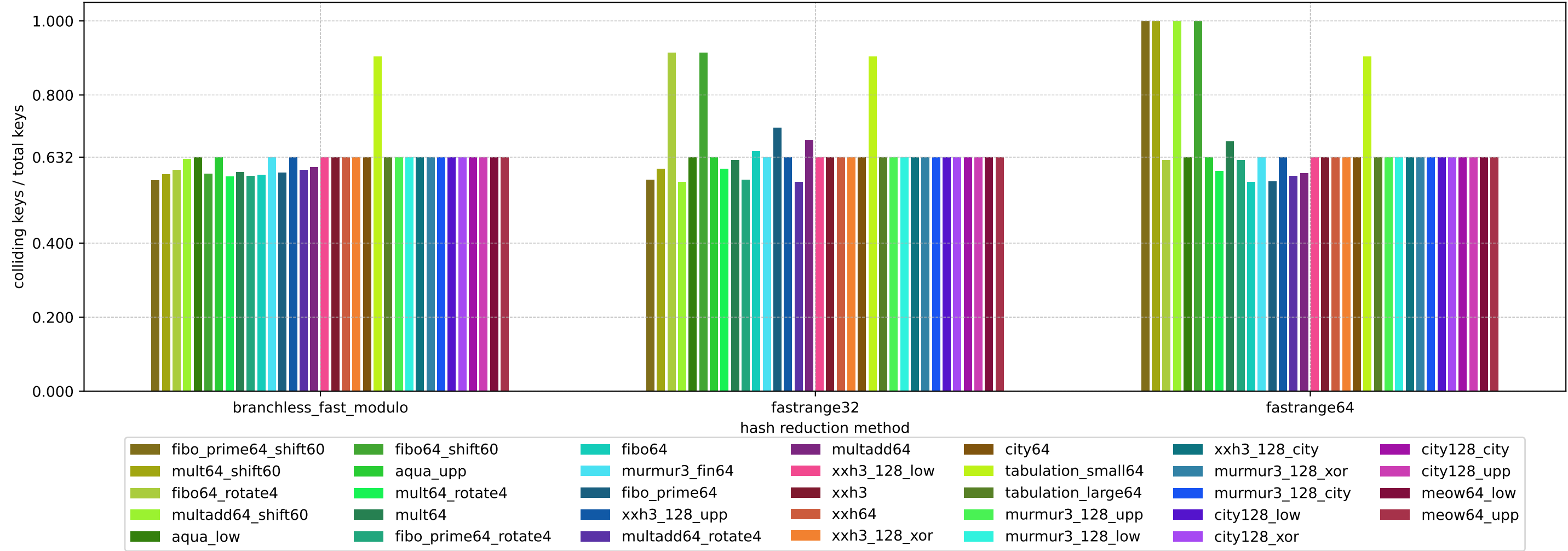
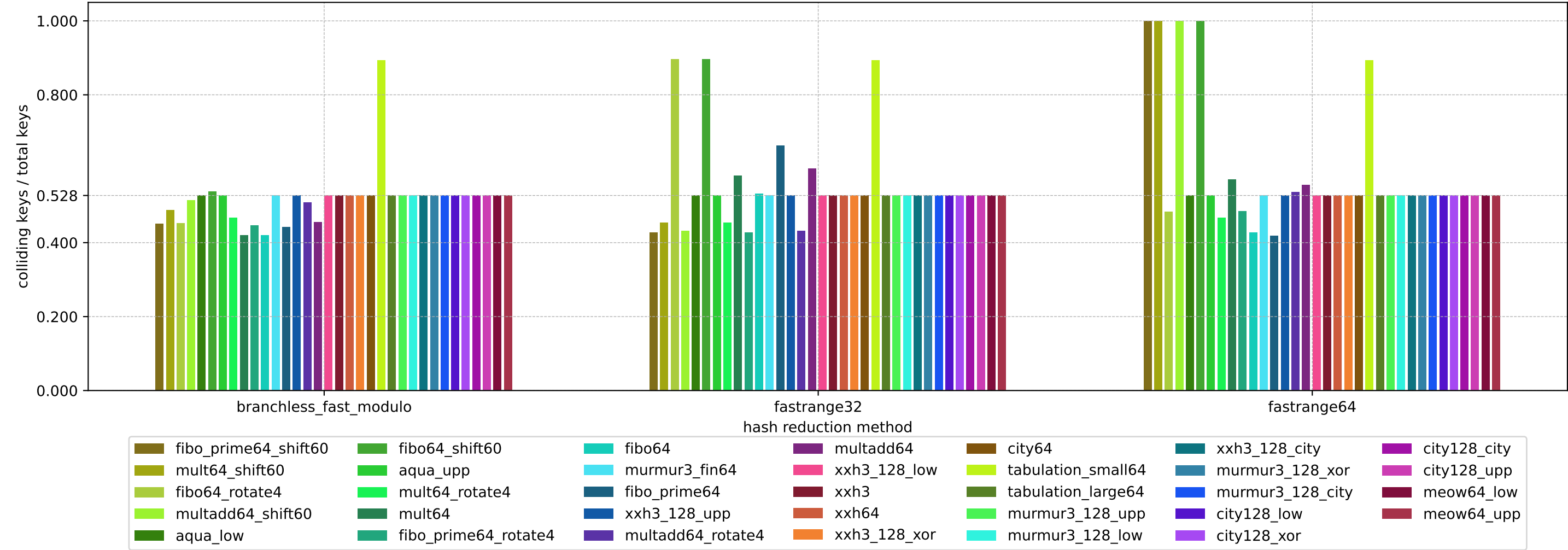


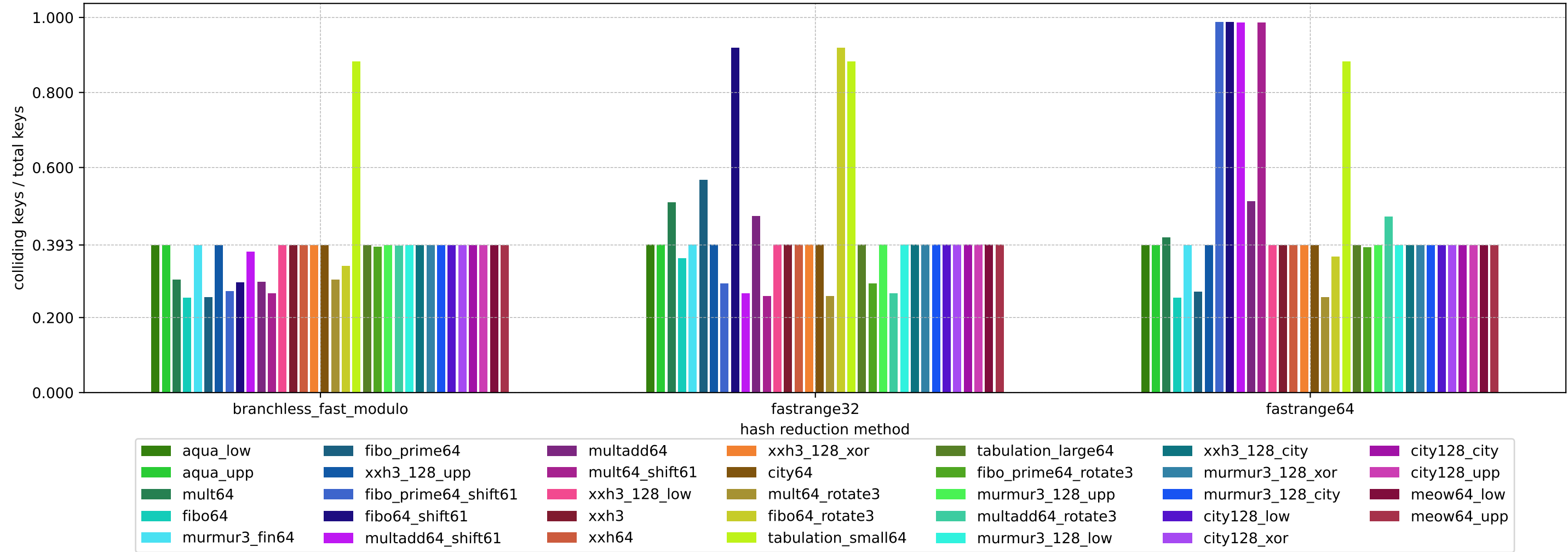
collisions on books\_200M\_uint32, load\_factor 1.0, compiler clang++



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++

