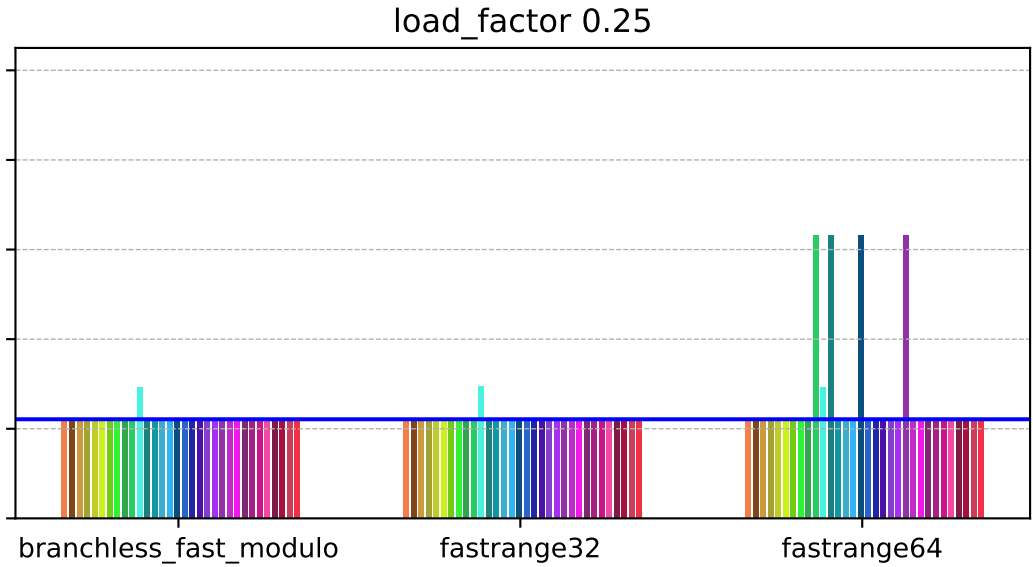
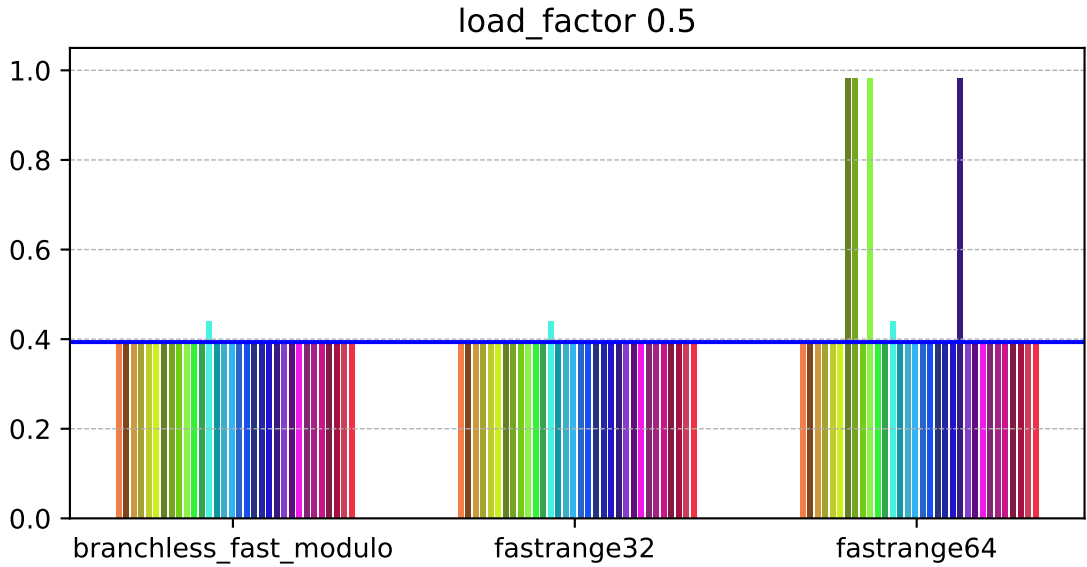
