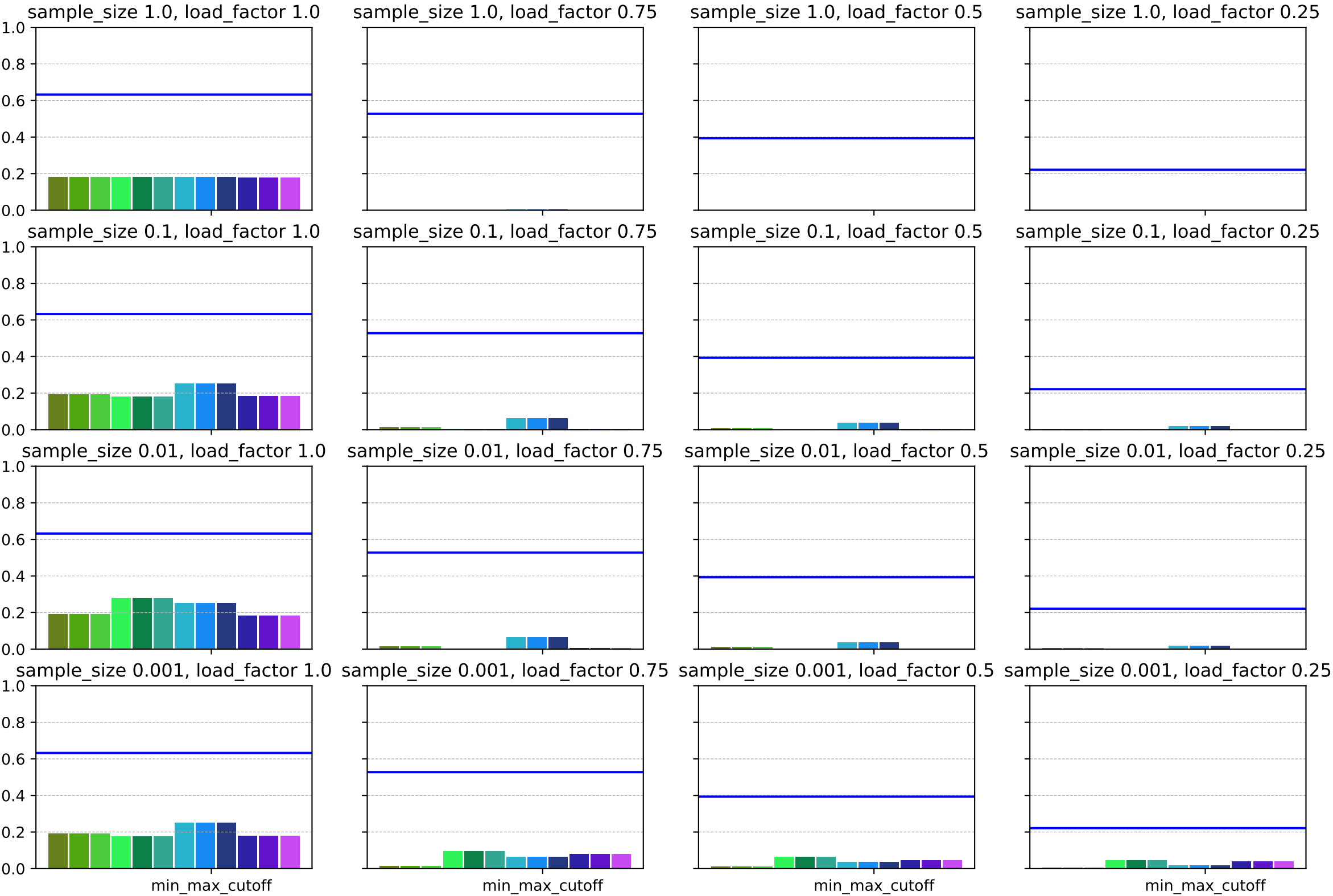


collisions on gapped_10percent_200M_uint64 using compiler g++

colliding keys / total keys



reduction algorithm

