

CS-234

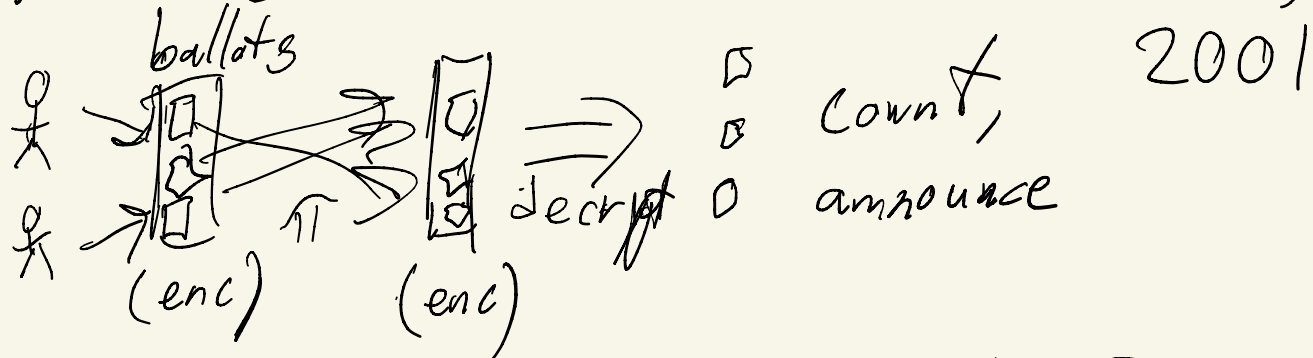
Technologies for societal  
self-organization

Week 14

# E-voting, as part of "E-democracy"

- Research: digital voting algorithms

- Verifiable shuffle / Mix-nets (Neff) - to shuffle ballots



- E-voting systems, esp. E2E-verifiable  
Scanegrity (2005), ...

- Estonia (2005)

- Switzerland (200?) - certain cantons

- "Blockchain voting" - US (Votez) (2019?)

# Motivations

- Faster, more precise counting
- Increase participation / turnout
- Convenience, usability
- Inclusion - disabilities
- Expats - voting from abroad

↖ short-term / pragmatic ↗  
long-term ↘

- increase - continuous - participation  
  ↳ depth of
  - liquid democracy
  - (online) deliberative polls, juries
  - iterative collective choice
- E-voting as stepping-stone

# Challenges / Requirements

- Strong validation / correctness
- Vote privacy (encryption)
- Coercion-resistance (vote-buying)
- High availability (time-critical)
- Authentication / authorization
- Education
- Integrity: correctness
- Trust / perception of legitimacy
  - transparency

- Toolbox (technologies, algorithms, methods)

- Encryption, cryptography (Signing, ZK proofs)
  - Weaknesses: buggy SW (app, OS, supply chain)
  - Weakness: long-term privacy - cryptographic breakthroughs  
quantum computers
  - Challenge: long-term/post-quantum crypto

- Verifiable shuffles: encrypt, shuffle, decrypt, tally
  - advantage: general - works for any ballot type, election method
  - disadvantage: privacy/coercion-resistance: rich-information ballots

- Homomorphic encryption, SMPC: encrypt, collect, tally, decrypt, result
  - advantage: less privacy leakage, coercion risk
  - disadvantages: slower/costly for complex computations

additive homomorphism:  $E_r(M_1) + E_r(M_2) = E_r(M_1 + M_2)$   
(El Gamal)

## Coercion - resistance

- "it's illegal, so people want to do it" (Switzerland)  
(remote vote-buying)
- Estonia: limited coercion-resistance: re-voting
  - disadvantages: last-minute voting
- False credentials (JCT)
  - real & false credentials indistinguishable
  - research, practical challenges