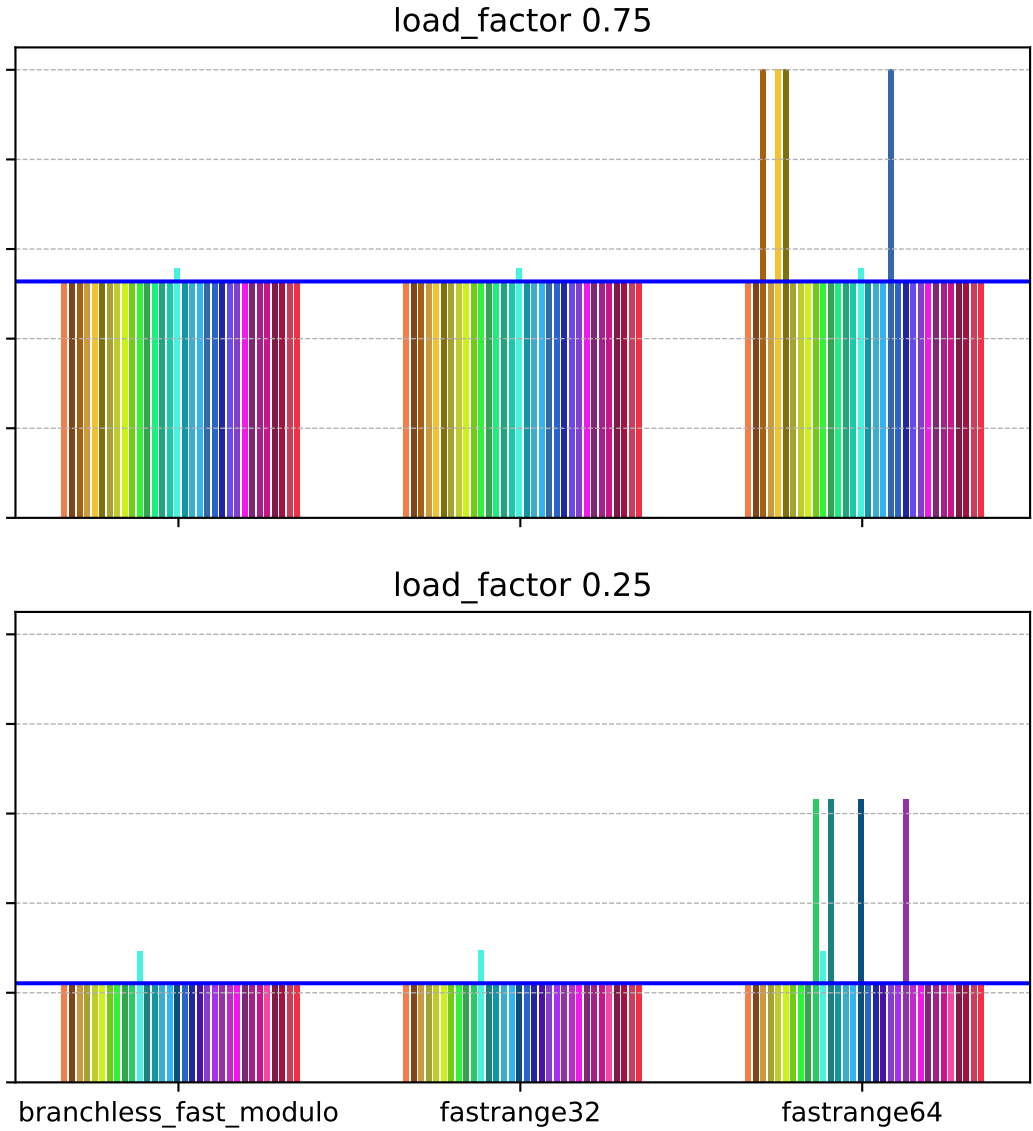
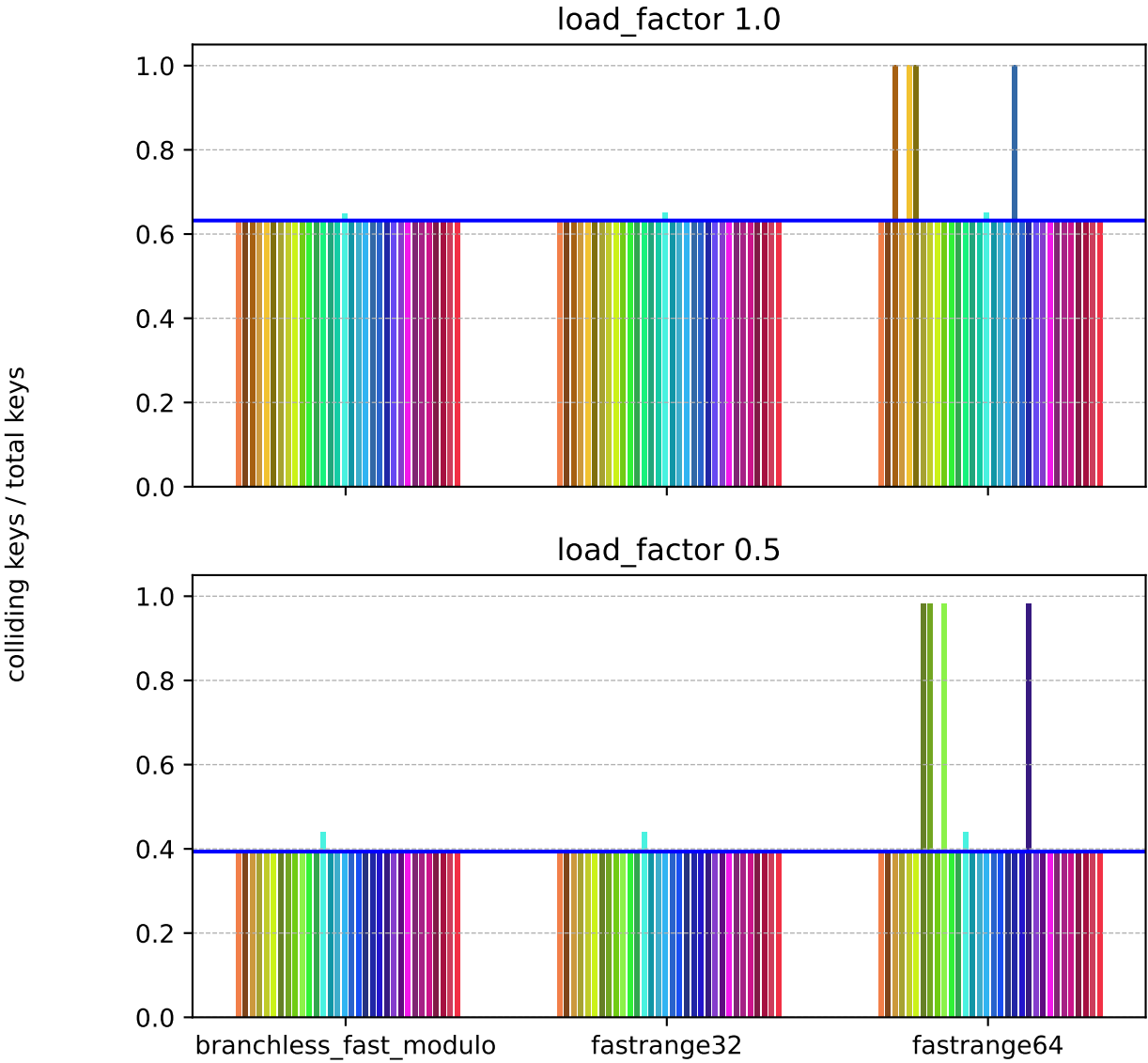


collisions on fb\_200M\_uint64 using g++



reduction algorithm

