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- **Data Width** is the width of the ALU. An 8-bit ALU can add/subtract/multiply/etc. two 8-bit numbers, while a 32-bit ALU can manipulate 32-bit numbers. An 8-bit ALU would have to execute four instructions to add two 32-bit numbers, while a 32-bit ALU can do it in one instruction. In many cases, the external data bus is the same width as the ALU, but not always. The 8088 had a 16-bit ALU and an 8-bit bus, while the modern Pentiums fetch data 64 bits at a time for their 32-bit ALUs.
- **MIPS** stands for "millions of instructions per second" and is a rough measure of the performance of a CPU. Modern CPUs can do so many different things that MIPS ratings lose a lot of their meaning, but you can get a general sense of the relative power of the CPUs from this column.

From this table you can see that, in general, there is a relationship between clock speed and MIPS. The maximum clock speed is a function of the manufacturing process and delays within the chip. There is also a relationship between the number of transistors and MIPS. For example, the 8088 clocked at 5 MHz but only executed at 0.33 MIPS (about one instruction per 15 clock cycles). Modern processors can often execute at a rate of two instructions per clock cycle. That improvement is directly related to the number of transistors on the chip and will make more sense in the next section.

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