



■ : 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 key bit is guessed by the lower part of the attack
 ■ : This state bit can be computed by the lower part of the attack

□ : The difference on this bit is 0

□ : The difference on this bit is 1

□ : The difference on this bit can be 0 or 1

□ : The difference on this bit is considered 0 by probabilist propagation

■ : This bit takes all possible values

■ : The value of this bit is fix for a specific structure