

# A new blockchain-based secure e-voting protocol

Chiara Spadafora

`c.spadaf@libero.it`

<https://www.linkedin.com/in/chiara-spadafora/>

Seminario De Cifris Athesis

May 29, 2020



# Contents

1 Introduction

2 Preliminaries

3 Two-Candidates Protocol

4 Generalization

5 Proof of Security

6 Conclusions



# Introduction



# Introduction

## Why e-voting?

- Somebody believes that traditional voting schemes cannot be trusted anymore.
- Possible solution to the problem of decreasing turn-out in elections.
- Reduction of the costs of running elections.

## E-voting protocols should provide two properties:

- **Ballot Casting Assurance:** each voter gains personal assurance that their vote was correctly cast.
- **Universal Verifiability:** any observer can verify that all cast votes were properly tallied.



# Historical Notes

- Introduction of democracy by the Athenians, 6<sup>th</sup> century *B.C.*,
- Borda count, Jean-Charles de Borda, 1770,
- Chartist voting machine, Benjamin Jolly, 1838,
- First voting machine appropriate for use, Anthony Beranek, 1881,
- IBM voting machine, 1936,
- First e-voting protocol, Chaum, 1981.



# Typical remote voting stages

- **Setup and Registration.** The system is initialized and the necessary information are made available.
- **Voting Phase.** In this stage voters can vote for the candidate they prefer.
- **Tallying.** In the last stage, tallies verify and validate ballots, count them and publish the results.



# General requirements for remote voting systems

- **Transparency.** The voting system should be understandable in all its components.
- **Accuracy.** It is not possible for a casted vote to be altered nor for an invalid vote to be counted in the final tally.
- **Verifiability.** The correctness of elections results can be verified by all observers.



# Requirements my protocol aimed to accomplish

A secure voting scheme should be *robust* and *resistant* to both coercion and vote-selling.

- **Coercion-Resistant:** voters can cast their ballots as they want, even if someone tries to actively force them to vote for a specific candidate.
- **Vote-Selling Resistant:** it is not possible to produce a document that undoubtedly demonstrates for which candidate a voter has voted.





# State of the Art

- **Civitas** is the first electronic voting system that is coercion-resistant (in fact, a voter under coercion can vote with fake credentials so that in the tallying his vote is not counted), universally and voter verifiable, and suitable for remote voting.
- **Helios** uses homomorphic encryption to ensure ballot secrecy. Anyone can cast a ballot; however, for the final vote to be counted, the voter's identification must be verified.
- **Caveat Coercitor** is a remote voting scheme which proposes a change of perspective, replacing the requirement of coercion-resistance with a new requirement of coercion-evidence: there should be public evidence of the amount of coercion that has taken place during a particular execution of the voting system.
- **Bingo Voting** is a verifiable and coercion-free voting scheme, which is based on a trusted random number generator.



# Our protocol I

This is a high level presentation of the new e-voting protocol that I have developed for my master degree thesis under the supervision of Prof. Massimiliano Sala and Prof. Riccardo Longo.

- Public but permissioned blockchain.
- Voting = spending a *v-token*.
- One *v-token* is valid, the others are fake.
- In the tally the fake *v-tokens* are erased.

A *v-tokens* is a blockchain token which is the representation of a vote. The next slides (which were not part of the seminar) were added to give a schematic representation of the two-candidates protocol.



## Our protocol II

The protocol has been designed to run on a public but permissioned blockchain (i.e. only allowed voters can take part in the election).

There are two authorities involved.

### Setup:

- Authority  $\mathcal{A}_1$  creates, for every voter  $v_i$ , the initial ballot  $\bar{b}_i$ , comprising of two *v-tokens* (one valid and one fake) and sends it to  $\mathcal{A}_2$ .
- $\mathcal{A}_1$  gives to each voter the information on which *v-token* is valid and which is fake.
- $\mathcal{A}_2$  creates the final ballot  $b_i$  and sends it to the respective voter  $v_i$ .
- Both  $\mathcal{A}_1$  and  $\mathcal{A}_2$  generate two numbers: one for the first candidate and one for the second candidate. These numbers will be used to mask the *v-tokens* in the voting phase. Eventually both  $\mathcal{A}_1$  and  $\mathcal{A}_2$  make a commitment on the values generated.



