

SLP is usually good enough

```
long tmp1, tmp2, A[], B[], C[], D[], E[];
```

```
tmp1 = B[i+0] + D[i+0];
```

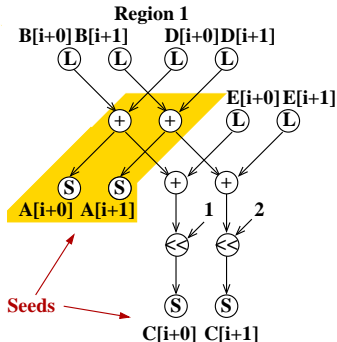
```
tmp2 = B[i+1] + D[i+1];
```

```
A[i+0] = tmp1;
```

```
A[i+1] = tmp2;
```

```
C[i+0] = (tmp1 + E[i+0]) << 1;
```

```
C[i+1] = (tmp2 + E[i+1]) << 2;
```



Region 1

