

- ■: 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
- ①: The difference on this bit is 0
- 1: The difference on this bit is 1
- 2: The difference on this bit can be 0 or 1
- 🗉 : 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