How to analyse real-world e-voting protocols?

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A trendy sort of security protocols



A trendy sort of security protocols but with a complex development



Outline

1. Belenios: a real-world protocol

- description of the protocol
- expected security properties

2. Existing attacks and new fixes

- 3. Multi-elections... a real threat...
 - a new attack against Belenios
 - the Swiss-Post protocol: another victim

4. Studying new security properties

- cast-as-intended
- accountability

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Belenios

General information

- developers: Véronique Cortier, Pierrick Gaudry, Stéphane Glondu
- context: developed for associative or professional elections
- +1400 elections in 2020, +100 000 ballots
- multi-languages platform: French, English, Spanish...

Technical details

- re-vote
- homomorphic tally and/or mixnets
- threshold decryption
- vote secrecy as soon as k out of n decryption trustees are honest
- verifiability as soon as the registrar or the voting server is honest

How it works? (setup phase)





How it works? (voting phase)





How it works? (voting phase)





How it works? (tally phase)





Security properties





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Verifiability - no one is able to modify the result of an election!

- Eligibility: all the counted ballots belong to legitimate voters
- Individual verifiability: if I see my last ballot on the bulletin board, it will be counted
- Universal verifiability: the result corresponds to the content of the ballot box

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Many others... cast-as-intended, coercion-resistance, accountability...

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What about Belenios?



5.1.1 Examination criteria: The protocol must meet the security objective according to the trust assumptions in the abstract model in accordance with Section 4. In addition, a cryptographic and a symbolic proof must be provided. The proofs relating to cryptographic basic components may be provided according to generally accepted security assumptions (for example, the "random oracle model", "decisional Diffie-Hellman assumption", "Fiat-Shamir heuristic"). The protocol should be based if possible on existing and proven protocols.

Swiss Federal Chancellery

Two major families of models...

... with some advantages and some drawbacks.

Computational models

- + messages are bitstrings, a general and powerful attacker
- tedious proofs, sometimes mechanized, but often hand-written

Symbolic models

- Some abstractions (messages, attacker...)
- + procedures and automated tools





Some results make a link between these two models [Abadi & Rogaway - 2000]



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[Baloglu et. al.- CSF'21]

Individual verifiability - if I see my last ballot on the bulletin board, it will be counted

Honest scenario







[Baloglu et. al.- CSF'21]



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Individual verifiability - if I see my last ballot on the bulletin board, it will be counted

Attack scenario







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Technical issues

- Automatic tools does not support counters very well...
- Need to model a slightly different protocol and bridge the gap with a paper proof

Belenios - summary

[submission at ESORICS'22 in preparation]

Contributions : Two fixes: counters for replay attacks and pok or commitment for authentication

- A comprehensive model of Belenios including multi-elections
- A model including counters
- Paper proofs justifying the approximations about counters, e.g.

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	Registrar	Server	Belenios <v1.13< th=""><th>Belenios + counters</th><th>Belenios + counters + pok+commit</th></v1.13<>	Belenios + counters	Belenios + counters + pok+commit
Verifiability	Hon	Dis	×		
	Dis	Hon	×	×	

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Fix - the server acts as a decryption trustee and must refresh its key for each election

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	Dis	Hon	×	×	
Privacy	Hon	Dis	×	×	×
	Dis	Hon	×		

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Swiss-Post protocol



Context :

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- The Federal Chancellerie asks for cryptographic and symbolic proofs
- collaboration to update the symbolic proofs w.r.t. the Chancellery's requirements

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Lessons learned...

1. Both computational and symbolic proofs are not accurate enough to analyse the security of real-world e-voting protocols

- Considering scenarios with a unique election and a unique ballot-box is too limited...
- Attacks are missed X

 Considering multiple elections is of worth interest but complexifies the proofs...

- (probably) true for computational analysis
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Open questions

What is the « good » definition of privacy when considering multiple elections ?

Can we capture correlations between voter's votes across elections?

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Themis projet (()) IDEMIA

[submission at CCS'22 in preparation]

Context : Collaboration with the company IDEMIA started in 2019

- Goal: design a secure e-voting protocol
- Difficulties:
 - vote on electronic devices
 - no printer or the Internet during the voting phase
 - must ensure cast-as-intended
 - must protect the company against false accusation of fraud

My contributions :

- provide a view from an outside perspective
- help to formalise the security properties (e.g., accountability)
- bring my expertise in terms of modeling and symbolic analysis

Cast-as-intended

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audit

r

Audit

check

cipher text



V

 $enc(v, r, pk_E)$



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$$\begin{array}{c} \begin{array}{c} \text{chose} \\ a \leftarrow \mathcal{V} \end{array} \xrightarrow{v, a} \\ \hline \\ c_v, c_a, c_b, \pi \end{array} \end{array} \begin{array}{c} c_v = \operatorname{enc}(v, r_v, pk_E) \\ c_a = \operatorname{enc}(a, r_a, pk_E) \\ c_b = \operatorname{enc}(v + a, r_b, pk_E) \\ \pi \text{ a proof that } ptxt(c_b) = ptxt(c_v) + ptxt(c_a) \end{array}$$

 $enc(v, r, pk_F)$

Difficulty 1 - automatic tools does not handle arithmetics

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Extend models with probabilities: not so easy...

but some works exist or are in progress

Adapt tools or find simplification results to encode it in the existing frameworks

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Not acceptable in practice!



In the models: the protocol stops and restarts from the beginning!



In practice... the protocol continues et all the security is lost...





Questions : • what happens if something went wrong? we cannot stop and restart...



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can we blame/prosecute someone?

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1 nobody should be wrongly blamed

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Our approach on a specific e-voting protocol

- assume an honest trusted party, i.e., a judge with whom all the participants can securely communicate
- design a dispute resolution procedure to identify culprits
- use signatures to authenticates the messages

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Open questions

- can we define a framework to formalise our approach?
- can we develop a generic approach that applies to other e-voting protocols?
 - ► for now, the dispute resolution is quite intrusive...
 - ▶ sign all the messages is expensive... and not enough in most cases...
- can it be adapted to other applications, e.g. payment, IoT...?

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(e.g., attacks against Belenios or Swiss-Post protocol)



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« A protocol that is not formally proved secure is probably flawed! » inverse implication is false!

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Open questions to improve the inverse implication:

- improve the expressivity of the verification tools (e.g. probabilities)
- improve the accuracy of the scenarios under study (e.g. multi-elections)
- keep on working on the definitions of the security properties (e.g. accountability)