Denoising algorithms: phantom

Legend:
- Split-Bregman
- Condat
- Chambolle-Pock
- Yang
- Goldfarb-Yin
- Kolmogorov
- PD
- DR

Y-axis: Relative distance to optimum (10^0, 10^{-5})

X-axis: Time (s) (10^{-1}, 10^0, 10^1)