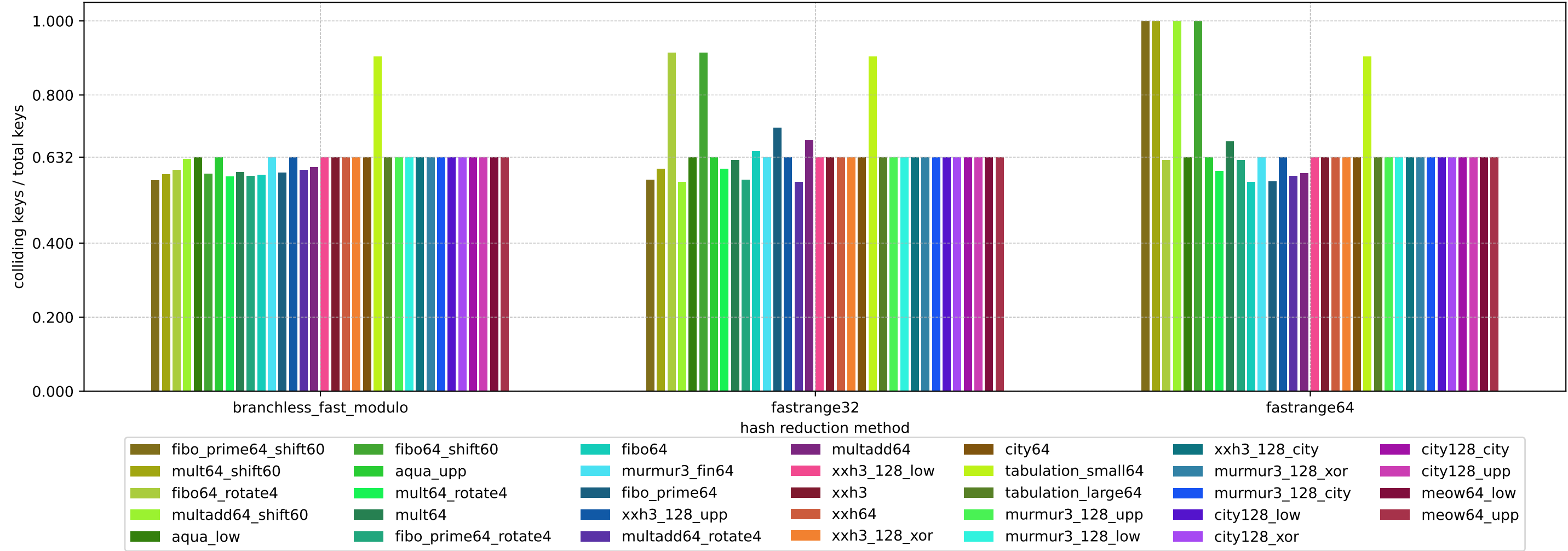
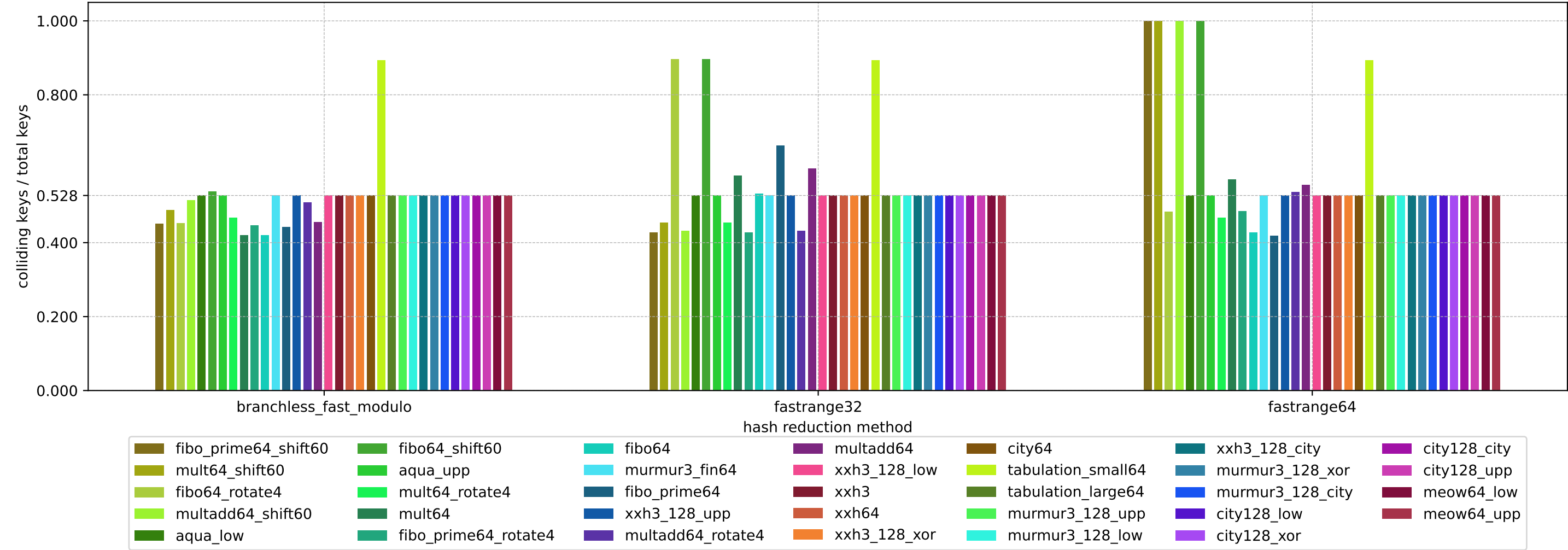