# Our protocol III

## Voting Phase:

- The voter  $v_i$  sends off chain to  $\mathcal{A}_1$  his ballot  $b_i$  adding the information on which  $v$ -token is meant for the first candidate.
- $\mathcal{A}_1$  receives the ballot and masks the tokens with the candidate's mask. Then  $\mathcal{A}_1$  sends the ballot to  $\mathcal{A}_2$  which acts in the same way.
- Eventually  $\mathcal{A}_2$  sends back the ballot to  $v_i$  which, with a blockchain transaction, sends his tokens to the respective candidates.
- A transaction is valid if and only if a voter voted with both of his tokens.
- A voter can abstain from voting without mining the integrity of the protocol.



# Our protocol IV

## Tallying

- Both authorities decommit the values committed in the setup phase.
- Anyone can multiply the (value of the) tokens contained in each candidate's wallet. Then, with a brute force attack, the number of valid votes is retrieved. In this way the winner of the election is found.
- Anyone can check the correctness of the election thanks to a set of zero knowledge proofs.



# Mathematical preliminaries



# Decisional Diffie-Hellman Assumption

## Definition (DDH Assumption)

Let  $a, b, z \in \mathbb{Z}_p$  be chosen at random and  $g$  be a generator of the cyclic group  $\mathbb{G}$  of prime order  $p$ . The decisional Diffie-Hellman assumption holds if no probabilistic polynomial-time algorithm  $\mathbb{B}$  can efficiently distinguish between the tuples  $(g, g^a, g^b, g^{ab})$  and  $(g, g^a, g^b, g^z)$ .



# Zero Knowledge Proofs

## Protocol (Equality of discrete logarithms)

Let  $\mathbb{G}$  be a cyclic group of prime order  $p$ , let  $u, h$  be generators of  $\mathbb{G}$ , and finally let  $y, z \in \mathbb{G}$ ,  $\omega \in \mathbb{Z}_p$ . The prover knows  $\omega$  and wants to convince the verifier that:

$$u^\omega = y \quad \text{and} \quad h^\omega = z, \quad (1)$$

without disclosing  $\omega$ . The values of  $u$ ,  $y$ ,  $h$  and  $z$  are publicly known.

- 1 The prover generates a random  $r$  and computes  $t_1 = u^r$  and  $t_2 = h^r$ , then sends  $(t_1, t_2)$  to the verifier.
- 2 The verifier computes a random  $c \in \{0, 1\}$  and sends it to the prover.
- 3 The prover creates a response  $s = r + c \cdot \omega$  and sends  $s$  to the verifier.
- 4 The verifier checks that  $u^s = y^c \cdot t_1$ ,  $h^s = z^c \cdot t_2$ . If the check fails the proof fails and the protocols aborts. The previous steps are repeated a polynomial number of times  $t$ .





# Zero Knowledge Proofs

## Protocol (Equality of discrete logarithms)

Let  $\mathbb{G}$  be a cyclic group of prime order  $p$ , let  $u, h$  be generators of  $\mathbb{G}$ , and finally let  $y, z \in \mathbb{G}$ ,  $\omega \in \mathbb{Z}_p$ . The prover knows  $\omega$  and wants to convince the verifier that:

$$u^\omega = y \quad \text{and} \quad h^\omega = z, \quad (1)$$

without disclosing  $\omega$ . The values of  $u$ ,  $y$ ,  $h$  and  $z$  are publicly known.

- 1 The prover generates a random  $r$  and computes  $t_1 = u^r$  and  $t_2 = h^r$ , then sends  $(t_1, t_2)$  to the verifier.
- 2 The verifier computes a random  $c \in \{0, 1\}$  and sends it to the prover.
- 3 The prover creates a response  $s = r + c \cdot \omega$  and sends  $s$  to the verifier.
- 4 The verifier checks that  $u^s = y^c \cdot t_1$ ,  $h^s = z^c \cdot t_2$ . If the check fails the proof fails and the protocols aborts. The previous steps are repeated a polynomial number of times  $t$ .



