

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;
```