clk s,reset =>reset s, enable in =>enable s,invariance tau => tau s,
     ignal_phi=> phi_s,enable_out=>en1);
OBS_1: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP (output=>add(1),clk=>clk s,reset =>reset s, enable in =>en1,invariance tau => tau s,signa
     phi=> phi s,enable out=>en2);
OBS 2: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP (output=>add(2).clk=>clk s.reset =>reset s. enable in =>en2.invariance tau => tau s.signa
     _phi=> phi_s,enable_out=>en3) ;
    OBS_3: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP ( output=>add(3),clk=>clk_s,reset =>reset_s, enable_in =>en3,invariance_tau => tau_s,signa
```

```
phi=> phi s.enable out=>en4)
    OBS_4: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP ( output=>add(4),clk=>clk_s,reset =>reset_s, enable_in =>en4,invariance_tau => tau_s,signa
     phi=> phi s.enable out=>en5)
   OBS 5: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP (output=>add(5).clk=>clk s.reset =>reset s. enable in =>en5.invariance tau => tau s.signa
    I phi=> phi s.enable out=>en6):
   OBS 6: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP ( output=>add(6),clk=>clk s,reset =>reset s, enable in =>en6,invariance tau => tau s,signa
     phi=> phi s.enable out=>en7):
   OBS 7: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP ( output=>add(7),clk=>clk s,reset =>reset s, enable in =>en7,invariance tau => tau s,signa
     phi=> phi s,enable out=>en8);
   OBS 8: observer GENERIC MAP(observernumber => x"000A")
     PORT MAP ( output=>add(8).clk=>clk s.reset =>reset s. enable in =>en8.invariance tau => tau s.signa
     phi=> phi s,enable out=>en9);
   OBS_9: observer GENERIC MAP(observernumber => x"000A")
      PORT MAP (output=>add(9).clk=>clk s.reset =>reset s. enable in =>en9.invariance tau => tau s.signa
    I phi=> phi s.enable out=> next obs s):
    -- <END 2>
149
150
151
152
153
    -- <BEGIN 3>
   output_s <= and_reduce(add);
155
    -- <END 3>
156
157
158
159
           160
161
162
     reset_s <= not KEY(0);
     GPIO(0) <= reset_s;
165
     GPIO(1) <= enable_s;
166
     GPIO(2) <= en1:
167
     GPIO(3) <= en2;
168
     GPIO(4) \le en3
169
     GPIO(5) <= en4:
170
     GPIO(6) <= en5;
171
     GPIO(7) \le en6
172
     GPIO(8) <= en7;
     GPIO(9) <= en8;
174
     GPIO(10) <= en9;
175
     GPIO(11) <= next obs s;
176
     GPIO(12) \le clk_{g}
177
     GPIO(13) \le phi_s;
178
     GPIO(14)<= clk_s;
179
180
     GPIO(15) \le add(0):
181
     GPIO(16) \le add(1):
182
     GPIO(17) \le add(2);
     GPIO(18) \le add(3);
184
     GPIO(19) \le add(4);
185
     GPIO(20) \le add(5):
186
     GPIO(21) \le add(6):
187
     GPIO(22) \le add(7)
     GPIO(23) \le add(8)
189
     GPIO(24) \le add(9)
190
     GPIO(25)<= output_s;
191
192
     tau s
                  <= std logic vector(to unsigned(tau range,8));
193
                           ----SYNCHRONIZED---
195
     sync:process(clk_s)
```

```
197
       if(clk_s'event and clk_s='1') then
198
        if reset s ='0' then
199
          enable s <= '1':
200
201
202
          enable s <= '0':
203
        end if:
       end if:
204
205
      end process:
206
    end architecture;
```