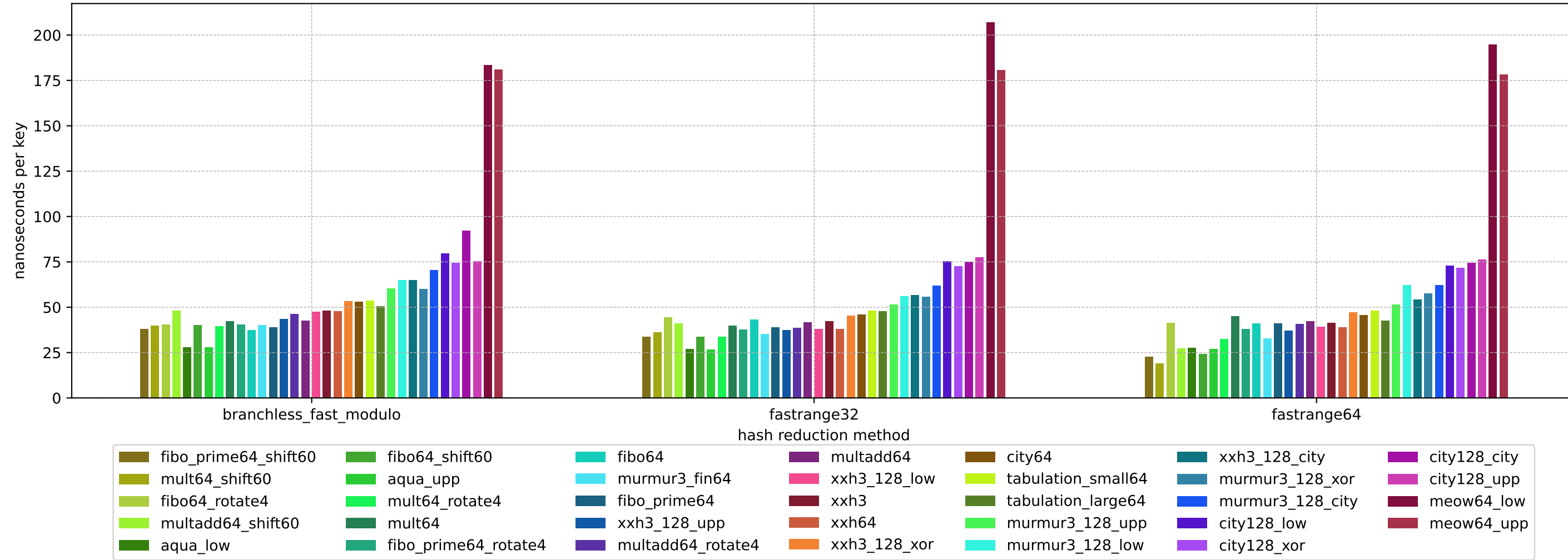
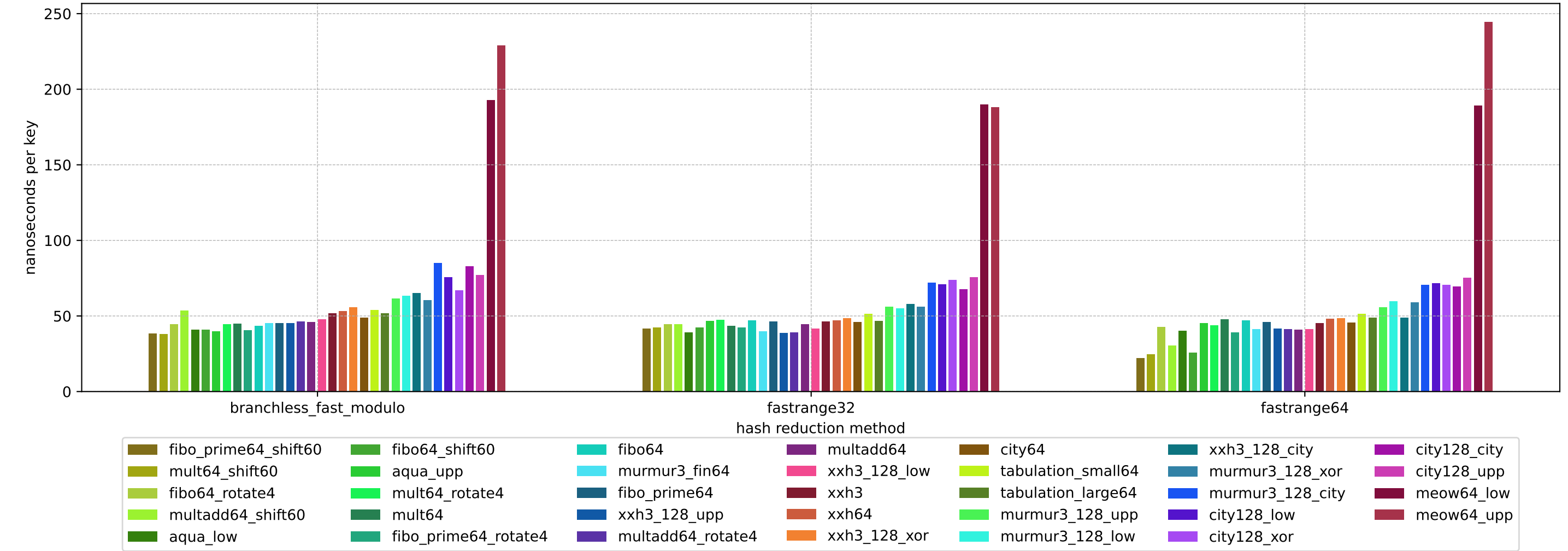


