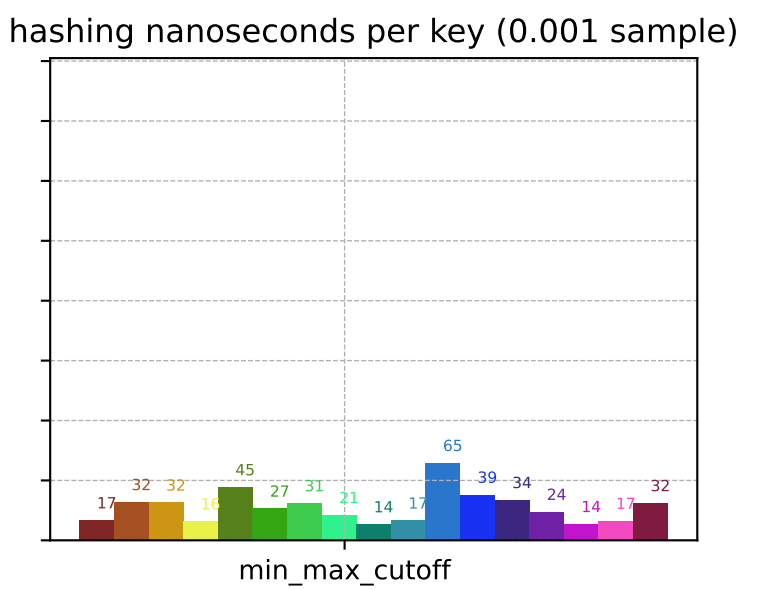
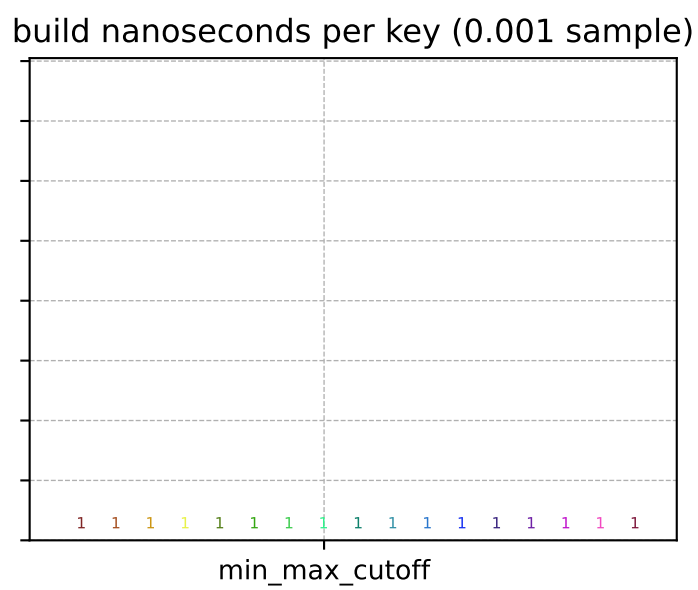
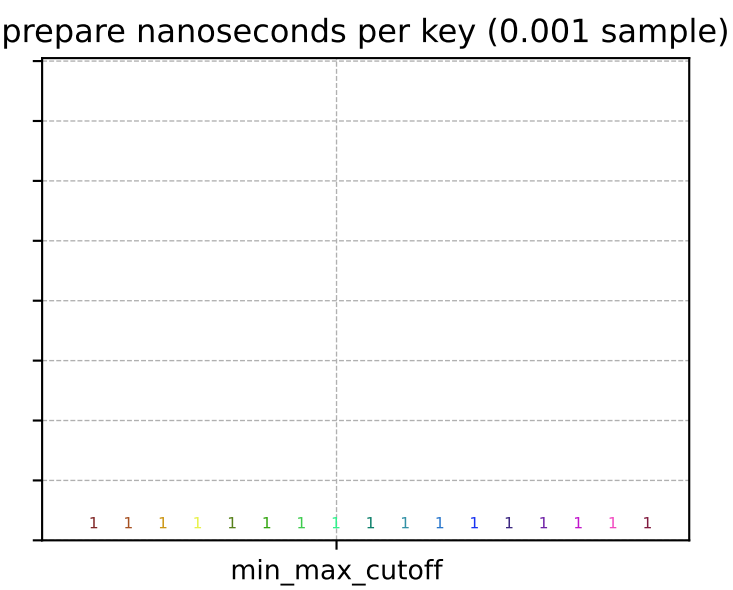
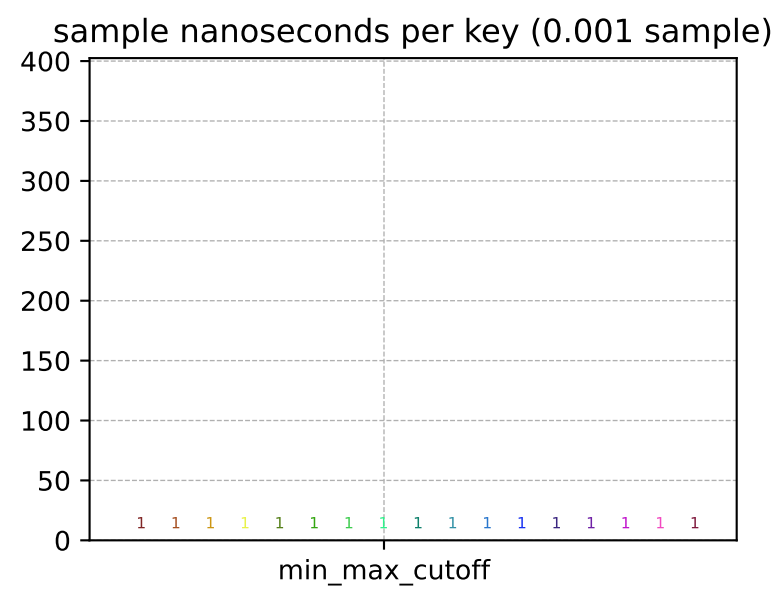
