# **Access Control and Privacy Policies (2)**

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Slides: KEATS (also homework is there)

# This Course is about "Satan's Computer"

#### Ross Anderson and Roger Needham wrote:

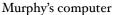
"In effect, our task is to program a computer which gives answers which are subtly and maliciously wrong at the most inconvenient possible moment... we hope that the lessons learned from programming Satan's computer may be helpful in tackling the more common problem of programming Murphy's."

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#### Ross Anderson and Roger Needham wrote:

"In effect, our task is to program a computer which gives answers which are subtly and maliciously wrong at the most inconvenient possible moment... we hope that the lessons learned from programming Satan's computer may be helpful in tackling the more common problem of programming Murphy's."









Satan's computers

#### **Today's Lecture**

online banking solved

e-voting unsolved

What are the security requirements of a voting system?

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Integrity

- The outcome matches with the voters' intend.
- There might be gigantic sums at stake and need to be defended against.

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- Nobody can find out how you voted.
- (Stronger) Even if you try, you cannot prove how you voted.

What are the security requirements of a voting system?

- Integrity
- Ballot Secrecy
- Voter Authentication

 Only authorised voters can vote up to the permitted number of votes.

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- Integrity
- Ballot Secrecy
- Voter Authentication
- Enfranchisement

 Authorised voters should have the opportunity to vote.

What are the security requirements of a voting system?

- Integrity
- Ballot Secrecy
- Voter Authentication
- Enfranchisement
- Availability

 The voting system should accept all authorised votes and produce results in a timely manner.

#### **Problems with Voting**

Integrity vs. Ballot Secrecy

Authentication vs. Enfranchisement

# **Problems with Voting**

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#### Further constraints:

- costs
- accessibility
- convenience
- intelligibility

#### **Traditional Ballot Boxes**



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they need a "protocol"

# **E-Voting**

- The Netherlands between 1997 2006 had electronic voting machines (hacktivists had found: they can be hacked and also emitted radio signals revealing how you voted)
- Germany had used them in pilot studies
  (in 2007 a law suit has reached the highest court
  and it rejected electronic voting on the grounds of
  not being understandable by the general public)
- UK used optical scan voting systems in a few polls

# **E-Voting**

- US used mechanical machines since the 30s, later punch cards, now DREs and optical scan voting machines
- Estonia used in 2007 the Internet for national elections (there were earlier pilot studies in other countries)
- India uses e-voting devices since at least 2003 ("keep-it-simple" machines produced by a government owned company)
- South Africa used software for its tallying in the 1993 elections (when Nelson Mandela was elected) (they found the tallying software was rigged, but they were able to tally manually)

## **A Brief History of Voting**

- Athenians
  - show of hands
  - ballots on pieces of pottery
  - different colours of stones
  - "facebook"-like authorisation

problems with vote buying / no ballot privacy

 French Revolution and the US Constitution got things "started" with paper ballots (you first had to bring your own; later they were pre-printed by parties)

#### **Ballot Boxes**

Security policies involved with paper ballots:

- you need to check that the ballot box is empty at the start of the poll / no false bottom (to prevent ballot stuffing)
- you need to guard the ballot box during the poll until counting
- 1 tallied by a team at the end of the poll (independent observers)



# Which security requirements do paper ballots satisfy better than voice voting?

- Integrity
- Enfranchisement
- Ballot secrecy
- Voter authentication
- Availability

### **Paper Ballots**

What can go wrong with paper ballots?

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What can go wrong with paper ballots?



William M. Tweed, US Politician in 1860's "As long as I count the votes, what are you going to do about it?"

#### **Paper Ballots**

What can go wrong with paper ballots?

#### **Chain Voting Attack**

- you obtain a blank ballot and fill it out as you want
- you give it to a voter outside the polling station
- voter receives a new blank ballot
- voter submits prefilled ballot
- voter gives blank ballot to you, you give money
- goto i

# **Mechanical Voting Machines**

• Lever Voting Machines (ca. 1930 - 1990)



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- Lever Voting Machines (ca. 1930 1990)
- Punch Cards (ca. 1950 2000)





# **Electronic Voting Machines**

DREs





**Optical Scan** 



# **Electronic Voting Machines**

DREs





Optical Scan



all are computers

#### **DREs**

Direct-recording electronic voting machines (votes are recorded for example on memory cards) typically touchscreen machines usually no papertrail



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- acquired a machine from an anonymous source
- they try to keep secret the source code running the machine
- first reversed-engineered the machine (extremely tedious)
- could completely reboot the machine and even install a virus that infects other Diebold machines
- obtained also the source code for other machines

What could go wrong?

