

# Increasing the security of your election by fixing it

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Part One:

# Disaster Strikes



The 2000 US Presidential Election led many to question the accuracy of paper ballot systems

Several companies seized on this opportunity to promote electronic voting systems:

- Election Systems & Software
- Diebold Election Systems
- Hart InterCivic
- Sequoia Voting Systems



# Lofty Promises Made

- “...three independent but redundant memory paths ensure that no votes will ever be lost or altered.” [1]
- “...World-class encryption techniques utilized to store election results.” [2]
- “Proprietary firmware on closed system prevents hacker access.” [3]

# The Message?

- Trust Us!
  - We know what we're doing!
  - Of course we don't have bugs!
  - Don't have security holes either!
    - And, even if we did, (which we don't) nobody could ever actually exploit them

# The End

And so, Democracy was made safe from evil hackers

# Or Not

If it looks like snake oil...

And it smells like snake oil...

And it tastes like snake oil...

It's probably snake oil [4]



# Pop Quiz I

Q: What's the first thing you do after rooting a box?

A: Hide your presence

Q: What's the second thing you do after rooting a box?

A: Patch the hole you came in through  
(so nobody else can use it)

# Pop Quiz 2

Q: How do you tell that someone rooted your box?

A: Good question!

Forensics analysis is hard!

You can't trust information from a compromised machine.

# Pop Quiz 3

Q: How do you tell that someone tampered with the electronic voting machine you just used to vote?

A: You don't

# No Paper Trail

- The major commercial electronic voting machines do not produce a voter verifiable paper trail
  - Though, thanks in part to the work of David Dill [5], some of the vendors are testing prototypes that do
- Without a paper trail, there is *no* way to detect tampering

# Setec Astronomy

- The major commercial electronic voting systems are proprietary platforms, protected as trade secrets
  - Members of the security community at large cannot scrutinize the machines without signing prohibitive Non-Disclosure Agreements
  - We must trust the vendors to detect machine tampering or malfunction
  - In practice, security through obscurity doesn't help
    - Just look at Microsoft's security record

# Too Little Data

- There is little public data on how electronic voting systems behave in a real election setting
  - Not possible to verify the tally in a secret ballot
- Performing a realistic test would be difficult
  - Require thousands of volunteers
  - Expensive
  - Easy to cheat
- Independent third parties can't verify operation of systems without signing an NDA
  - No way to publish results!

# The Big Problem

- Electronic voting systems may be worse than paper systems!
- There are numerous avenues of attack on computer ballot systems that simply have no analogue in a paper ballot system



# The Big Problem

- Electronic voting raises unique security issues
- Failure to understand these issues could leave US State and Federal elections open to unprecedented fraud!





Part Two:

# The Associated Students of the University of California (ASUC) Online Election System (OES)

“If paramilitary rebels were to take over a voting kiosk and force computer scientists to work day and night, they would still not be able to lodge a single false ballot or affect the outcome.”

--Tommaso Sciortino, ASUC Elections Chair [6]

# Online Election System

- OES represents a unique opportunity to analyze the security of an electronic voting system
  - Though not fully open, the source to OES was available on request and without an NDA
  - Over 30,000 students were eligible to vote in the election
    - Approximately 9,000 votes were cast
- We reviewed OES in April 2003; this was its first run.