# Zero Knowledge Proofs

## Protocol (Equality of discrete logarithms)

Let  $\mathbb{G}$  be a cyclic group of prime order  $p$ , let  $u, h$  be generators of  $\mathbb{G}$ , and finally let  $y, z \in \mathbb{G}$ ,  $\omega \in \mathbb{Z}_p$ . The prover knows  $\omega$  and wants to convince the verifier that:

$$u^\omega = y \quad \text{and} \quad h^\omega = z, \quad (1)$$

without disclosing  $\omega$ . The values of  $u$ ,  $y$ ,  $h$  and  $z$  are publicly known.

- 1 The prover generates a random  $r$  and computes  $t_1 = u^r$  and  $t_2 = h^r$ , then sends  $(t_1, t_2)$  to the verifier.
- 2 The verifier computes a random  $c \in \{0, 1\}$  and sends it to the prover.
- 3 The prover creates a response  $s = r + c \cdot \omega$  and sends  $s$  to the verifier.
- 4 The verifier checks that  $u^s = y^c \cdot t_1$ ,  $h^s = z^c \cdot t_2$ . If the check fails the proof fails and the protocols aborts. The previous steps are repeated a polynomial number of times  $t$ .



# Zero Knowledge Proofs

## Protocol (Equality of discrete logarithms)

Let  $\mathbb{G}$  be a cyclic group of prime order  $p$ , let  $u, h$  be generators of  $\mathbb{G}$ , and finally let  $y, z \in \mathbb{G}$ ,  $\omega \in \mathbb{Z}_p$ . The prover knows  $\omega$  and wants to convince the verifier that:

$$u^\omega = y \quad \text{and} \quad h^\omega = z, \quad (1)$$

without disclosing  $\omega$ . The values of  $u$ ,  $y$ ,  $h$  and  $z$  are publicly known.

- 1 The prover generates a random  $r$  and computes  $t_1 = u^r$  and  $t_2 = h^r$ , then sends  $(t_1, t_2)$  to the verifier.
- 2 The verifier computes a random  $c \in \{0, 1\}$  and sends it to the prover.
- 3 The prover creates a response  $s = r + c \cdot \omega$  and sends  $s$  to the verifier.
- 4 The verifier checks that  $u^s = y^c \cdot t_1$ ,  $h^s = z^c \cdot t_2$ . If the check fails the proof fails and the protocols aborts. The previous steps are repeated a polynomial number of times  $t$ .



# Two-Candidates Protocol: technical description



# Key components

The key components involved in the protocol are:

- 1 A finite set of voters  $V = \{v_1, \dots, v_N\}$  with  $N \in \mathbb{N}$  the number of eligible voters.
- 2 Two distinct candidates named *Alpha* and *Beta*.
- 3 Two different trusted authorities  $\mathcal{A}_1$  and  $\mathcal{A}_2$ .
- 4 One ballot  $b_i$  comprising two *v-tokens* for  $i \in \{1 \dots N\}$ , i.e. one for each eligible voter.



# Setup I

- $\mathcal{A}_1$  chooses uniformly at random the values  $r, k, \lambda$  in  $\mathbb{Z}_p$ .
- $\mathcal{A}_1$  chooses uniformly at random for every voter  $v_i$  the values  $x_i, y_i' \in \mathbb{Z}_p$ , and for every  $i \in \{1 \dots N\}$  it commits to the couples  $(v_i, g^{rx_i}), (v_i, g^{y_i'}), (v_i, g^{x_i y_i'})$ .

## Remark

$\mathcal{A}_1$  knows that the *v-tokens* computed using  $k$  at the exponent are valid, while the ones computed using  $\lambda$  are fake, but this information is kept secret.



## Setup II

- For both candidates  $\mathcal{A}_1$  and  $\mathcal{A}_2$  choose at random a value in  $\mathbb{Z}_p$ :  $\alpha'$ ,  $\beta'$  and  $\alpha''$ ,  $\beta''$  respectively.
- $\mathcal{A}_1$  commits to the values  $g^r, g^k, g^\lambda, g^{\alpha'}, g^{\beta'}, g^{\alpha'k}, g^{\beta'k}, g^{\alpha'\lambda}, g^{\beta'\lambda}$ .
- $\mathcal{A}_2$  commits to the values  $g^{\alpha''}, g^{\beta''}$ .



