squeezing r=0.3

GBS threshold sweep (adaptive)
modes=[2, 3, 4, 5, 6], squeezings=[0.3, 0.6, 0.9], shots_map={2: 2000, 3: 2000, 4: 1000, 5: 500,

Key observations (partial):
- JS divergence generally increases with modes and squeezing for this grid
- Adaptive shots reduce runtime for large modes while preserving trend signals