Hack-a-Vote: Studying Security Issues with E-Voting

Dan Wallach

Rice University

Collaborators:
Jonathan Bannet
David W. Price
Algis Rudys
Justin Singer

Perception vs. reality

- Voter feels that
  - Vote was counted
  - Vote was private
  - Nobody else can vote more than once
  - Nobody can alter others' votes
- People believe that the machine works correctly
- ☞These have to do with *perception*

It is also important that these perceptions are true.

Reliance on certification

Independent Testing Authorities
- Allowed to see the code
  - Nobody else looks
- Certify satisfaction of FEC standards
- Required by many states

Result: "Faith-based voting"

Inspiration

Have an e-voting system to "demonstrate" insider flaws

- Original idea from David Dill
- Original code by David W. Price
  - Written summer 2003
  - About 2000 lines of Java

Unnecessary after Diebold findings

Second application?

- How about in-class use?

- Old project: "smart card soda machine"

  1) design & formally model crypto protocol

  2) swap with other groups

  3) implement with real cards

☞ Real smart cards are painful

Hack-a-Vote project

Remove "cheating" code

~150 lines, mostly in one file

Three phase assignment

1) Be evil (2 weeks)
2) Be an ITA (1 week)
3) Design / formally model better version of Diebold smartcard (2.5 weeks)

Be evil?

- Students' role: corrupt developer inside vendor

- Code must still pass tests

- "Minimal" code changes
  - Multiple hacks encouraged

☛ Code should appear "normal"

Deliverables: Code + Written Report

Be an ITA?

- Swap code from groups
- Every group audits two versions
  - Honor code: no running **diff**
- Imperfect simulation of real ITAs
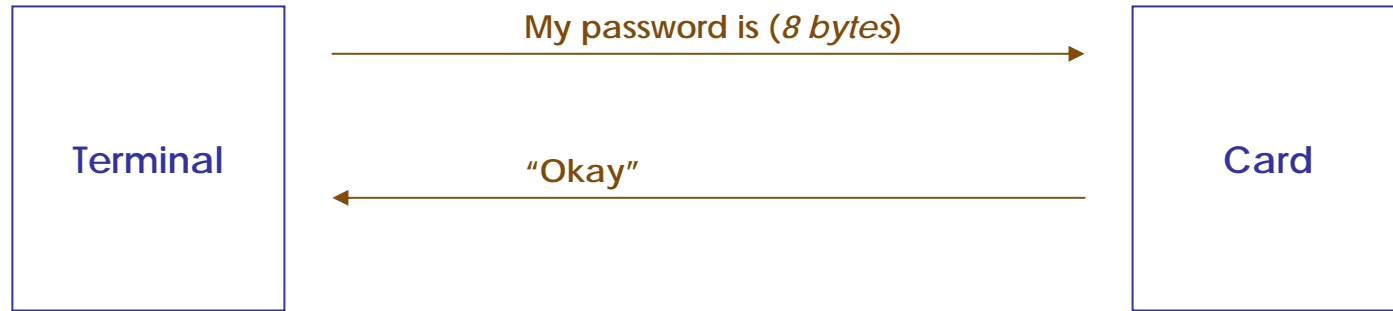 - Student familiarity with code
  - Smaller codebase

Deliverables: Written Report

Better smartcard protocols?

- Lectures have prepared students
- **cryptyc** for protocol modelling
  - (Relatively) usable type checker