## Setup III

- For every voter  $v_i$   $\mathcal{A}_1$  chooses uniformly at random  $\pi_i \in \{1, 2\}$  and creates the preliminary ballot

$$\bar{b}_i = \left( g^{y'_i(x_i + \sigma_{i,1})}, g^{y'_i(x_i + \sigma_{i,2})} \right) \quad (2)$$

where:

$$\sigma_{i,j} := \begin{cases} k & \iff \pi_i = j \quad \text{i.e. } \bar{b}_{i,j} \text{ is real} \\ \lambda & \text{otherwise,} \quad \text{i.e. } \bar{b}_{i,j} \text{ is fake} \end{cases} \quad (3)$$

In this notation,  $i$  represents the voter while  $j = 1, 2$  is the  $v$ -token position in the couple.

- $\pi_i$ , i.e. the information about which token is real, is communicated by  $\mathcal{A}_1$  to  $v_i$  in a safe and controlled environment (e.g. a police station).





## Setup IV

- Eventually  $\mathcal{A}_2$  picks at random  $y_i'' \in \mathbb{Z}_p$  for all  $i \neq i' \in \{1 \dots N\}$ . In this way it creates the final ballot for every voter  $v_i$ :

$$b_i = \bar{b}_i^{y_i''} = \left( g^{y_i(x_i + \sigma_{i,1})}, g^{y_i(x_i + \sigma_{i,2})} \right), \quad \text{with} \quad y_i := y_i' \cdot y_i''. \quad (4)$$

Then for every  $i \in \{1 \dots N\}$  it commits to the couple  $(v_i, g^{y_i''})$ .



# Voting Phase I

- Since the *v-tokens* can be reordered, the voter orders them so that the first *v-token* is meant for *Alpha* and the second for *Beta*.
- $\mathcal{A}_1$  computes:

$$\bar{b}_{i_\alpha} = b_{i,1}^{\frac{\alpha'}{y_i'}} = \left( g^{y_i(x_i + \sigma_{i,1})} \right)^{\frac{\alpha'}{y_i'}} = \left( g^{\alpha' \cdot y_i''(x_i + \sigma_{i,1})} \right), \quad (5)$$

$$\bar{b}_{i_\beta} = b_{i,2}^{\frac{\beta'}{y_i'}} = \left( g^{y_i(x_i + \sigma_{i,2})} \right)^{\frac{\beta'}{y_i'}} = \left( g^{\beta' \cdot y_i''(x_i + \sigma_{i,2})} \right), \quad (6)$$

and sends off-chain the couple  $\bar{b}_{i_{\alpha\beta}} = (\bar{b}_{i_\alpha}, \bar{b}_{i_\beta})$  to  $\mathcal{A}_2$ .



# Voting Phase II

- $\mathcal{A}_2$  then computes the final vote (let  $\alpha := \alpha' \cdot \alpha''$  and  $\beta := \beta' \cdot \beta''$ ):

$$b_{i_\alpha} = \bar{b}_{i_\alpha}^{\frac{\alpha''}{y_i''}} = \left( g^{\alpha' \cdot y_i''(x_i + \sigma_{i,1})} \right)^{\frac{\alpha''}{y_i''}} = \left( g^{\alpha(x_i + \sigma_{i,1})} \right), \quad (7)$$

$$b_{i_\beta} = \bar{b}_{i_\beta}^{\frac{\beta''}{y_i''}} = \left( g^{\beta' \cdot y_i''(x_i + \sigma_{i,2})} \right)^{\frac{\beta''}{y_i''}} = \left( g^{\beta(x_i + \sigma_{i,2})} \right), \quad (8)$$

and sends off-chain the couple  $b_{i_{\alpha\beta}} = (b_{i_\alpha}, b_{i_\beta})$  back to the voter.

- The two masked *v-tokens* are sent with a transaction on the blockchain to the respective candidates. The voter receives the receipt of its vote.



# Tallying I

- Suppose the first  $T \leq N$  voters voted.
- $\mathcal{A}_1$  and  $\mathcal{A}_2$  publish the decommitments, excluding the couples  $(v_i, g^{y_i'})$ ,  $(v_i, g^{x_i y_i'}) \quad \forall i$ .
- $\mathcal{A}_1$  computes  $g^\alpha = (g^{\alpha''})^{\alpha'}$ , and similarly computes  $g^\beta$ ,  $g^{\alpha k}$ ,  $g^{\beta k}$ ,  $g^{\alpha \lambda}$ ,  $g^{\beta \lambda}$ , then publishes all these values.
- $\mathcal{A}_1$  computes  $\text{sum} = \sum_{s=1}^T x_s$ , then it publishes  $g^{\alpha \cdot \text{sum}}$ ,  $g^{\beta \cdot \text{sum}}$ ,  $g^{r \cdot \text{sum}}$ .



