



- Red square: This key bit is guessed by the upper part of the attack
- Dark red square: This state bit can be computed by the upper part of the attack
- Light red square: This state bit is guessed by the upper part of the attack
- Blue square: This key bit is guessed by the lower part of the attack
- Dark blue square: This state bit can be computed by the lower part of the attack
- Light blue square: This state bit is guessed by the lower part of the attack
- White square with 0: The difference on this bit is 0
- White square with 1: The difference on this bit is 1
- White square with ? : The difference on this bit can be 0 or 1
- White square with P : The difference on this bit is considered 0 by probabilist propagation
- Green square: This bit takes all possible values
- Grey square: The value of this bit is fix for a specific structure