  cryptyc.cs.depaul.edu

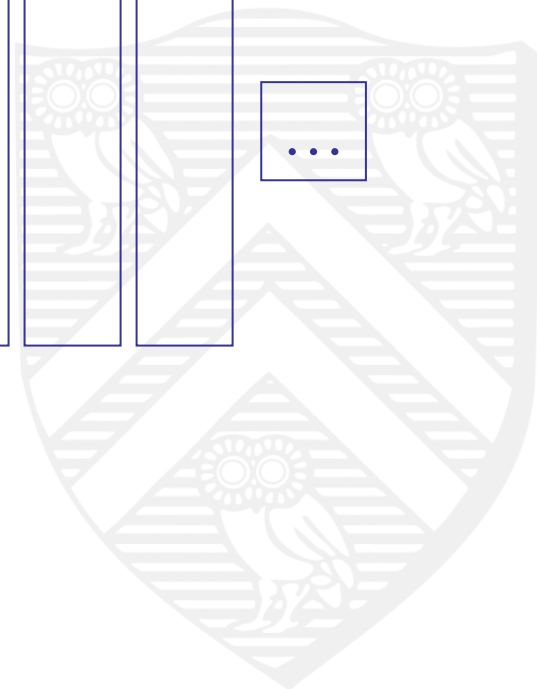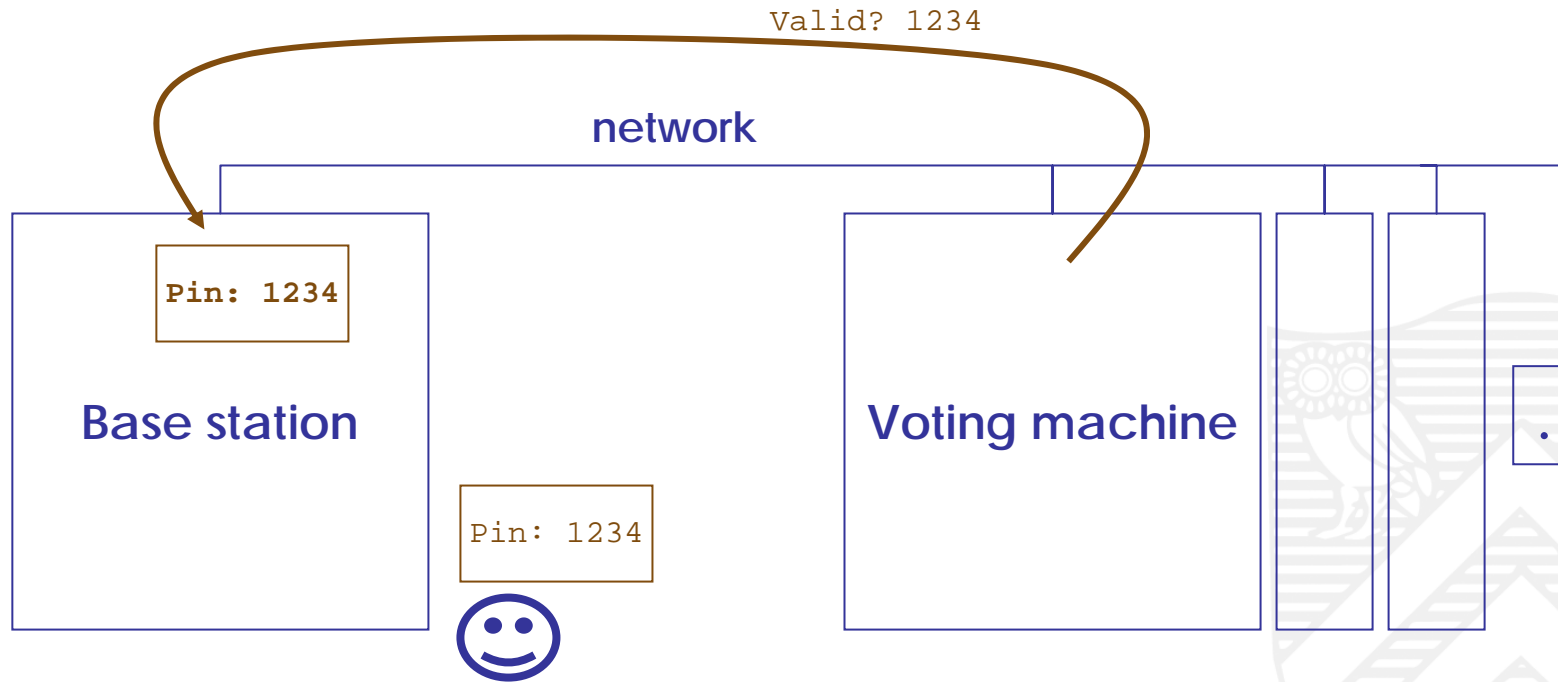*Deliverables: Model + Written Report*

Diebold's smart card protocol

Terminal
Card

My password is (*8 bytes*) →

← "Okay"

Are you valid? →

← "Yup"

