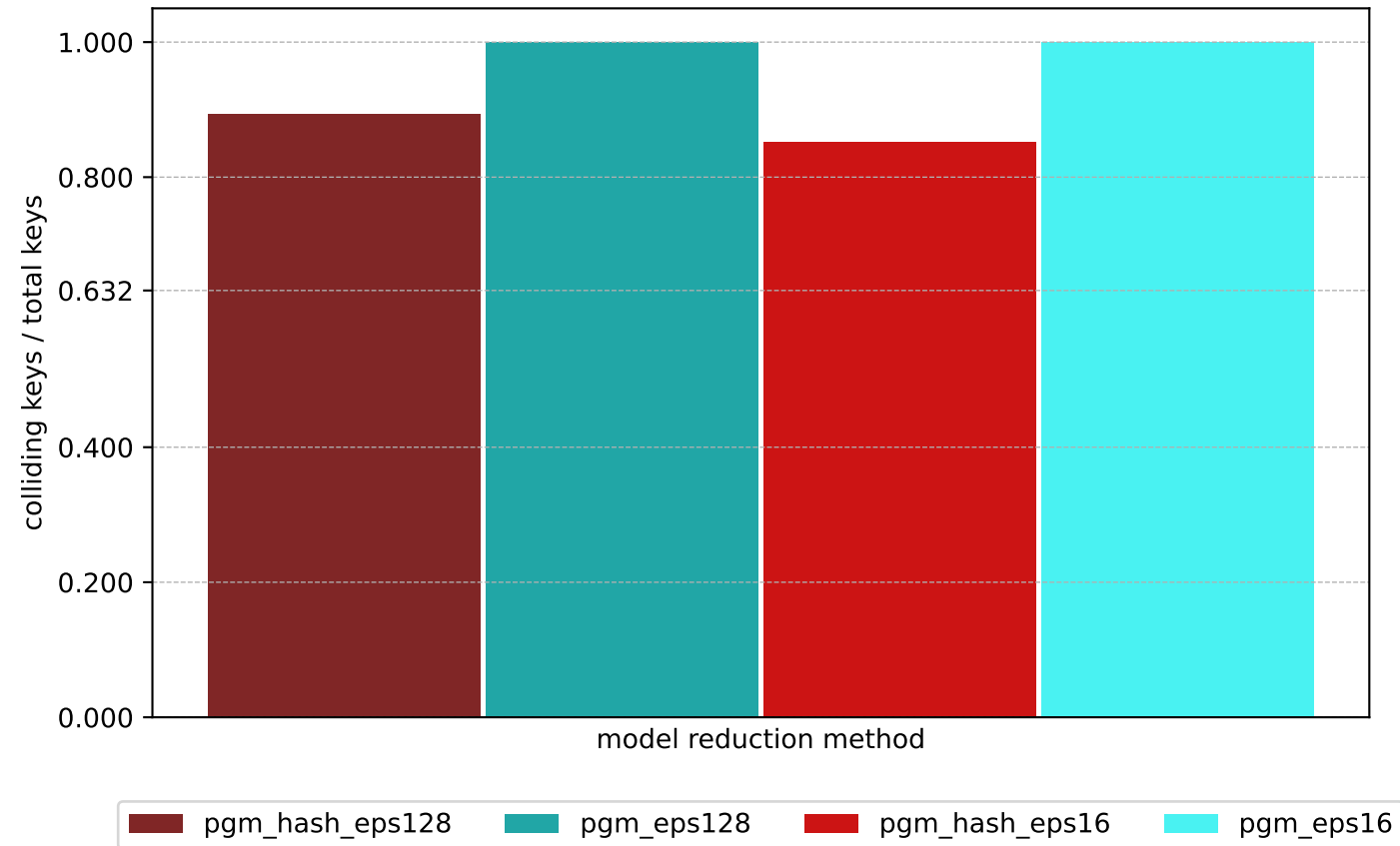
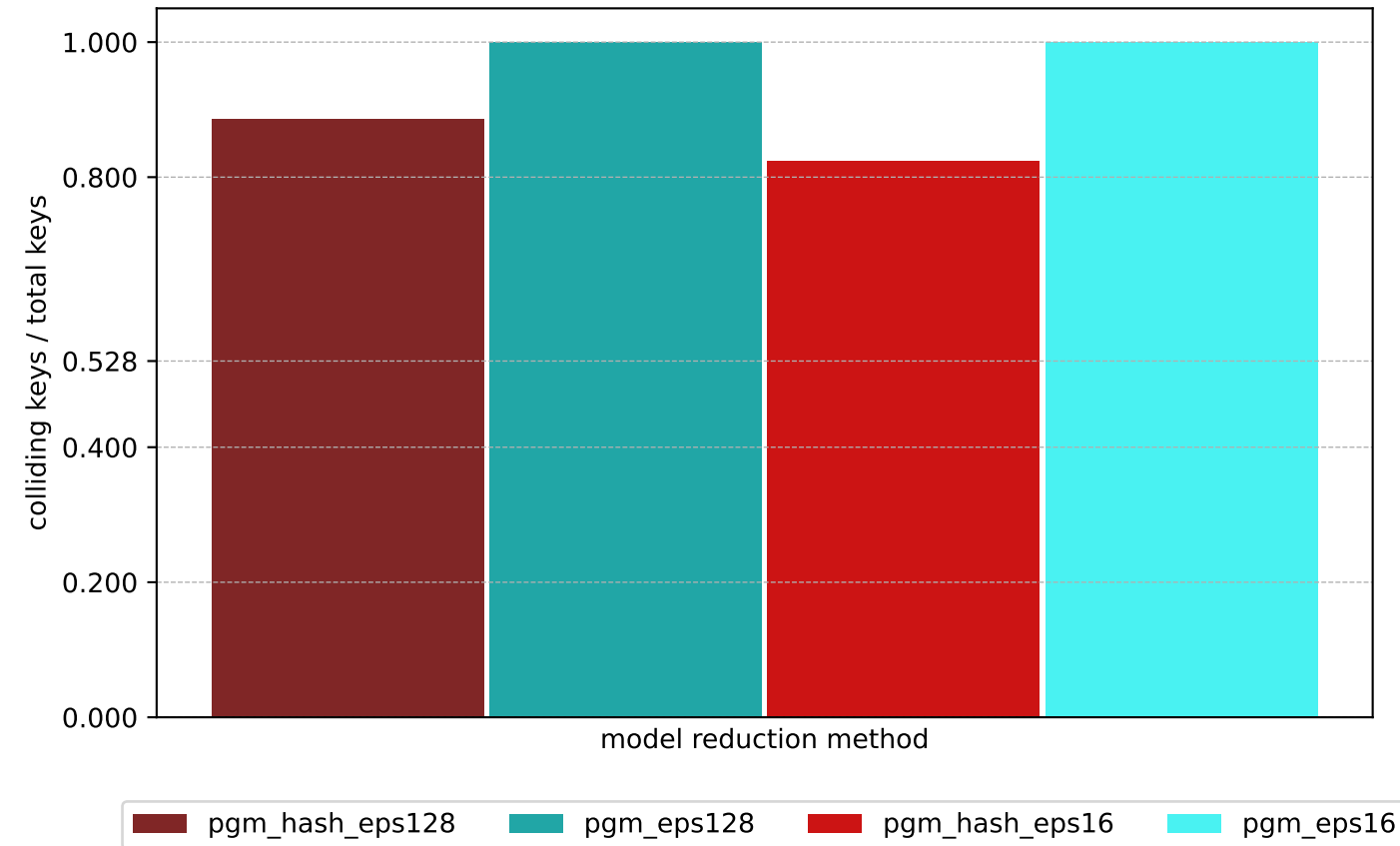


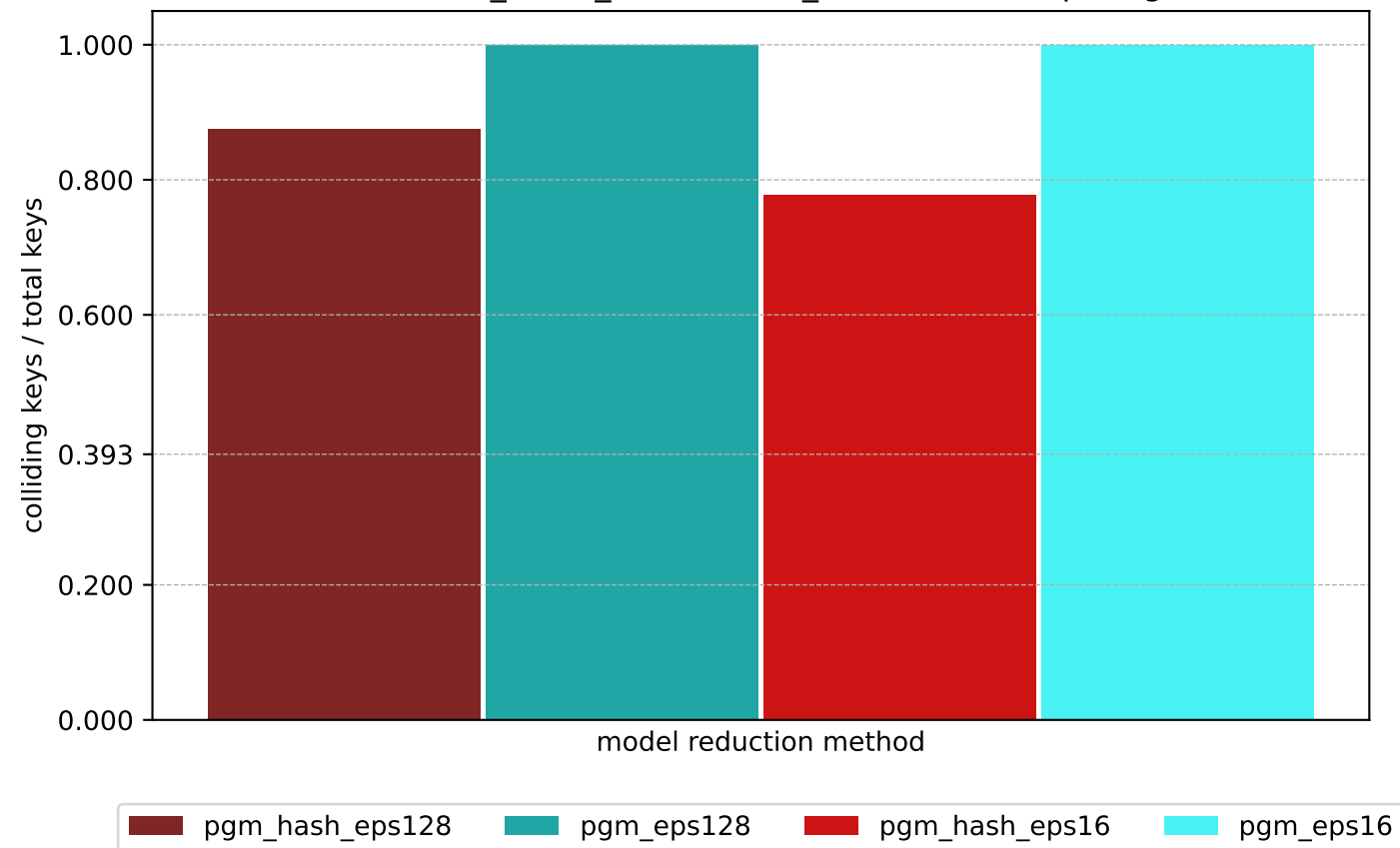
collisions on fb\_200M\_uint64, load\_factor 1.0, compiler g++-10



collisions on fb\_200M\_uint64, load\_factor 0.75, compiler g++-10



collisions on fb\_200M\_uint64, load\_factor 0.5, compiler g++-10



collisions on fb\_200M\_uint64, load\_factor 0.25, compiler g++-10

