1: mul temp src2 src1	1: mul_low_high dst_low_high src1 src2
2: mulh temp1 src2 src1	
3: mul temp2 src2 src1	
4: add temp1 temp2	
5: mul temp2 src2 src1	
6: add temp1 temp2	
7: mov dst_low temp	
8: mov dst_high temp1	
(a) Compiler-generated	(b) Optimized with Inline Assembly