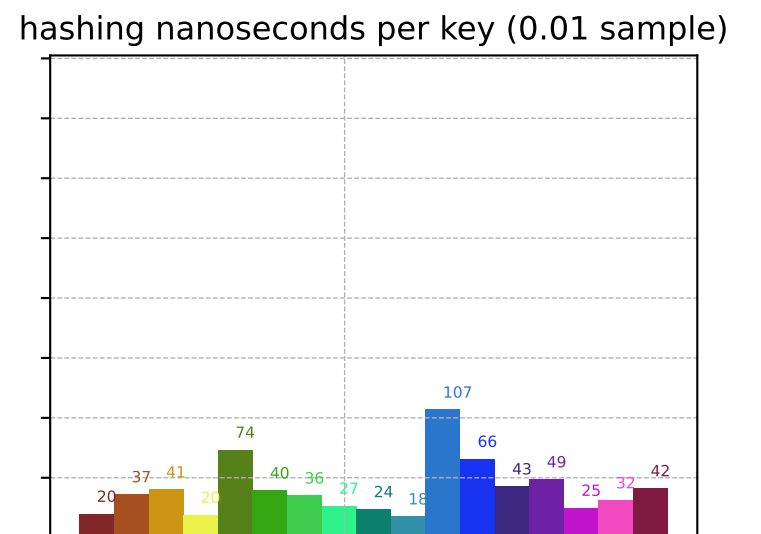
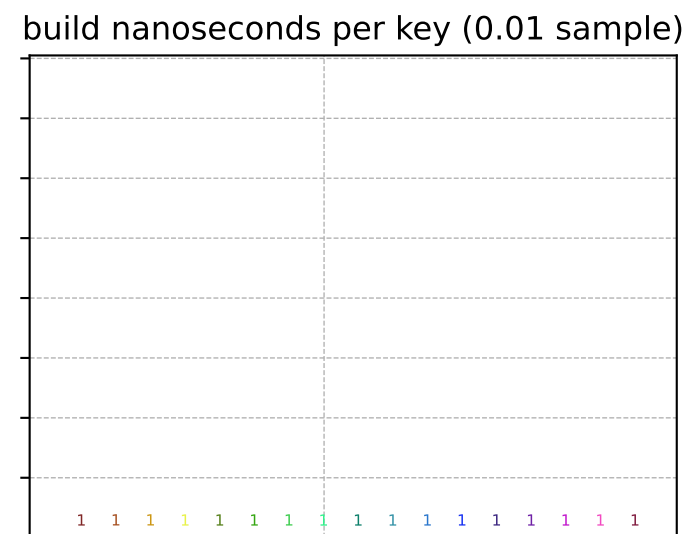
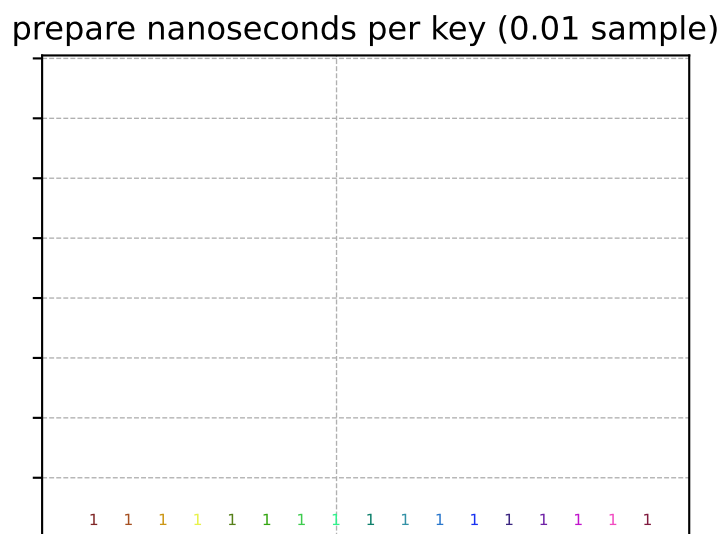