## Tallying II

- Multiplying all  $v$ -tokens in *Alpha*'s wallet and dividing by  $g^{\alpha \cdot \text{sum}}$  anyone can compute:

$$(g^{\alpha \cdot \text{sum}})^{-1} \prod_{i=1}^T g^{\alpha(x_i + \sigma_{i,j})} = (g^{\alpha k})^{\text{valid}_\alpha} (g^{\alpha \lambda})^{\text{fake}_\alpha} \quad (9)$$

where  $j = 1$  or  $2$  depending on the  $v$ -token used.

Comparing the number of valid votes for each candidate, the winner of the elections is found.



# Tallying III

## Remark

- $\text{valid}_\alpha, \text{valid}_\beta \geq 1.$
- $\text{valid}_\alpha + \text{fake}_\alpha = T.$
- $\text{valid}_\alpha = \text{fake}_\beta$  and  $\text{fake}_\alpha = \text{valid}_\beta.$



# Correctness Check I

As first thing a ZKP is needed to assure that votes have been masked correctly. In other words, that the authorities computed

$$g^{y_i(x_i+k)} \rightarrow g^{\alpha(x_i+k)} \quad (10)$$

without messing with the exponents.

$\mathcal{A}_1$  and  $\mathcal{A}_2$  decommit to the voter the values of  $(v_i, g^{y_i'})$  and  $(v_i, g^{y_i''})$  respectively. Then  $\mathcal{A}_1$  computes  $g^{y_i}$  and proves that the result is correct using:

$$\omega = y_i', \quad u = g, \quad y = g^{y_i'}, \quad h = g^{y_i''}, \quad z = g^{y_i}. \quad (11)$$

Then  $\mathcal{A}_1$  can prove the correctness of the mask setting:

$$\omega = (x_i + k), \quad u = g^{y_i}, \quad y = g^{y_i(x_i+k)}, \quad h = g^{\alpha}, \quad z = g^{\alpha(x_i+k)}. \quad (12)$$



# Multi-Candidates Protocol: brief description





# Multiple candidates protocol: brief overview I

The key components involved in the protocol are:

- A finite set of voters  $V = \{v_1, \dots, v_N\}$  with  $N \in \mathbb{N}$  the number of eligible voters.
- $\mathcal{C} > 2$  distinct candidates named  $(C_1, \dots, C_{\mathcal{C}})$ .
- Three different trusted authorities  $\mathcal{A}_1$ ,  $\mathcal{A}_2$  and  $\mathcal{A}_3$ .
- One voting sheet (ballot) comprising  $\mathcal{C}$  *v-tokens*.



# Multiple candidates protocol: brief overview II

- **Setup.**  $\mathcal{A}_1$  creates for every voter  $v_i$  the ballot

$$b_i = \left( g^{y_{i1}(x_i + \sigma_{i,1})}, g^{y_{i2}(x_i + \sigma_{i,2})}, g^{y_{i3}(x_i + \sigma_{i,3})}, \dots, g^{y_{iC}(x_i + \sigma_{i,C})} \right).$$

- **Voting Phase.** Since the  $v$ -tokens cannot be reordered, the voter reorders the list of the candidates to let it match the way it wants to vote.
- **Tallying.** For every candidate  $C_u$  with its associated mask  $\omega_u$ , the product of the  $v$ -tokens in its wallet is

$$\left( g^{\omega_u(x_1 + \sigma_{1,j_1})} \right) \dots \left( g^{\omega_u(x_T + \sigma_{T,j_T})} \right) = \left( g^{\omega_u((\text{valid}_{\omega_u}) \cdot k + (\text{fake}_{\omega_u}) \cdot \lambda + \sum_{s=1}^T x_s)} \right).$$



# Proof of security of the Two-Candidates Protocol



# Basic aspects of a proof of security

Formally, the security of a scheme relies on an *assumption*. In a formal proof of security, there are two parties involved:

- **Challenger**  $\mathcal{C}$  which runs the algorithms of the protocol.
- **Adversary**  $\mathcal{A}$  which tries to break the scheme making queries to  $\mathcal{C}$ .



