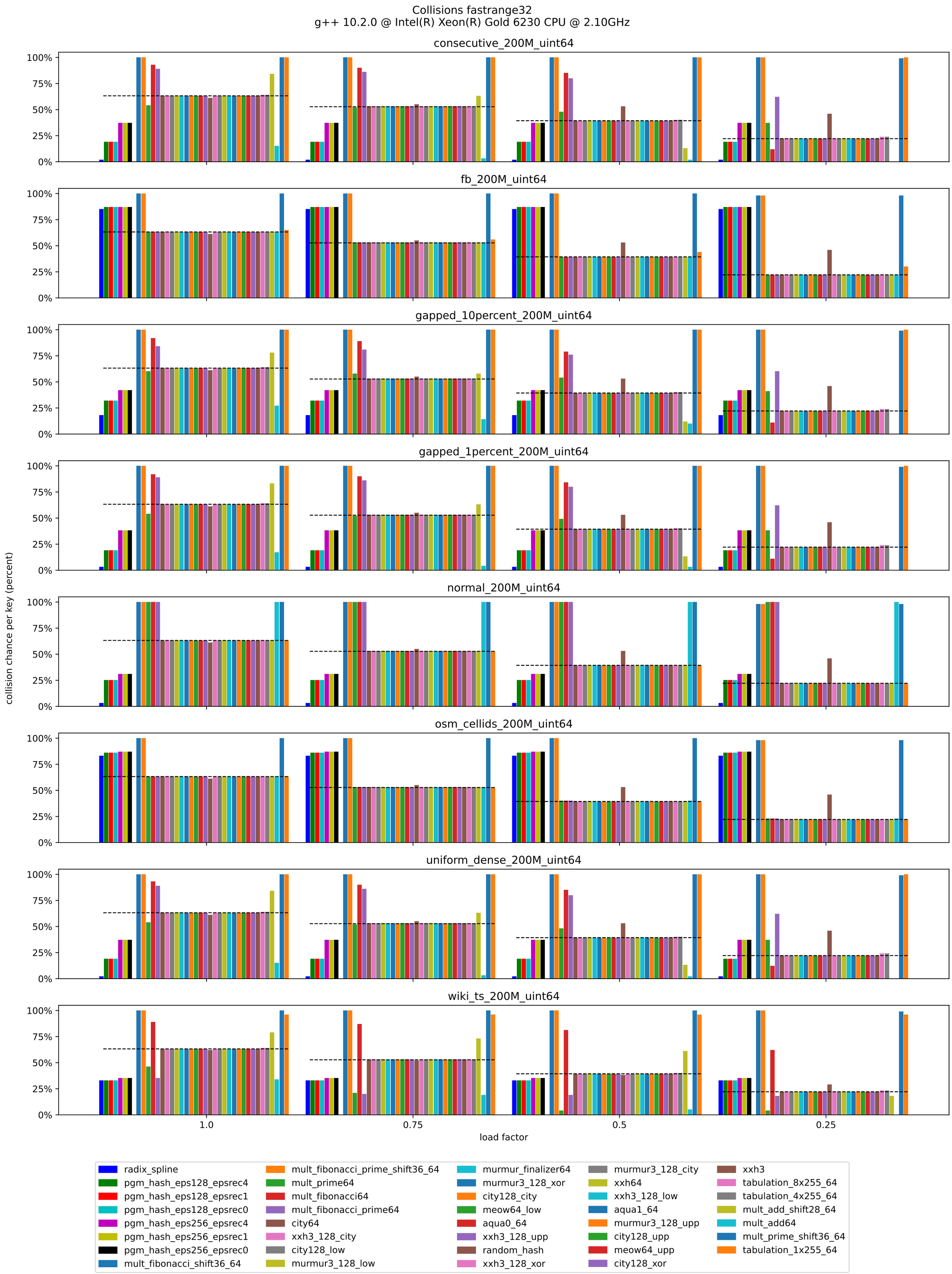
Collisions fastrange32
g++ 10.2.0 @ Intel(R) Xeon(R) Gold 6230 CPU @ 2.10GHz
consecutive_200M_uint64
fb_200M_uint64
gapped_10percent_200M_uint64
gapped_1percent_200M_uint64
normal_200M_uint64
osm_cellids_200M_uint64
uniform_dense_200M_uint64
wiki_ts_200M_uint64
collision chance per key (percent)
100%
75%
50%
25%
0%
1.0
0.75
0.5
0.25
load factor
radix_spline
pgm_hash_eps128_epsrec4
pgm_hash_eps128_epsrec1
pgm_hash_eps128_epsrec0
pgm_hash_eps256_epsrec4
pgm_hash_eps256_epsrec1
pgm_hash_eps256_epsrec0
mult_fibonacci_shift36_64
mult_fibonacci_prime_shift36_64
mult_prime64
mult_fibonacci64
mult_fibonacci_prime64
city64
xxh3_128_city
city128_low
murmur3_128_low
murmur_finalizer64
murmur3_128_xor
city128_city
meow64_low
aqua0_64
xxh3_128_upp
random_hash
xxh3_128_xor
murmur3_128_city
xxh64
xxh3_128_low
aqua1_64
murmur3_128_upp
city128_upp
meow64_upp
city128_xor
xxh3
tabulation_8x255_64
tabulation_4x255_64
mult_add_shift28_64
mult_add64
mult_prime_shift36_64
tabulation_1x255_64