Cancel yourself, please. →
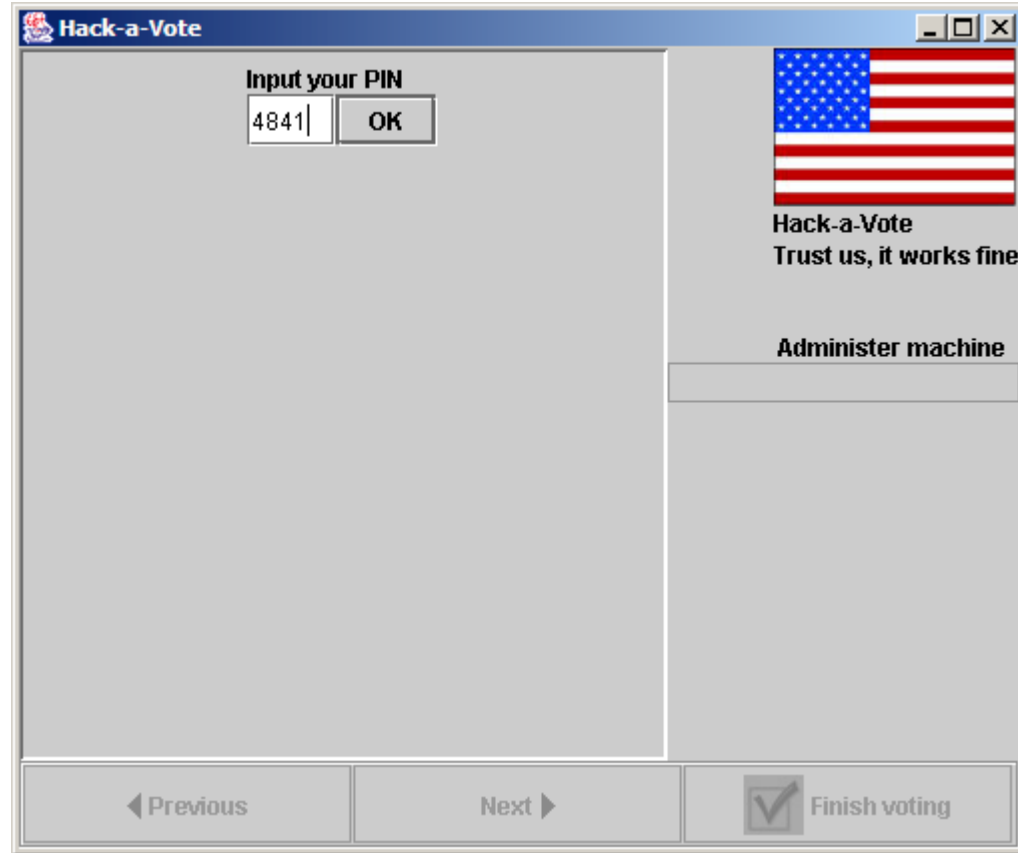
← "Okay"

Hack-a-Vote software
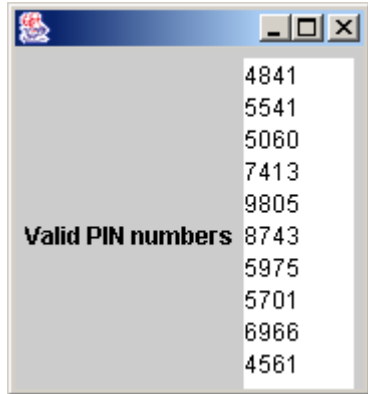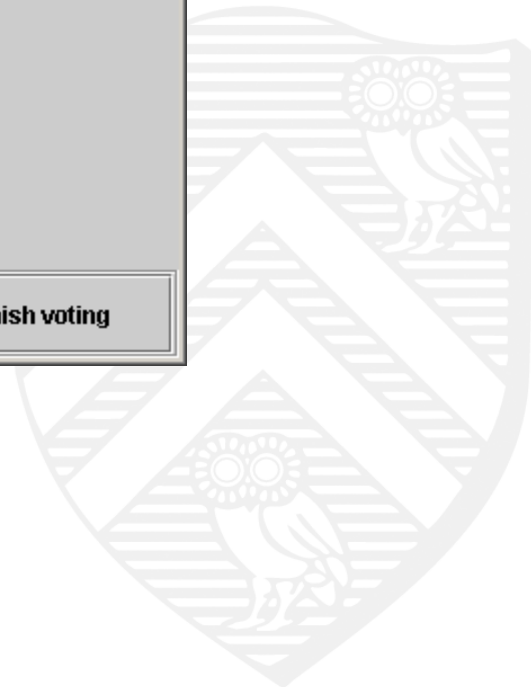
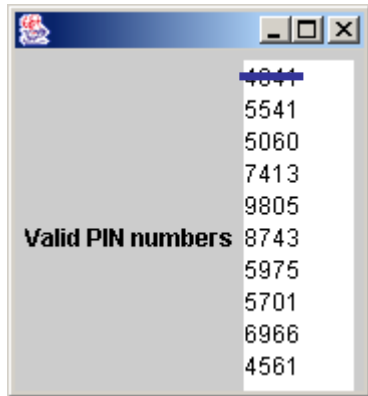Inspiration: Hart InterCivic eSlate
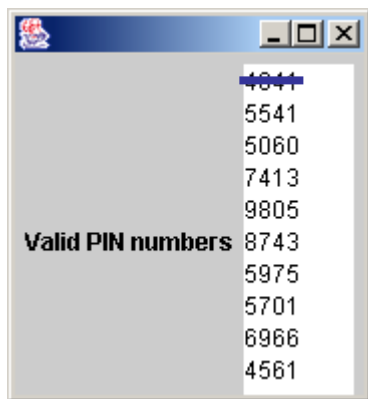
eSlate protocol (hopefully)