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.





# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Security Game

## Definition (Security Game)

The security game for a two-candidates protocol proceeds as follows:

- **Init** The adversary  $\mathcal{A}$  chooses  $N - 2$  users that it will control.
- **Setup** The *Challenger* controls both authorities and the other two voters.
- **Phase 0** The adversary may request to see the *v-tokens* of any voter.
- **Phase 1** The adversary may request either to see some v-tokens or ask to some voters it controls, to vote and see the receipt.
- **Challenge** The *Challenger* votes randomly with the two voters it controls (for different candidates).
- **Phase 2** Phase 1 is repeated.
- **Phase 3** The voting phase ends and the values committed by the authorities are decommitted. The votes are counted and the adversary can request some ZKP of the correctness of the results.
- **Guess** The adversary outputs a guess on the challenge.



# Vote Indistinguishability

## Definition (Vote Indistinguishability)

A Two-Candidates Protocol with security parameter  $\xi$  is VI-secure if for all probabilistic polynomial-time adversaries  $\mathcal{A}$  there exists a negligible function  $\phi$  such that:

$$\mathbb{P}[\mathcal{A} \text{ wins}] \leq \frac{1}{2} + \phi(\xi). \quad (13)$$

The protocol is proven VI-secure under the DDH assumption in the security game defined above.



# Proof of security I

## Theorem

*Suppose that the commitment scheme is perfectly hiding and computationally binding. If an adaptive distinguisher adversary can break the scheme, then a simulator can be constructed to play the decisional Diffie-Hellman game with non-negligible advantage.*

## Corollary

*Suppose that the Decisional Diffie-Hellman problem is an hard mathematical problem, then no adaptive distinguisher adversary can break the scheme.*

## Remark

The security of the protocol will be proven in terms of two authorities,  $\mathcal{A}_1$  honest and  $\mathcal{A}_2$  honest but *leaky*.



## Proof of security II

Recall that *ballot* is composed of:

$$b_i = \left( g^{y_i(x_i+k)}, g^{y_i(x_i+\lambda)} \right).$$

The simulator takes in a DDH challenge  $(g, A = g^a, B = g^b, T)$  with

$$T = g^{ab} \quad \text{or} \quad T = R = g^z.$$

**Setup.** The two uncontrolled voters are  $v_1$  and  $v_2$ . The simulator implicitly sets:

$$y'_1 = \frac{\bar{y}_1}{a}, \quad y'_2 = \frac{\bar{y}_2}{a}, \quad k = \bar{k} \cdot a, \quad \lambda = \bar{\lambda} \cdot a.$$

while all the other parameters are chosen uniformly at random.

The parameters of  $\mathcal{A}_2$  are **leaked** to the adversary and the required commitments are done.



# Proof of security III

**Setup.** The  $v$ -tokens of the uncontrolled voters are constructed in this way:

$$b_1 = \left( g^{y_1'' \bar{y}_1 (d + \bar{k} - \bar{\lambda})} \cdot B^{y_1'' \bar{y}_1}, B^{y_1'' \bar{y}_1} \cdot g^{y_1'' \bar{y}_1 d} \right),$$

$$b_2 = \left( B^{-y_2'' \bar{y}_2} \cdot g^{y_2'' \bar{y}_2 e}, g^{y_2'' \bar{y}_2 (e - \bar{k} + \bar{\lambda})} \cdot B^{-y_2'' \bar{y}_2} \right),$$

implicitly setting

$$x_1 + k = (d + \bar{k} - \bar{\lambda})a + ab,$$

$$x_1 + \lambda = ab + da,$$

$$x_2 + k = -ab + ea,$$

$$x_2 + \lambda = (e - \bar{k} + \bar{\lambda})a - ab.$$

so that the DDH challenge appears only in the votes.





