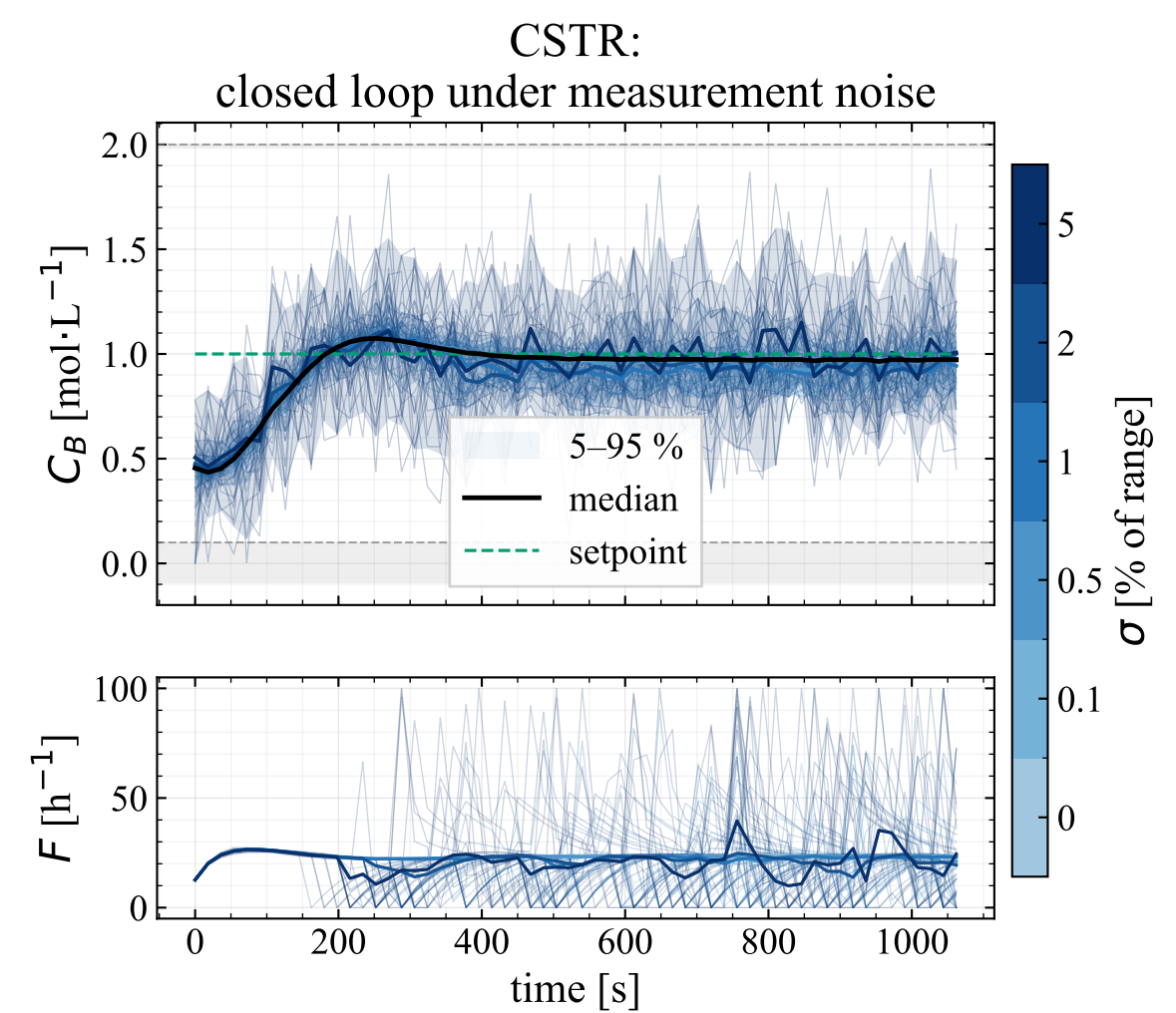

One band and one colored median per noise level, over 20 seeded realizations each, common random numbers throughout; the black line is the median over every level. Shading marks the inadmissible side of the constraint. 118 of 120 runs completed.