```
LIBRARY ieee;
   use ieee.std_logic_1164.all;
   use ieee.numeric std.all;
   use IEEE.std_logic_misc.all;
   entity top_100bs is
   port (
8
      CLOCK 50
                                    std_logic;
                           :in
10
                         :in std_logic_vector(3 downto 0);
11
      GPTO
                        :out std_logic_vector(34 downto 0) );
12
   end entity:
13
14
15
        ----- ARCHITECTURE -----
17
   architecture rtl of top_100bs is
18
19
20
   constant tau_range :integer := 20;
21
22
   component Altplc is
     PORT (
24
                    : IN STD_LOGIC := '0';
       areset
25
                   : IN STD LOGIC := '0';
       inclk0
26
                   : OUT STD_LOGIC ; -- 50Mhz
27
28
       c1
                   : OUT STD_LOGIC ; -- 50Mhz
       c2
                   : OUT STD_LOGIC ; -- 100 Mhz
29
                   : OUT STD_LOGIC -- 100 Mhz
       c.3
30
31
     );
32
   end component;
33
34
35
   component signalgenerator is
36
      clk
              :in std_logic := 'X';
:in std_logic := 'X';
38
                                           -- clk
39
      reset
      output :out std logic -- export
40
41
   end component signalgenerator;
42
43
   component observer
45
46
       generic (
           observernumber :unsigned(15 downto 0):=x"0001" -- how many observer are
47
    instantiated
         );
       PORT (
49
                                                    := 'X';
         clk
                         :in std_logic
51
         reset
                        :in std_logic
52
         enable_in
                         :in std_logic;
         invariance tau :in std logic vector (7 downto 0);
53
         signal_phi :in std_logic;
output :out std_logic;
54
55
                       :out std_logic
         enable_out
56
   end component;
58
59
60
61
   -- <BEGIN 0>
62 FOR OBS 0 : observer
    use entity work.observer(Behavioural);
63
   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);
72 FOR OBS_5 : observer
    use entity work.observer(Behavioural);
73
74 FOR OBS 6: observer
   use entity work.observer(Behavioural);
75
76 FOR OBS 7 : observer
    use entity work.observer(Behavioural);
   FOR OBS 8: observer
    use entity work.observer(Behavioural);
80
    FOR OBS 9: observer
    use entity work.observer(Behavioural);
   -- <END 0>
   signal clk_s
                          : std_logic
   signal clk g
                          : std logic
                                            :='0';
   signal reset s
                          : std logic
                                            :='0';
   signal enable s
                           : std logic
90 signal phi s
                          : std logic
                                            :='0':
   signal next obs s : std logic
                                            ·='0':
93 -- <BEGIN 1>
signal add: std_logic_vector(9 downto 0):=(others=>'0');
                     :std_logic:='0';
   signal en1
   signal en2
                     :std logic:='0':
   signal en3
                     :std_logic:='0';
    signal en4
                     :std_logic:='0'
   signal en5
                     :std logic:='0':
100 signal en6
                     :std_logic:='0':
101 signal en7
                     :std logic:='0':
102 signal en8
                     :std logic:='0':
103 signal en9
                     :std logic:='0';
104
   -- <END 1>
105
106 -----
107 signal output s
                        : std_logic
                                       :='0';
108 signal tau s
                      : std logic vector(7 downto 0) := (others => '0');
109
111
112 ---- BEGIN OF ARCHITECTURE -----
113 ---
114 begin
116
    signalgenerator top: component signalgenerator
117
     port map (
       output => phi s.
       reset => reset s.
119
120
       clk => clk_g
121
122
    PLL: component AltPLc
123
    PORT MAP (areset => reset s.inclk0 => CLOCK 50 .c1 => clk q.c0 =>clk s):
124
126
    -- <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,
    signal 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
    I 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
```