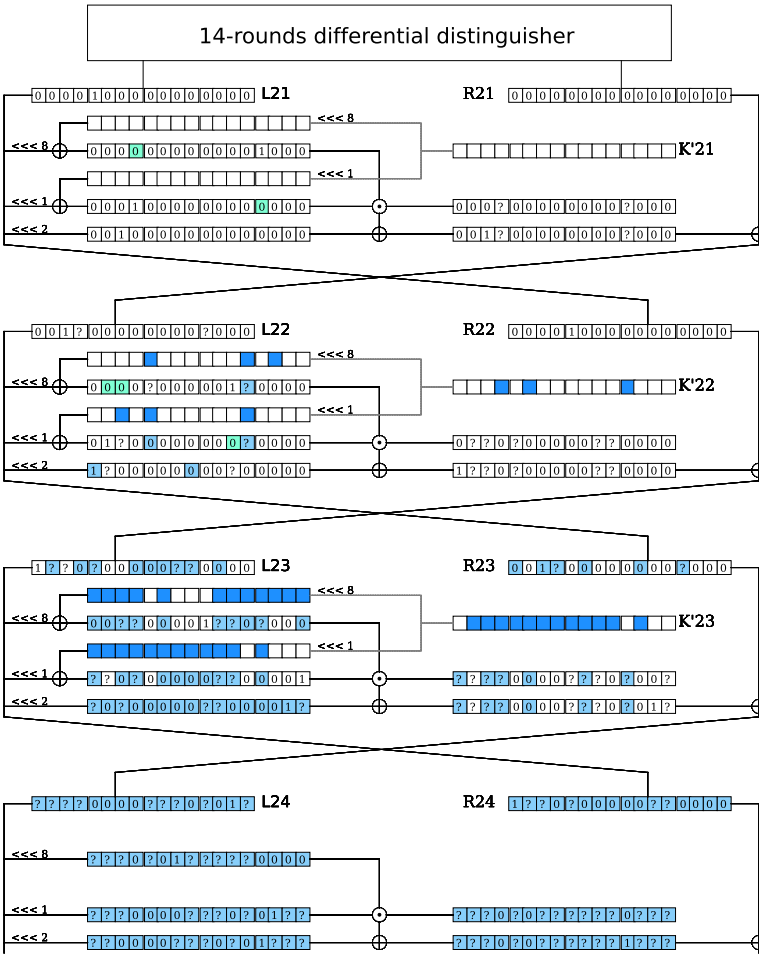

- : This key bit is guessed by the upper part of the attack
- : This state bit can be computed by the upper part of the attack
- : This state bit is guessed by the upper part of the attack, it is used to sieve the candidates during the match
- : This state bit is guessed by the upper part of the attack, it cannot be used in the match because of it's non linearity
- : 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
- : This state bit is guessed by the lower part of the attack it cannot be used in the match because of it's non linearity
- 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