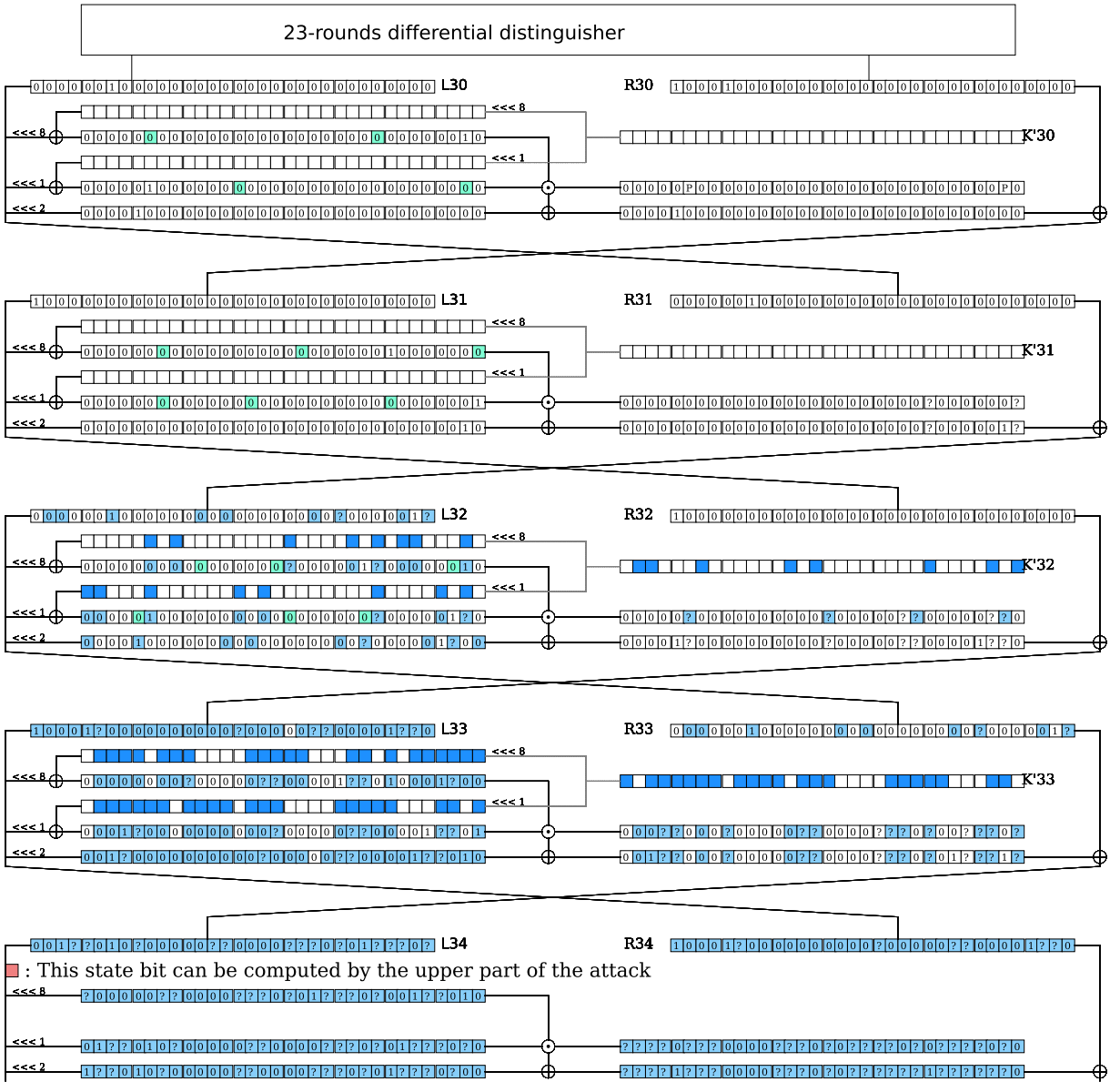

: This state bit can be computed by the upper part of the attack

: This key bit is guessed by the upper part of the attack

: This state bit is guessed by the upper part of the attack,
it is used to sieve the candidates during the match

: This key bit is guessed by the lower part of the attack
: This state bit can be computed by the lower part of the attack
: This state bit is guessed by the lower part of the attack,
it is used to sieve the candidates during the match

0 : The difference on this bit is 0
1 : The difference on this bit is 1
? : The difference on this bit can be 0 or 1
P : The difference on this bit is considered 0 by probabilist propagation
: The difference on this bit can be computed by the upper
and lower part of the attack
: The value of this bit is fix