Formally Counting Votes (But Still Only Trusting Paper)

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- UCD undergraduate students Barry Denby, Conor Gallagher, and Patrick Tierney

Formal Methods and Computerized Voting

- While we have experience in the application of formal methods in computer-based voting systems in the Netherlands and Ireland...
- We are *computer scientist activists* that have been fighting against the introduction of corporation-driven, untrustworthy, computer-based voting in NL, IE, USA, and elsewhere.
- ***Computer-based voting must not be used for any important elections until we better understand its challenges and solutions.***

Our Work in “Solving” the Voting Problem

- Remote voting over a network incorporates many of the core challenges of trusted and trustworthy global computing.
  - Part of my reason for giving talks about this work is to recruit scientists to this very important work and help convince *scientists* decide to become *activist scientists*.
- Our contribution/foundation: Kiezen op Afstand (KOA)—a remote voting system developed for the Dutch government in 2003.

Formal Specification and Verification

- In addition to being Open Source, KOA is also (partially) formally specified and verified.
- The Dutch vote counting system was formally specified using JML and its correctness checked using ESC/Java2 and unit testing.
- The Irish vote counting system has since been specified using JML (by MSc student Dermot Cochran), and has been partially implemented and verified by a final year student (Patrick Tierney).

A Little History: e-Voting in NL

- NEDAP machines have been used in NL for over a decade for kiosk-based voting.
- The Dutch European Parliament elections in June 2004 permitted remote voting via the internet and telephone for expatriates.
  - The prior remote voting system was based upon postal ballots.
- KOA was designed, developed, tested, deployed, and managed by LogicaCMG under contract with the Dutch government.

Open Source Release of KOA

- The SoS Group at RUN was involved in a covert and overt security analysis of KOA.
- Recommendations were made in two reports written for the minister & parliament.
- In July 2004, the Dutch Government released the majority of the source code for the KOA system under the GNU General Public License (GPLv2), making it the first government-sponsored, fully implemented, Open Source internet voting system in the world.

Formal Specifications for KOA

- The tally application for the Dutch system consists of 30 classes, grouped into three categories:
  - data structures,
  - user interface, and
  - tasks.

Specifying Data Structures

- The data structure classes represented an excellent opportunity to write JML specifications and perform verification.
- Typical concepts from the domain of voting such as candidate, district and municipality are modeled with detailed JML specifications.
- Simple models like arrays are used as well.

Specifying Tasks

- The different tasks associated with counting votes are mapped to individual Java classes.
  - e.g., initialization, clear votes, import candidates, read public/private keypair, decrypt votes, count votes, write report
- After successful completion of a task, the application state is changed.
- A task can only be started if the application is in an appropriate state.

Life Cycle Model

- The algorithm is specified in JML using an ASM, represented by a set of class and object invariants and constraints.
- The specification states that, on successful completion, the tally application went from “initial state” to “votes counted state”.
- Thus, the theorem encoded by the tally application is the conjunction of invariants in the final “report generated” state:
  - all legal votes in the encrypted ballots have been successfully counted and reported

Irish Vote Counting System

- the Dutch Voting system is a list based voting system
  - voters vote for parties, not individuals
- Ireland uses Proportional Representation with a Single Transferable Vote (PR-STV)
  - *voters rank individuals by preference*
- the Scottish system is very similar to Irish one
  - recently developed in Nijmegen by SoS Group

Irish Vote Counting Specification

- 39 formal assertions were identified in the Count Rules published by the Irish Government.
- Each assertion was expressed in JML and identified and cross-referenced by a Javadoc comment.
- A state machine was specified so as to link the assertions together.

Specification of Vote Transfer Method

```
/**
 * Transfer votes from one candidate to another
 * @param fromCandidate Elected or excluded candidate
 * @param toCandidate Continuing candidate
 * @param numberOfVotes Number of votes to be transfered
 */

/*@ requires fromCandidate.getStatus() != Candidate.CONTINUING;
  @ requires toCandidate.getStatus() == Candidate.CONTINUING;
  @ requires numberOfVotes == getActualTransfers (fromCandidate, toCandidate) +
  @   getRoundedFractionalVote (fromCandidate, toCandidate)
  @ ensures fromCandidate.getTotalVote() ==
  @   \old (fromCandidate.getTotalVote()) - numberOfVotes;
  @ ensures toCandidate.getTotalVote() =
  @   \old (toCandidate.getTotalVote()) + numberOfVotes;
  @*/

protected void transferVotes(/*@ non_null @*/ Candidate fromCandidate,
                             /*@ non_null @*/ Candidate toCandidate,
                             long numberOfVotes);
```

