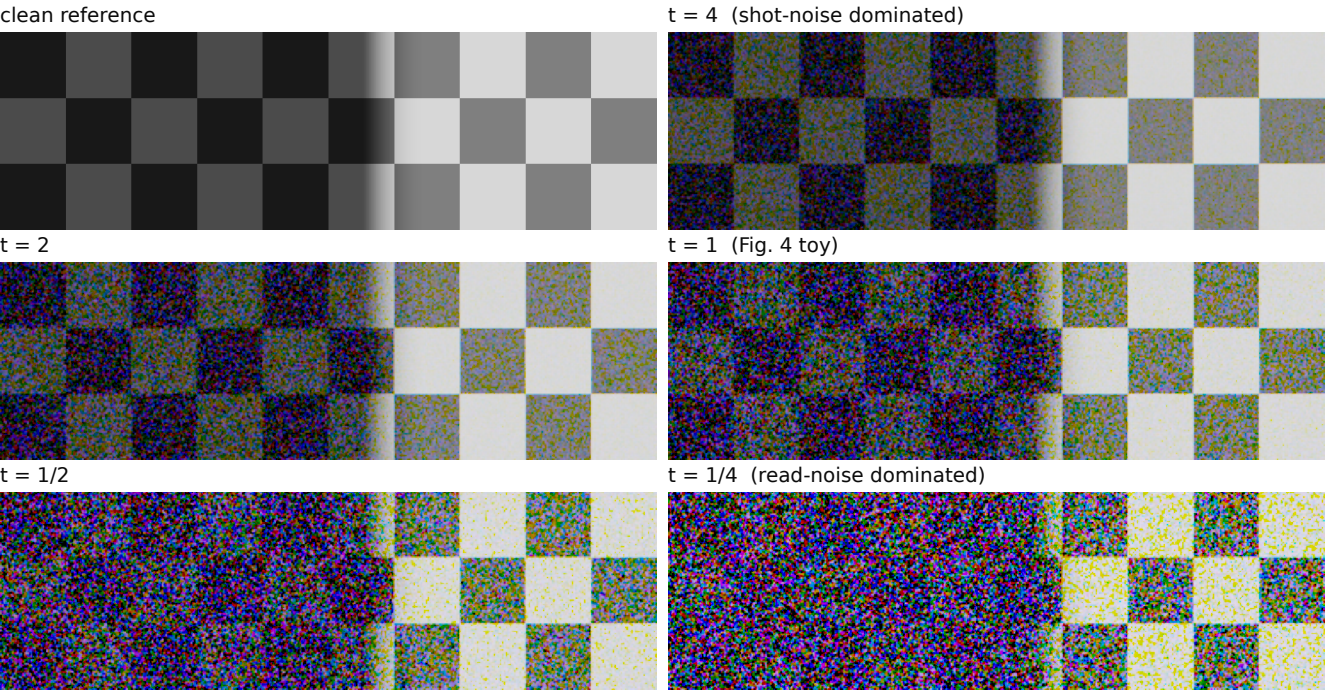

clean reference
t = 4 (shot-noise dominated)
t = 2
t = 1 (Fig. 4 toy)
t = 1/2
t = 1/4 (read-noise dominated)