



■ : 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 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