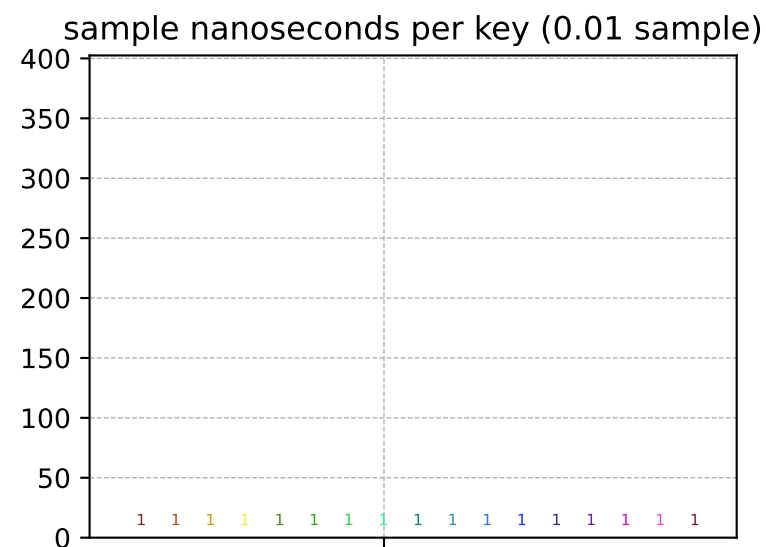
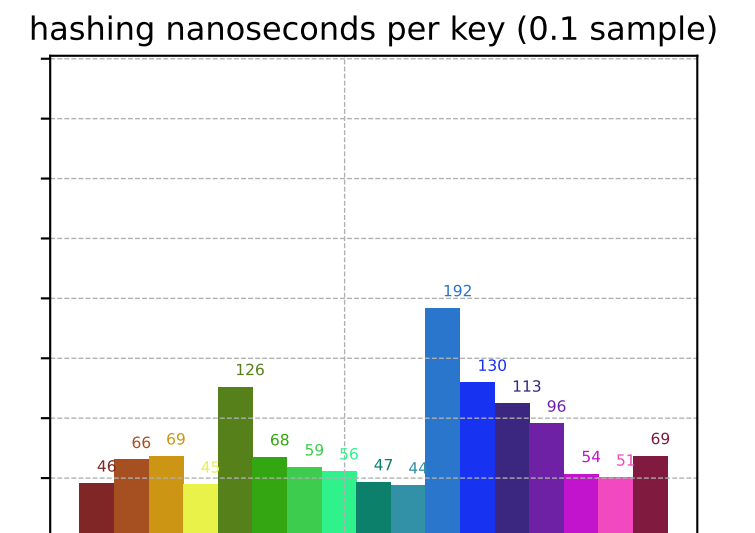
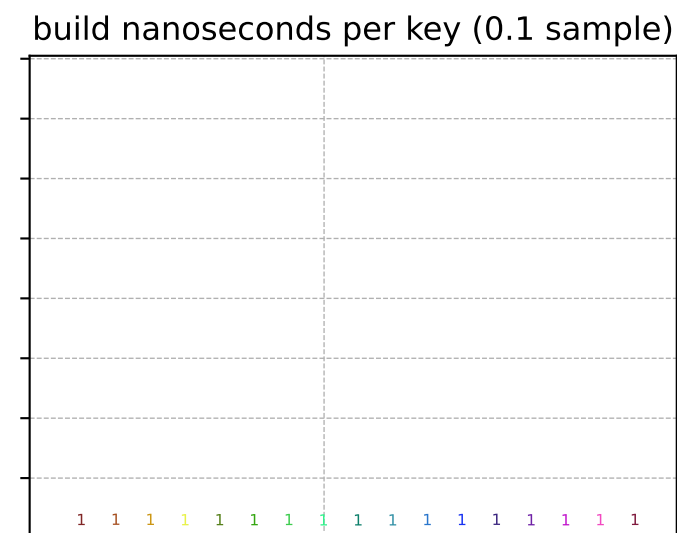
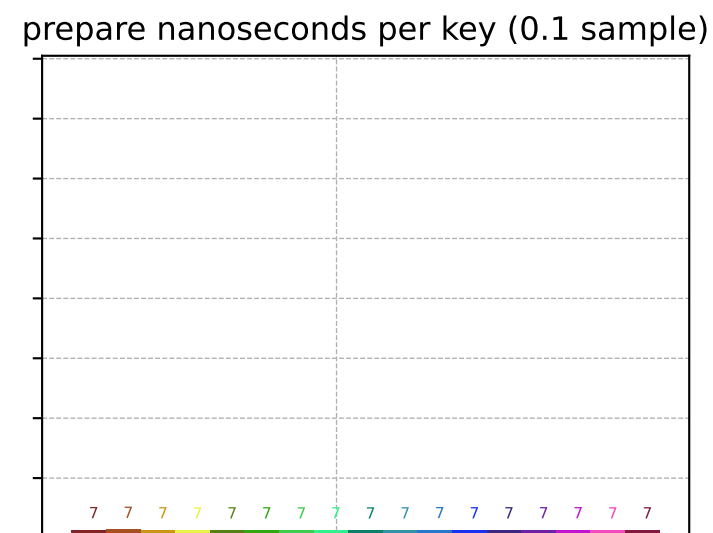