What could go wrong? Failure-in-depth.

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A non-obvious problem:

- you can nowadays get old machines, which still store old polls
- the paper ballot box needed to be secured during the voting until counting; e-voting machines need to be secured during the entire life-time

#### **Paper Trail**

#### Conclusion:

Any electronic solution should have a paper trail.



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You still have to solve problems about voter registration, voter authentication, guarding against tampering

#### **E-Voting in India**

Their underlying engineering principle is "keep-it-simple":





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Their underlying engineering principle is "keep-it-simple":





Official claims: "perfect", "tamperproof", "no need for technical improvements", "infallible"

### **Lessons Learned**

- keep a paper trail and design your system to keep this secure
- make the software open source (avoid security-by-obscurity)
   source code for Estonian e-vote included

http://goo.gl/oRMHAI

 have a simple design in order to minimise the attack surface

### **Lessons Learned**

 keep a paper trail and design your system to keep this secure

```
    make the def analyze(ik, vote, votebox):
    security # TODO: implement security checks
    # such as verifying the correct size
    # of the encrypted vote
    have a security checks
```

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# Online Banking vs. E-Voting

- online banking: if fraud occurred you try to identify who did what (somebody's account got zero)
- e-voting: some parts can be done electronically, but not the actual voting (final year project: online voting)

## The adventures of citizen Michael C. Robertson





















But... aren't you supposed to count those ballots? How do you know the guy in the closet counted right?



Well, honestly, we have no idea, but the government says it's all been taken care of, and the man behind the curtain has been extensively tested. I'm sure they know best.





Drawings: Koen Hottentot — Story: Rop Gonggrijp / Barry Wels — Color: Adam Swiecky — Translation: Jaap Weel

## **Unix-Style Access Control**

How to do access control? In Unix you have

- you have users and you have groups/roles:
- some special roles: root

## **Unix-Style Access Control**

Q: "I am using Windows. Why should I care?"
 A: In Windows you have similar AC:

administrators group
(has complete control over the machine)
authenticated users
server operators
power users
network configuration operators

 Modern versions of Windows have more fine-grained AC than Unix; they do not have a setuid bit, but have runas (asks for a password).

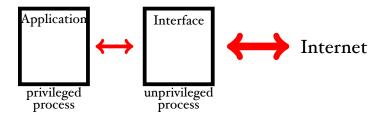
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- Modern versions of Windows have more fine-grained AC than Unix; they do not have a setuid bit, but have runas (asks for a password).
- OS-provided access control can add to your security.

# Network Applications: Privilege Separation



 the idea is make the attack surface smaller and mitigate the consequences of an attack

## **Lessons from Access Control**

### Not just restricted to Unix:

- if you have too many roles (i.e. too finegrained AC), then hierarchy is too complex you invite situations like...let's be root
- you can still abuse the system...

The idea is to trick a privileged person to do something on your behalf:

root:
rm /tmp/\*/\*

The idea is to trick a privileged person to do something on your behalf:

#### root:

```
rm /tmp/*/*
```

```
the shell behind the scenes:
rm /tmp/dir<sub>I</sub>/file<sub>I</sub> /tmp/dir<sub>I</sub>/file<sub>I</sub> ...
```

this takes time

- attacker (creates a fake passwd file)
  mkdir /tmp/a; cat > /tmp/a/passwd
- ot (does the daily cleaning)
  rm /tmp/\*/\*

records that /tmp/a/passwd should be deleted, but does not do it yet

- attacker (meanwhile deletes the fake passwd file, and establishes a link to the real passwd file) rm /tmp/a/passwd; rmdir /tmp/a; ln -s /etc /tmp/a
- 4 root now deletes the real passwd file

- attacker (creates a fake passwd file)
  mkdir /tmp/a; cat > /tmp/a/passwd
- To prevent this kind of attack, you need additional policies (don't do such operations as root).

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