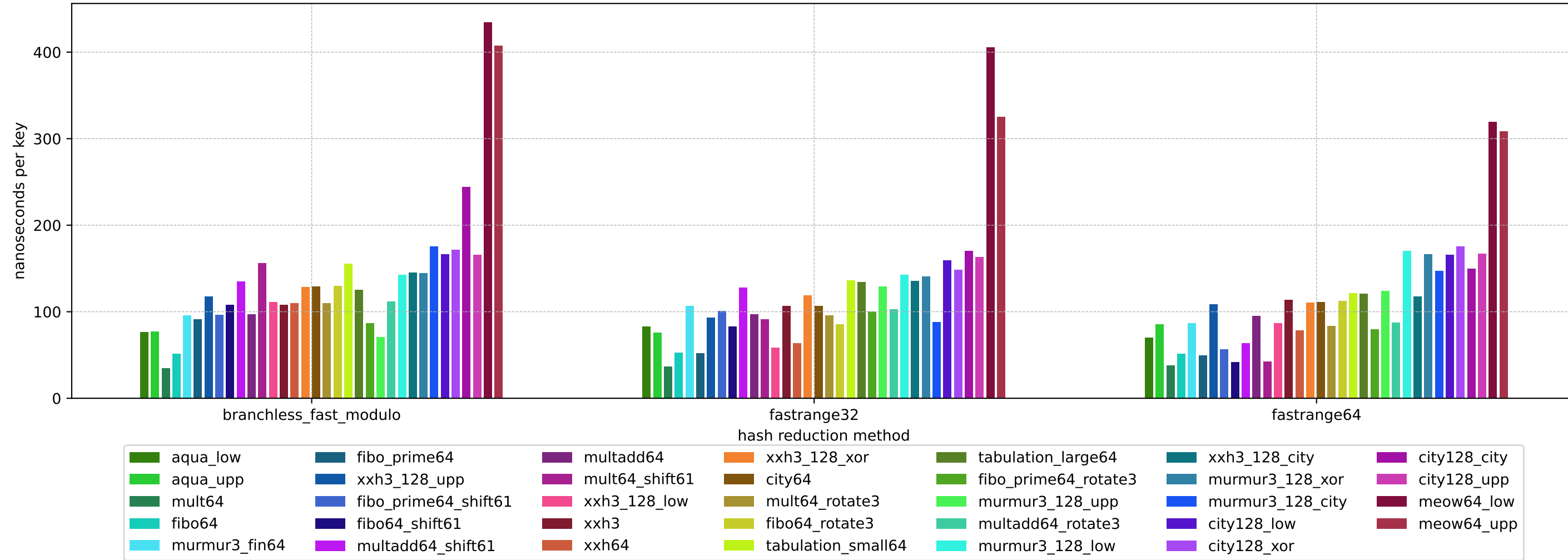
collisions on fb_200M_uint64, load_factor 1.0, compiler clang++



collisions on fb_200M_uint64, load_factor 0.75, compiler clang++



collisions on fb_200M_uint64, load_factor 0.5, compiler clang++



collisions on fb_200M_uint64, load_factor 0.25, compiler clang++

