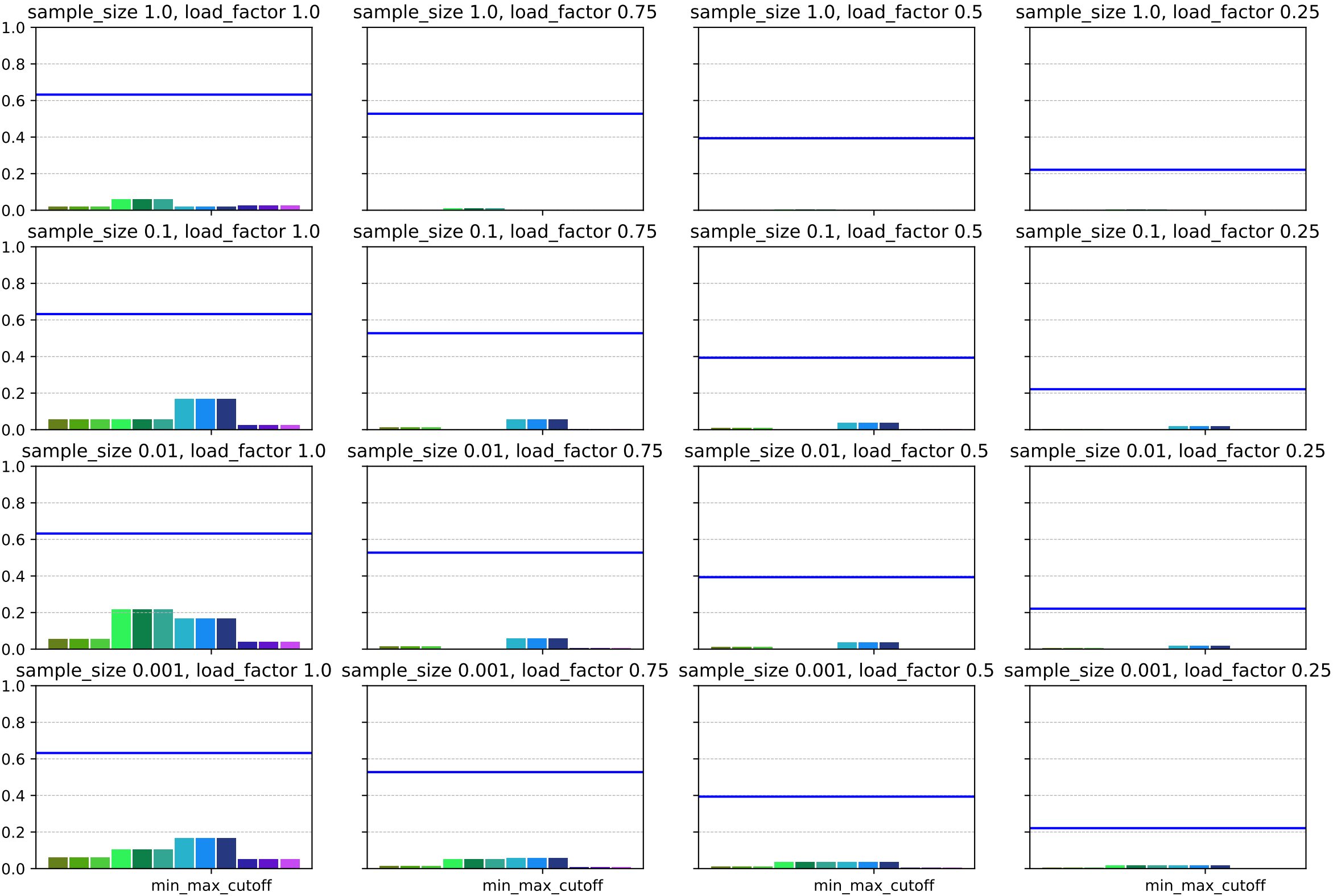


collisions on gapped\_1percent\_200M\_uint64 using compiler g++

colliding keys / total keys



reduction algorithm