# Proof of security IV

**Phase 1** The adversary chooses some voters  $u$ ,  $3 \leq u \leq N$

$$V_u = \left( g^{\alpha(x_u+k)}, g^{\beta(x_u+\lambda)} \right) = \left( g^{\alpha x_u} \cdot A^{\bar{k}\alpha}, g^{\beta x_u} \cdot A^{\bar{\lambda}\beta} \right). \quad (14)$$

**Challenge** The votes are constructed as:

$$V_1 = \left( T^{\alpha} \cdot A^{(d+\bar{k}-\bar{\lambda})\alpha}, T^{\beta} \cdot A^{\beta \cdot d} \right), \quad (15)$$

$$V_2 = \left( T^{-\beta} \cdot A^{\beta \cdot e}, T^{-\alpha} \cdot A^{\alpha(e-\bar{k}+\bar{\lambda})} \right). \quad (16)$$



# Proof of security V

Note that:

$$V_{1,\alpha} \cdot V_{2,\alpha} \cdot \prod_{i=3}^N V_{i,\alpha} = A^{(d+e)\alpha} \cdot \prod_{i=3}^N V_{i,\alpha}, \quad (17)$$

$$V_{1,\beta} \cdot V_{2,\beta} \cdot \prod_{i=3}^N V_{i,\beta} = A^{(d+e)\beta} \cdot \prod_{i=3}^N V_{i,\beta}, \quad (18)$$

so the product of all the votes received by both of the candidates does not contain the value of the challenge  $T$ .



# Proof of security VI

## Guess

- The adversary outputs a guess on the challenge.
- The simulator outputs 0 to guess that  $T = g^{ab}$  if the guess of  $\mathcal{A}$  was correct, otherwise it outputs 1 to indicate that  $T$  is random.
- If  $T$  is not random the simulator  $\mathcal{S}$  gives a perfect simulation:

$$V_1 = \left( T^\alpha \cdot A^{(d+\bar{k}-\bar{\lambda})\alpha}, T^\beta \cdot A^{\beta \cdot d} \right) = \left( g^{\alpha(x_1+k)}, g^{\beta(x_1+\lambda)} \right), \quad (19)$$

$$V_2 = \left( T^{-\beta} \cdot A^{\beta \cdot e}, T^{-\alpha} \cdot A^{\alpha(e-\bar{k}+\bar{\lambda})} \right) = \left( g^{\beta(x_2+k)}, g^{\alpha(x_2+\lambda)} \right). \quad (20)$$



# Proof of security VII

- This means that the advantage is preserved and so it holds that:

$$\mathbb{P}[S(g, A, B, T = g^{ab}) = 0] = \frac{1}{2} + \varepsilon. \quad (21)$$

- On the contrary when  $T$  is a random element  $R \in \mathbb{G}$  the votes are completely random values from the adversary point of view, so:

$$\mathbb{P}[S(g, A, B, T = R) = 0] = \frac{1}{2}. \quad (22)$$

Therefore,  $S$  can play the DDH game with non-negligible advantage  $\frac{\varepsilon}{2}$ .



# Conclusions

## Articles:

- Two-Candidates Protocol (concluded),
- $\mathcal{C}$ -Candidates Protocol.

## Implementation:

- Hyperledger,
- Quadrans.



Thank you for your attention!



# Appendix

This section was not part of the seminar but has been added to clarify some presented concepts.



# On the honesty of $\mathcal{A}_1$ I

Finally, a voter can ask (always in a safe and authenticated environment) for a proof that in the registration phase the authority  $\mathcal{A}_1$  correctly computed and identified the *v-tokens*, i.e. that the *v-token* identified as valid by  $\mathcal{A}_1$  was the one containing  $k$ .

Recall that a *v-token* is:

$$b_{i,j} = g^{y_i(x_i + \sigma_{i,j})} = g^{y_i \cdot x_i} \cdot g^{y_i \cdot \sigma_{i,j}}, \quad \text{with } \sigma_{i,j} \in \{k, \lambda\}. \quad (23)$$

$\mathcal{A}_1$  starts by decommitting  $(v_i, g^{y_i' x_i})$  to the voter, then computes  $g^{y_i x_i}$  from  $g^{y_i''}$  setting:

$$\omega = y_i' x_i, \quad u = g, \quad y = g^{y_i' x_i}, \quad h = g^{y_i''}, \quad z = g^{y_i x_i}. \quad (24)$$