How Many Votes to Transfer?

```
/**
 * Determine actual number of votes to transfer to this candidate, excluding
 * rounding up of fractional transfers
 *
 * @see requirement 21, section 7, item 3.1, page 24
 * @see requirement 22, section 7, item 3.2, page 25
 *
 * @design The votes in a surplus are transfered in proportion to
 *   the number of transfers available throughout the candidates ballot stack.
 *   The calculations are made using integer values because there is no concept
 *   of fractional votes or fractional transfer of votes, in the existing manual
 *   counting system.  If not all transferable votes are accounted for the
 *   highest remainders for each continuing candidate need to be examined
 *
 * @param fromCandidate Candidate from which to count the transfer
 * @param toCandidate Continuing candidate eligible to receive votes
 *
 * @return Number of votes to be transfered, excluding fractional transfer
 */
```

Votes Transfer Method

```
/*@ requires (state == COUNTING);
  @ requires (fromCandidate.getStatus() == Candidate.ELECTED) |
  @   (fromCandidate.getStatus() == Candidate.ELIMINATED)
  @ requires toCandidate.getStatus() == Candidate.CONTINUING;
  @ ensures ((fromCandidate.getStatus() == Candidate.ELECTED) &&
  @   (getSurplus(fromCandidate) < getTotalTransferableVotes(fromCandidate))) ==>
  @   (\result == (getSurplus (fromCandidate) *
  @      getPotentialTransfers (fromCandidate, toCandidate.getCandidateID()) /
  @      getTotalTransferableVotes (fromCandidate)));
  @ ensures ((fromCandidate.getStatus() == Candidate.ELIMINATED) ||
  @   (getTotalTransferableVotes(fromCandidate) <= getSurplus (fromCandidate)))  ==>
  @   (\result == (\num_of int j; 0 <= j && j < totalVotes;
  @     ballotsToCount[j].isAssignedTo(fromCandidate.getCandidateID()) &&
  @     getNextContinuingPreference(ballotsToCount[j]) == toCandidate.getCandidateID()));
  @*/
protected /*@ pure @*/ int getActualTransfers(/*@ non_null @*/ Candidate fromCandidate,
                                              /*@ non_null @*/ Candidate toCandidate);
```

Finding the Next Preference Candidate

```
/**
 * Gets the next preference continuing candidate.
 *
 * @design This is the _nearest_ next preference i.e.
 * filter the list of preferences to contain continuing candidates and then
 * get the next preference to a continuing candidate, if any.
 *
 * @param ballot Ballot paper from which to get the next preference
 *
 * @return Candidate ID of next continuing candidate or NONTRANSFERABLE
 */
/*@ requires state == COUNTING;
  @ ensures (\result == Ballot.NONTRANSFERABLE) <=!=>
  @   (\exists int k; 1 <= k && k <= ballot.remainingPreferences();
  @     (\result == ballot.getNextPreference(k)) &&
  @     (\forall int i; 1 <= i && i < k;
  @       isContinuingCandidateID(ballot.getNextPreference(i)) == false));
  @*/
protected long getNextContinuingPreference(/*@ non_null @*/ Ballot ballot);
```

Voting as a Grand Challenge Pilot Project

- written in Java, fully Open Source (GPL)
- critical application domain
- large but well-decomposed
  - ~550 classes but only ~36,000 NCSS
- small set of interesting core theorems
  - only eligible voters vote, they only vote once, all valid votes are counted, etc.

Voting as a Grand Challenge Pilot Project

- demands modern techniques
  - conservative use of concurrency
  - non-interference
  - confidentiality and declassification
- depends upon a set of useful APIs
  - crypto, EJB, database, simple GUI, etc.
- system and tools to be contributed to the Verified Software Repository

Alternative Systems

- Dutch REIS system
  - implemented in JavaScript
- OpenVotingConsortium EVM system
  - implemented in Python
- eVACS from Australia
  - implemented in C
    - Unfortunately, none of these systems have any (even semi-)formal specifications.

Ongoing and Future Work

- The security properties, including a functional specification, for a MIDP-based remote voting application are in the process of being defined.
  - High-level requirements are defined, but have not yet been refined to low-level specifications.
- We are interested in collaborations to formally specify and verify other voting systems (e.g., Prêt à Voter, American, etc.)
- Hosting research visitors and work with IEEE.

Systems-level Challenges

- *Trustworthy voting is about much more than the software and hardware involved in the voting system and process.*
- The non-computational aspects of voting (people, parties, organizations, ballot design, polling place organization, etc.) are of paramount import to voting systems.
- How can we specify, validate, and verify these non-computational aspects?

Questions and Comments?

- next steps?
  - other potential collaborators?
  - open theoretical challenges?
  - tool limitations?
  - funding opportunities?
  - publications and public relations?