Hack-a-Vote live demo
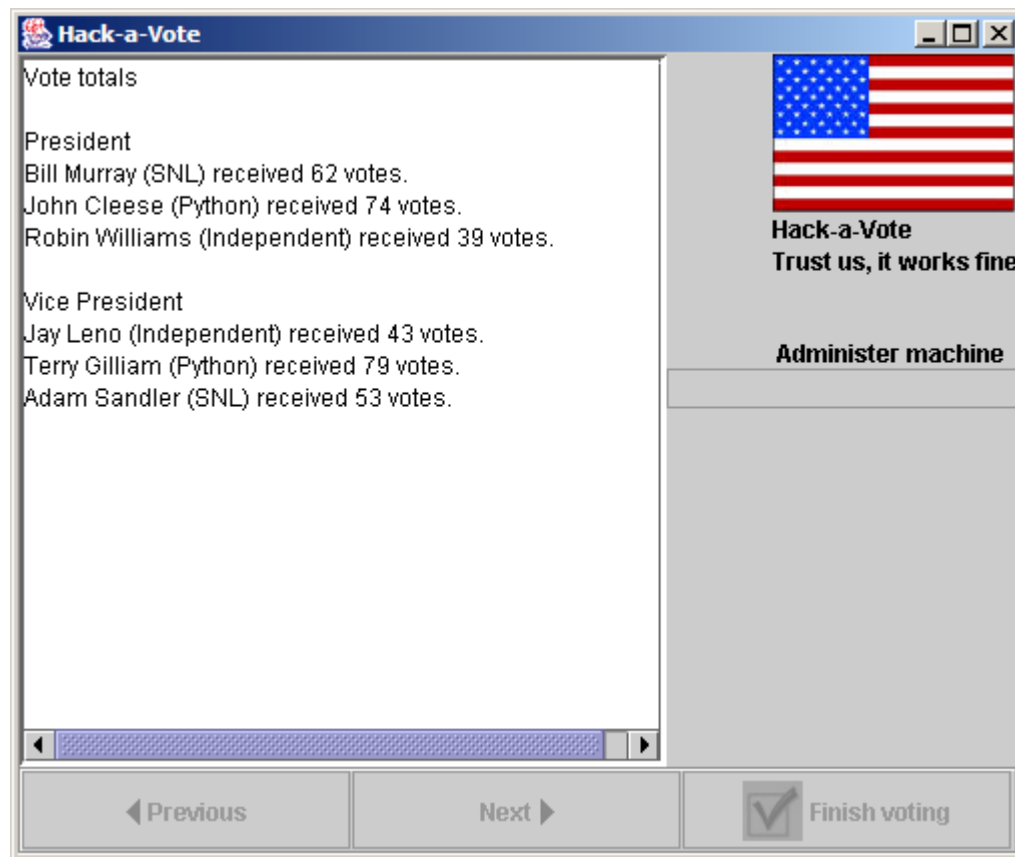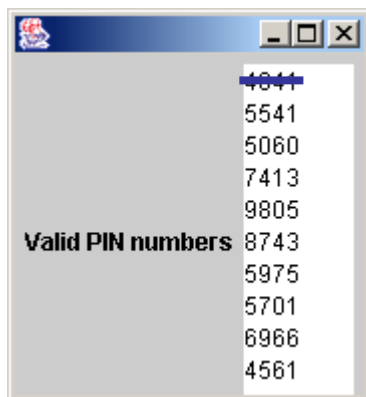
Hack-a-Vote design