# On the honesty of $\mathcal{A}_1$ II

Then the voter knows  $g, g^{y_i}, g^k, g^\lambda, g^{r \cdot x_i}$  and  $g^r$  so first  $\mathcal{A}_1$  can prove the validity of the factor  $g^{y_i \cdot x_i}$  by setting:

$$\omega = x_i, \quad u = g^r, \quad y = g^{r \cdot x_i}, \quad h = g^{y_i}, \quad z = g^{y_i \cdot x_i}. \quad (25)$$

To conclude  $\mathcal{A}_1$  can prove that the valid coin contains  $k$  while the fake contains  $\lambda$  by setting:

$$\omega = k, \quad u = g, \quad y = g^k, \quad h = g^{y_i}, \quad z = g^{y_i \cdot k}, \quad (26)$$

and:

$$\omega = \lambda, \quad u = g, \quad y = g^\lambda, \quad h = g^{y_i}, \quad z = g^{y_i \cdot \lambda}, \quad (27)$$

where the values of  $z$  can be derived by the voter dividing the  $v$ -tokens by  $g^{y_i \cdot x_i}$  that has been proved correct in the previous step.



# Security Considerations (of the ZK protocol) I

If the DDH assumption holds then:

- **Completeness.** To show that this protocol is correct, it suffices to verify that the equations of steps 3 and 4 hold when  $s$  is computed correctly.
- **Soundness.** To show soundness first note that the prover can guess all  $t$  values of the challenges  $c$  only with probability  $2^{-t}$  which is negligible. Therefore if the prover manages to complete a proof with more than negligible probability then there has to be a repetition in which the prover does not fail even when guessing wrong, i.e. it can answer both possible challenges correctly.



## Security Considerations II

- **Zero-knowledge.** To show that we use a simulator  $\mathcal{S}$  that takes in input  $(u, y, h, z)$  and can interact with a (possibly malicious) verifier  $V$  producing a view that is indistinguishable from a real one, as follows:
  - 1  $\mathcal{S}$  initialises the verifier  $V$  with  $u, y, h, z$  and  $i = 0$ ;
  - 2  $\mathcal{S}$  selects  $c' \in \{0, 1\}$  at random;
  - 3  $\mathcal{S}$  selects  $s \in \mathbb{Z}_p$  at random and sets  $t_1 = u^s \cdot y^{-c'}$ ,  $t_2 = h^s \cdot z^{-c'}$ ;
  - 4  $\mathcal{S}$  gives  $(t_1, t_2)$  and gets the challenge  $c$ ;
  - 5 If  $c \neq c'$   $\mathcal{S}$  rewinds  $V$  and goes back to step 2 with the same  $i$ , otherwise it proceeds;
  - 6  $\mathcal{S}$  gives  $s$  to  $V$ , since the check succeeds, if  $i = t$  the proof successfully completes, otherwise  $\mathcal{S}$  sets  $i = i + 1$  and proceeds with the simulation repeating from step 2.

If there exists a  $V$  that can distinguish this simulation from a real protocol interaction then we can break DDH assumption.



# Commitment Scheme

A commitment scheme is composed by two algorithms:

- **Commit**( $m, r$ ): takes the message  $m$  to commit with some random value  $r$  as input and outputs the commitment  $c$  and an opening value  $d$ .
- **Verify**( $c, m, d$ ): takes the commitment  $c$ , the message  $m$  and the decommitment value  $d$  and outputs true if the verification succeeds, false otherwise.

A commitment scheme must have the following two properties:

- **Binding**: it is infeasible to find  $m' \neq m$  and  $d, d'$  such that  $\text{Verify}(c, m, d) = \text{Verify}(c, m', d') = \text{true}$ .
- **Hiding**: Let  $[c_1, d_1] = \text{Commit}(m_1, r_1)$  and  $[c_2, d_2] = \text{Commit}(m_2, r_2)$  with  $m_1 \neq m_2$ , then it is infeasible for an attacker having only  $c_1, c_2, m_1$  and  $m_2$  to distinguish which  $c_i$  corresponds to which  $m_i$ .



# DDHA specifications

Examples of groups for which the Decisional Diffie Hellman is believed to hold are:

- $\mathbb{Q}_p$  the subgroup of quadratic residues in  $\mathbb{Z}_p$  with  $p$  safe prime.
- Cyclic groups of order  $(p - 1)(q - 1)$  with  $p$  and  $q$  safe primes.
- Some prime order elliptic curves over  $GF(p)$ .