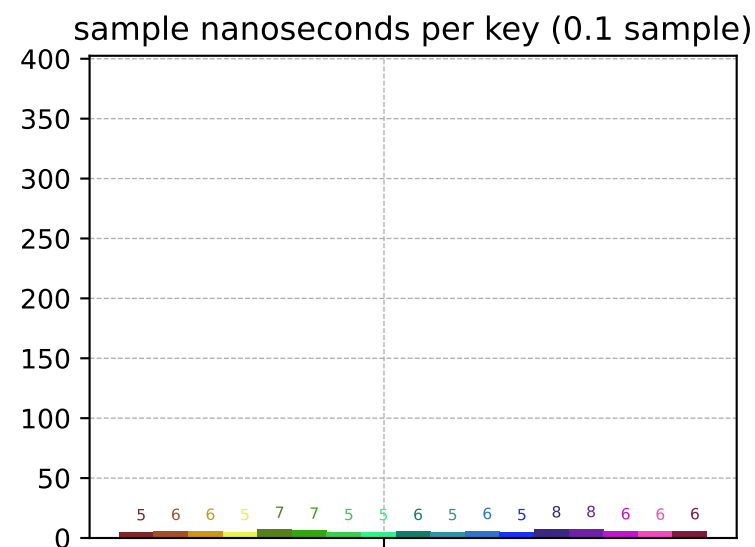
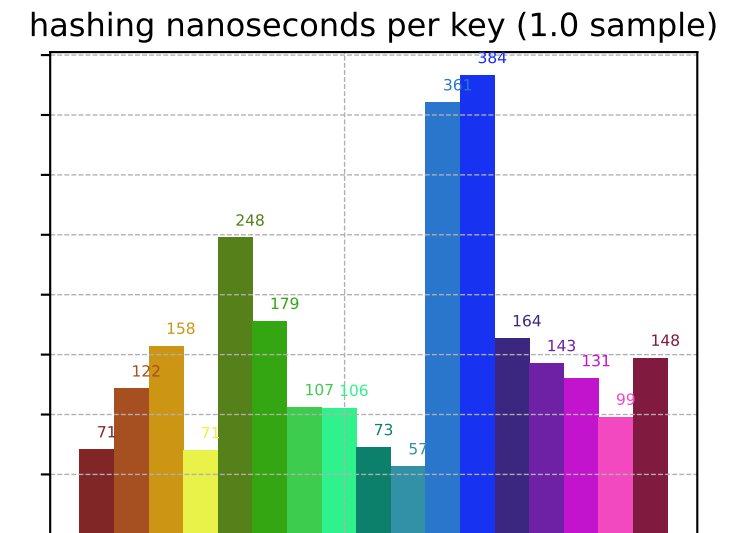
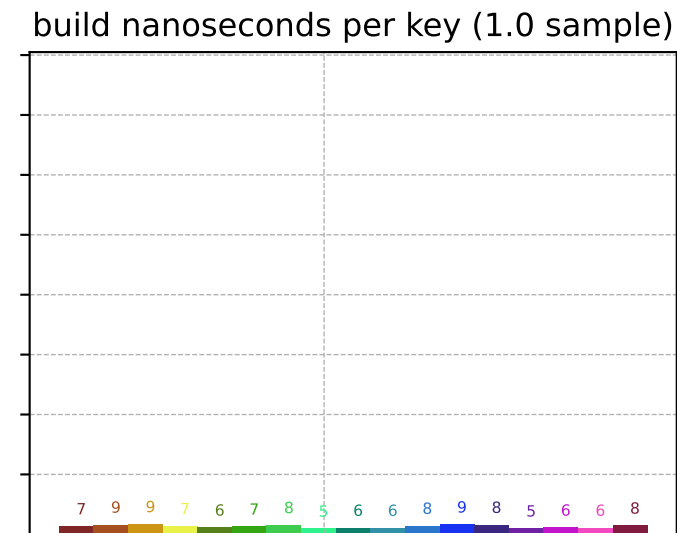
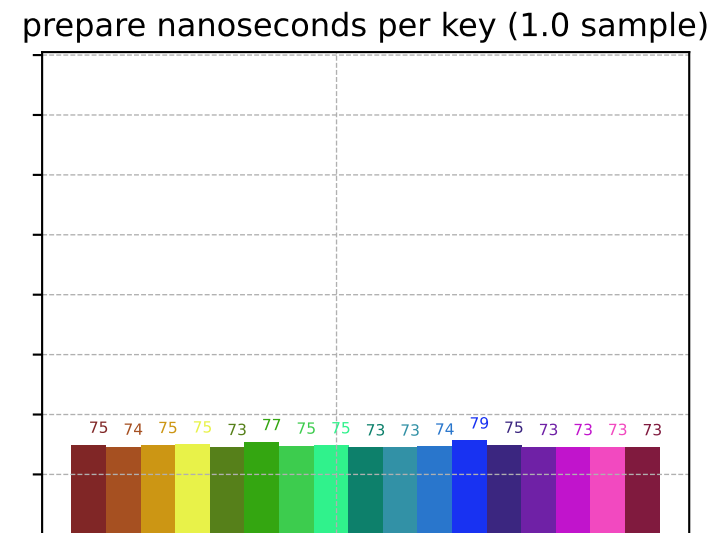
