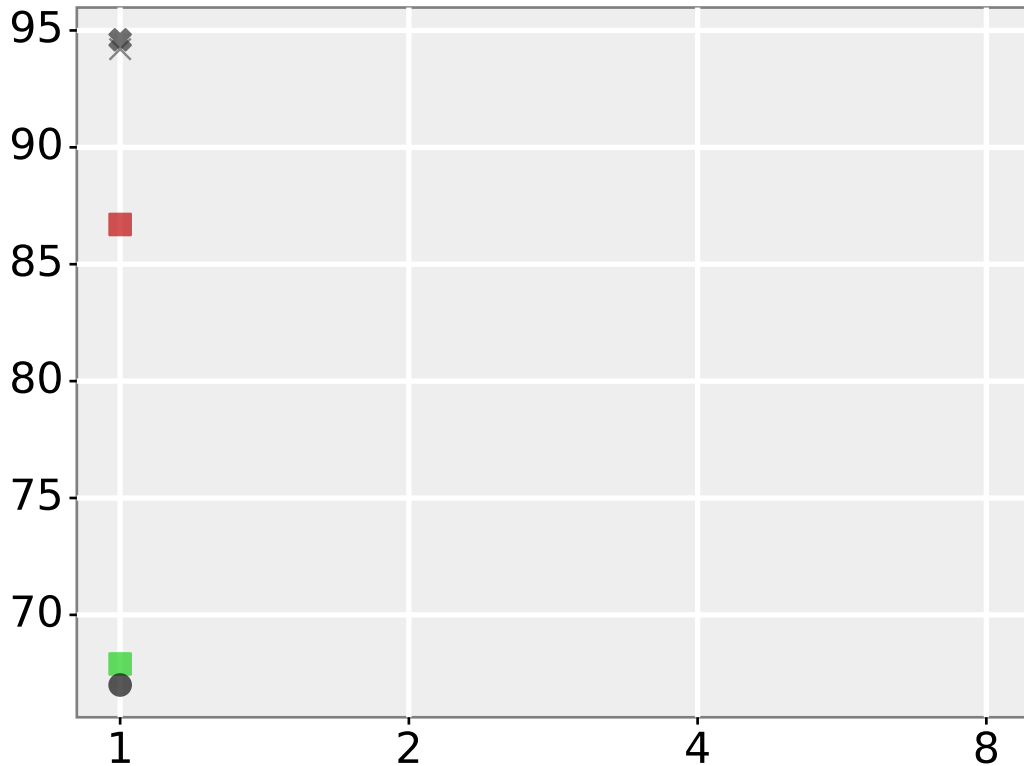


Memory Bound (%)



Collision rate (log scale)

impl

