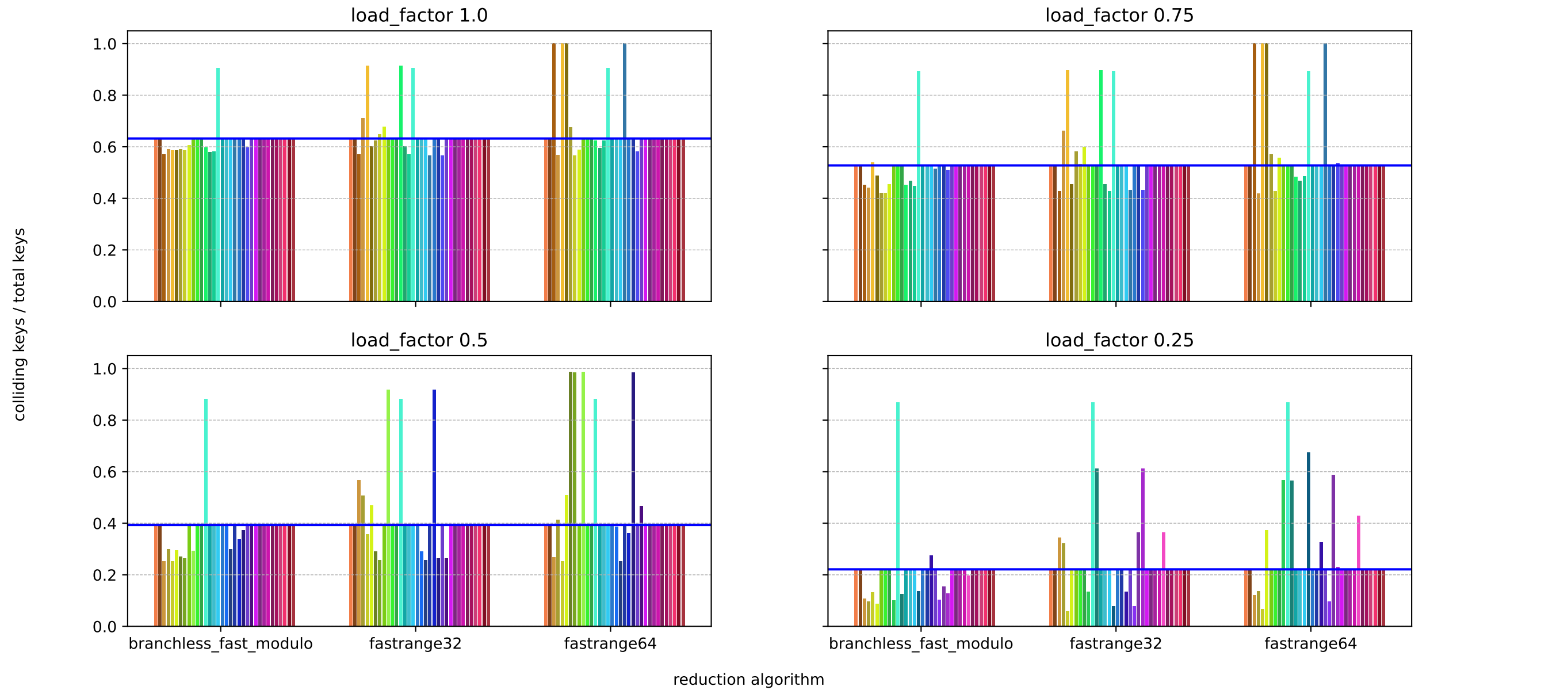


collisions on books\_200M\_uint32 using g++



fibonacci_prime64_shift59	mult64	multadd64_rotate5	fibonacci_prime64_rotate4	tabulation_large64	xxh3_128_city	city128_upp
fibonacci64_shift59	fibonacci64	xxh3_128_low	tabulation_small64	fibonacci_prime64_rotate3	mult64_rotate2	multadd64_rotate2
mult64_shift59	multadd64	fibonacci_prime64_rotate5	fibonacci64_shift62	mult64_rotate3	multadd64_rotate3	murmur3_128_upp
aqua_upp	fibonacci_prime64_shift61	city64	xxh3	xxh64	multadd64_shift62	murmur3_128_low
aqua_low	mult64_shift61	fibonacci_prime64_shift62	xxh3_128_xor	fibonacci64_rotate3	fibonacci64_rotate2	murmur3_128_xor
fibonacci_prime64_shift60	murmur3_fin64	fibonacci64_rotate4	xxh3_128_upp	multadd64_rotate4	city128_low	murmur3_128_city
fibonacci64_shift60	fibonacci64_shift61	mult64_rotate5	mult64_shift62	multadd64_shift61	city128_xor	meow64_upp
mult64_shift60	fibonacci64_rotate5	mult64_rotate4	multadd64_shift60	fibonacci_prime64_rotate2	city128_city	meow64_low
	multadd64_shift59					