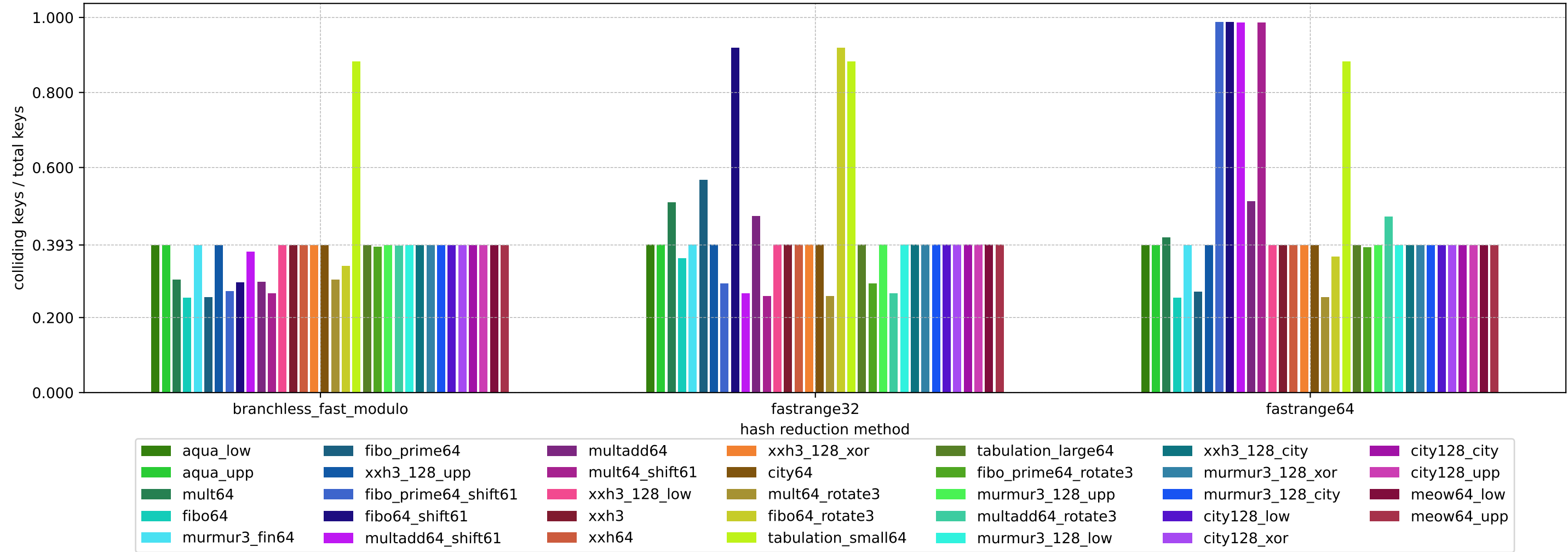
collisions on books_200M_uint32, load_factor 1.0, compiler clang++



collisions on books_200M_uint32, load_factor 0.75, compiler clang++



collisions on books_200M_uint32, load_factor 0.5, compiler clang++



collisions on books_200M_uint32, load_factor 0.25, compiler clang++