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The Remote Voting Process

- When a citizen registers to use KOA, the voter chooses his or her own personal identification code.
- This registration takes place in-person at a designated official location (e.g., city hall).
- Each election candidate is assigned a set of unique random numbers (hashes).
- A (possibly unique) vote summary paper is sent by mail to each voter.

Vote Summary Paper

Voter Name	B.C. Helblauw
Voter Address	1 Maarssen
Voter Number	608605566

Candidate	Code
W.F. Azuur	216504168
C. de Parelgrijs	994423603
Y.M. Blauw	292545046
G.M.H. Kersen-Rood	383274400
L. Crème	924398322

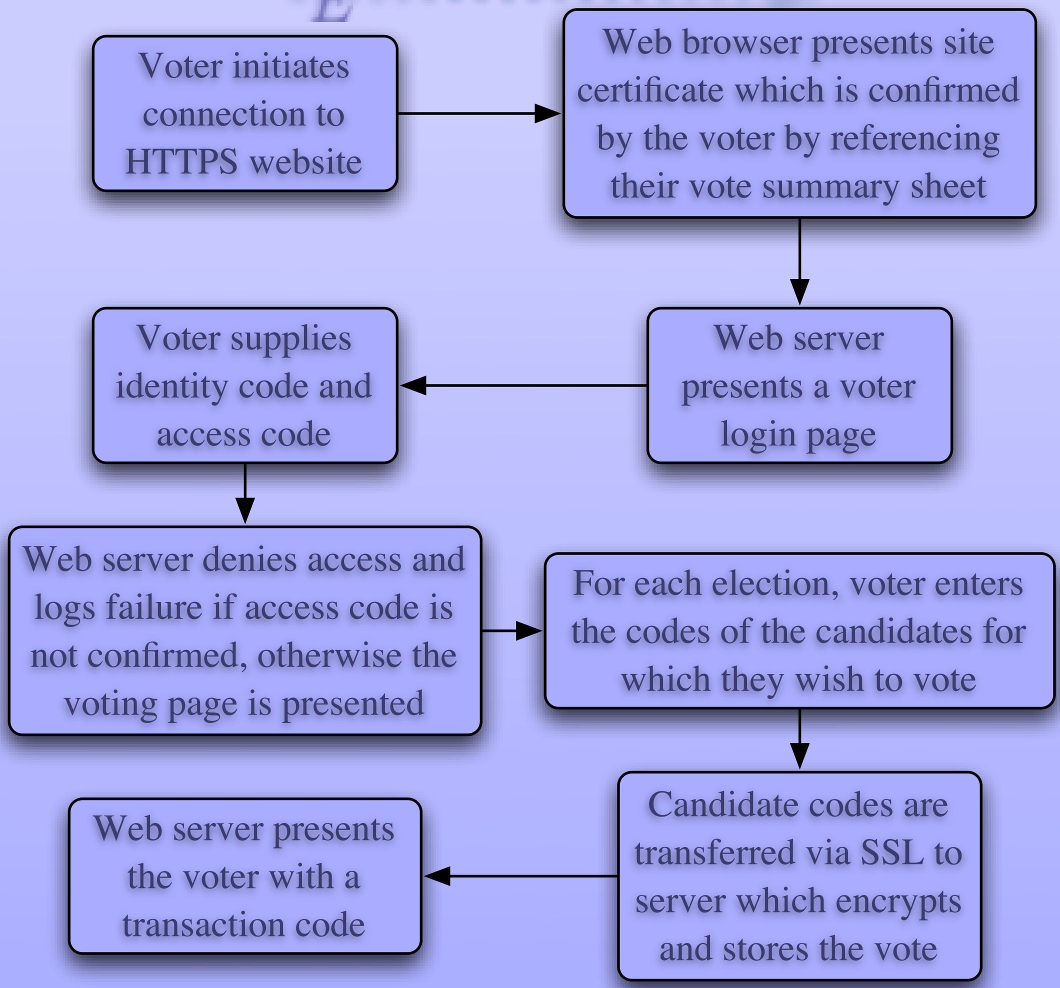
Vote Verifiable Audit Trail (VVAT)

- When a voter is finished, a transaction code is provided.
- This code is published to a write-only website/BBS.
- The voter checks this list to ensure their choices were included in the final tally.

Network Security

- Communication with the voting web site is secured with SSL.
- Each vote is encrypted by a symmetric key per voter and a public key of the voting authority.
- Only the individual responsible for the election can decrypt the votes to tally results.
- All data is hashed and encrypted, so there is little opportunity for vote manipulation.

The KOA Remote Voting Process



Irish Ballot Paper Example

- Example: 6 candidates for 3 seats

Name	Party	Preference
P. Brady	Socialist	3
M. Collins	No Party	1
A. O'Connor	Urban Democrat	
E. Quinn	Rural Democrat	5
O. Willams	Socialist	4
N. Youghal	No Party	2