

Single Instruction Format Processor						
https://hackaday.io/project/173996-sifp-single-instruction-format-processor						
All instructions are 16-bit, and follow the same format below						
Instruction field:	15..12	11..9	8..6	5..3	2..0	
Target register:	P Program counter	A Accumulator	X Index register X	Y Index register Y	S Stack pointer	Octal values For A, X, Y, S
0 (default)	NOP	NOA --	NOX --	NOY --	NOS --	0 (default)
1	M[IMM] (p++)	XOR -Z	CPX CZ	CPY CZ	CPS CZ	1
2	BRANCH (p += m[p])	SLC CZ	INX CZ	INY CZ	M[POP] Cz (M[S+])	2
3	JUMP (p = m[p])	SRC CZ	DEX CZ	DEY CZ	M[PUSH] Cz (M[-S])	3
4	LDP (p = data)	LDA -Z	LDX -Z	LDY -Z	LDS -Z	4
5	STP4 (data = p + 4) P4	ADC CZ	ADX CZ	ADY CZ	ADS CZ	5
6	STP2 (data = p + 2)	AND -Z	M[X] --	M[Y] --	M[S] --	6
7	STP (data = p)	STA --	STX --	STY --	STS --	7
8	BAC (p += (ac ? m[p] : 1))	Notes: <ul style="list-style-type: none"> Registers A, X, Y, S have own independent Carry and Zero flags, which can be tested using B?C and B?Z branch instructions 8 flags are stored in F register, which can only be stored as stack push or loaded as stack pop Any of these operations generates VMA (valid memory address). If more than one are in same instruction, values are ADDED. Any of these operations generates RnW low (write to memory), if VMA is also true (STPx allows storing program counter with small offset). If more than one are in same instructions, values are OR'd. Any of these operations loads from internal data bus (which is also has external memory bus as one input) Internal operations, no data/address bus interaction Each instruction is a vector of 5 values (one per register), for example: "STA, INX, M[PUSH];" pushes A to stack while incrementing X 				
9	BAZ (p += (az ? m[p] : 1))					
A	BXC (p += (xc ? m[p] : 1))					
B	BXZ (p += (xz ? m[p] : 1))					
C	BYC (p += (yc ? m[p] : 1))					
D	BYZ (p += (yz ? m[p] : 1))					
E	BSC (p += (sc ? m[p] : 1))					
F	BSZ (p += (sz ? m[p] : 1))					