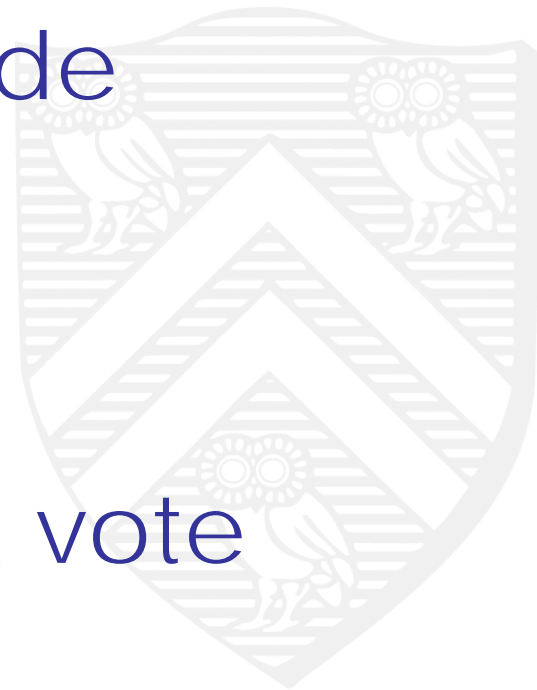# Hack-a-Vote design

Hack-a-Vote design

Hack-a-Vote design

Wide gamut of attacks

- Manipulate election results
- Violate voter anonymity
- Crash / DoS voting machine

Clever hacks

- Overload `equals()` / `hashCode()`
- Variable with same name as class
  - ☛ Unusual control flows

- Reuse constants in the code
  - Network port: `1776`
  - Use as backdoor PIN

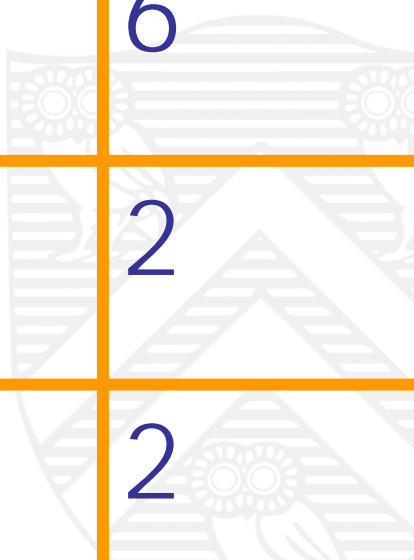- "Start over" also submits a vote

Deeper hacks

- Weak random number generator
  - Easier to guess valid PINs

- RNG for vote shuffle seeded with terminal ID
  - Attacker can undo shuffle

- Only cheat if terminal ID > 2
  - Less likely to occur in testing

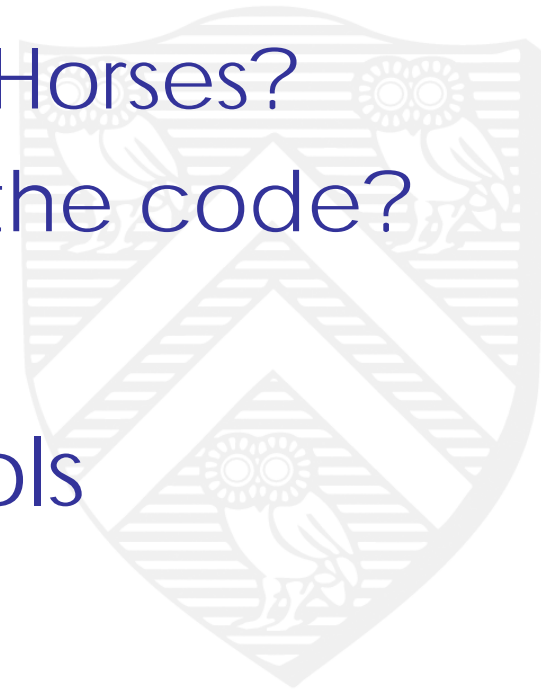# Did the ITAs catch the hacks?

Hack	Attempts	Found once	Found twice
Modify already-cast votes	6	6	5
Cast multiple votes	7	7	6
Violate voter anonymity	4	3	2
Denial of service	4	3	2

Implications for real ITAs

- Can real ITAs do better?
  - + They can run **diff**
  - + They can perform "parallel testing"
  - – Codebases are much larger
  - – Are they expecting Trojan Horses?
  - – How closely do they read the code?

- Very little support from tools

Uglier issues for certification

- Toolchain tampering (Thompson)
- Tampering with "embedded" OS
- Audited code = actual code in machine?

Publicity

IEEE Security & Privacy, Jan/Feb 2004

- Reprinted in *Computer User*
- Story on local TV news
- Impact on vendors / ITAs?

Choose Hack-a-Vote!

www.cs.rice.edu/~dwallach/courses/
comp527_f2003/voteproject.html

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