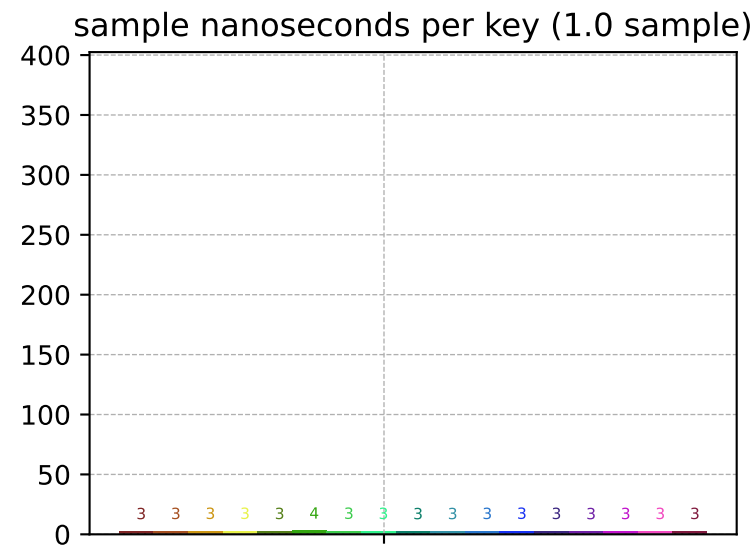


throughput on fb\_200M\_uint64 using g++

nanoseconds per key



reduction algorithm

