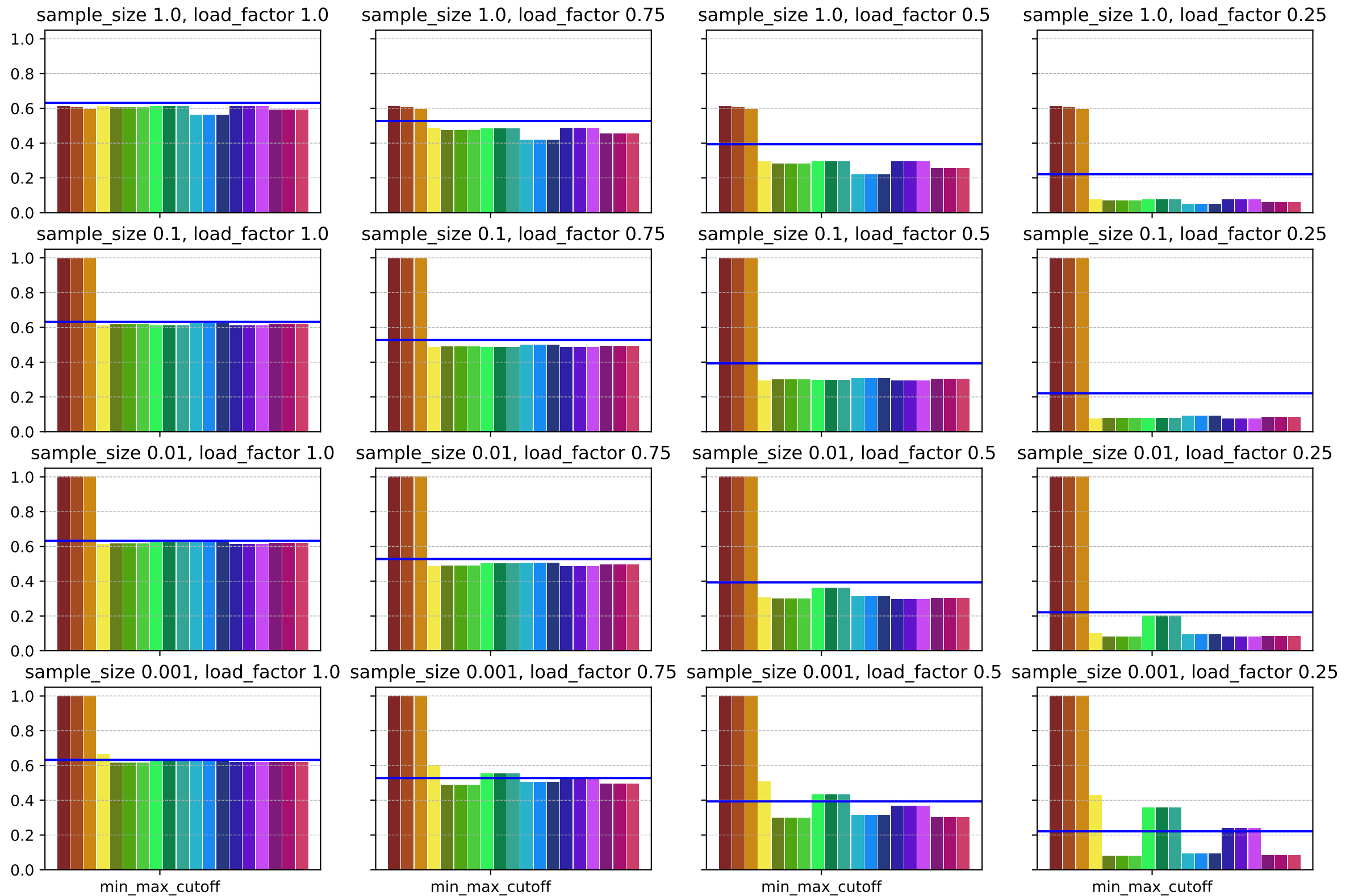


collisions on books_200M_uint32 using compiler g++

colliding keys / total keys



reduction algorithm

