

<pre>1: mul temp, src2, src1 2: mulh temp1, src2, src1 3: mul temp2, src2, src1 4: add temp1, temp1, temp2 5: mul temp2, src2, src1 6: add temp1, temp1, temp2 7: mov dst_low, temp 8: mov dst_high, temp1</pre>	<pre>1: mul_low_high dst_low_high, src1, src2</pre>
(a) Compiler-generated assembly	(b) Hand-crafted assembly