# OES Architecture

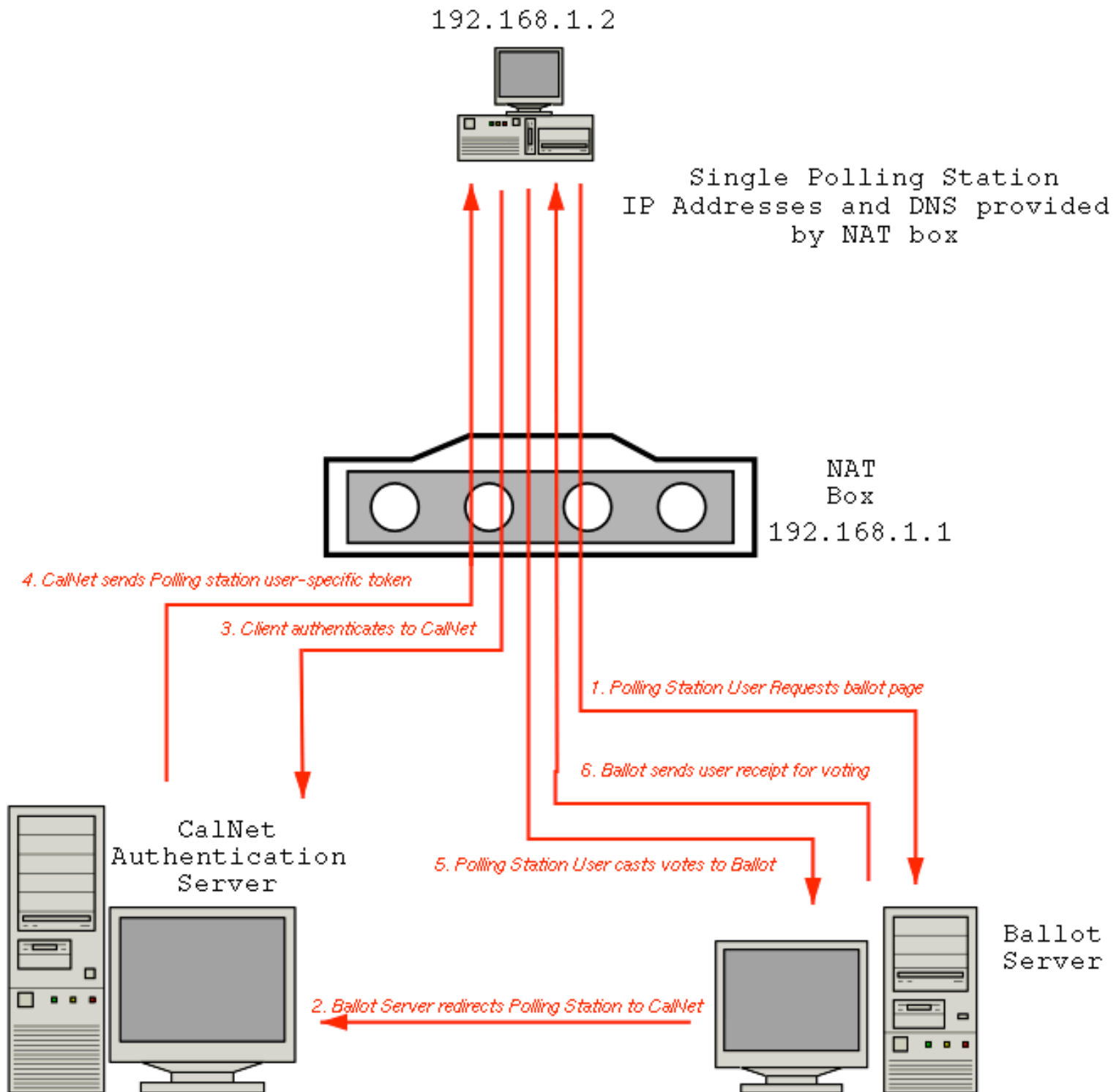
- Ballot Server
- Authentication Layer  
(CalNet, CalNetAWS)
- Polling Stations

# Ballot Server

- The Ballot Server hosts a simple web application students access via a web browser at one of the polling stations
- The voting application works as follows:
  - If necessary, redirect user to CalNet for authentication
  - Perform sanity checks (has user already voted?)
  - Record users vote
- The Ballot Server ran Red Hat 8
- OES was implemented with Macromedia ColdFusionMX on Apache 2.0, using MySQL as a backend database.

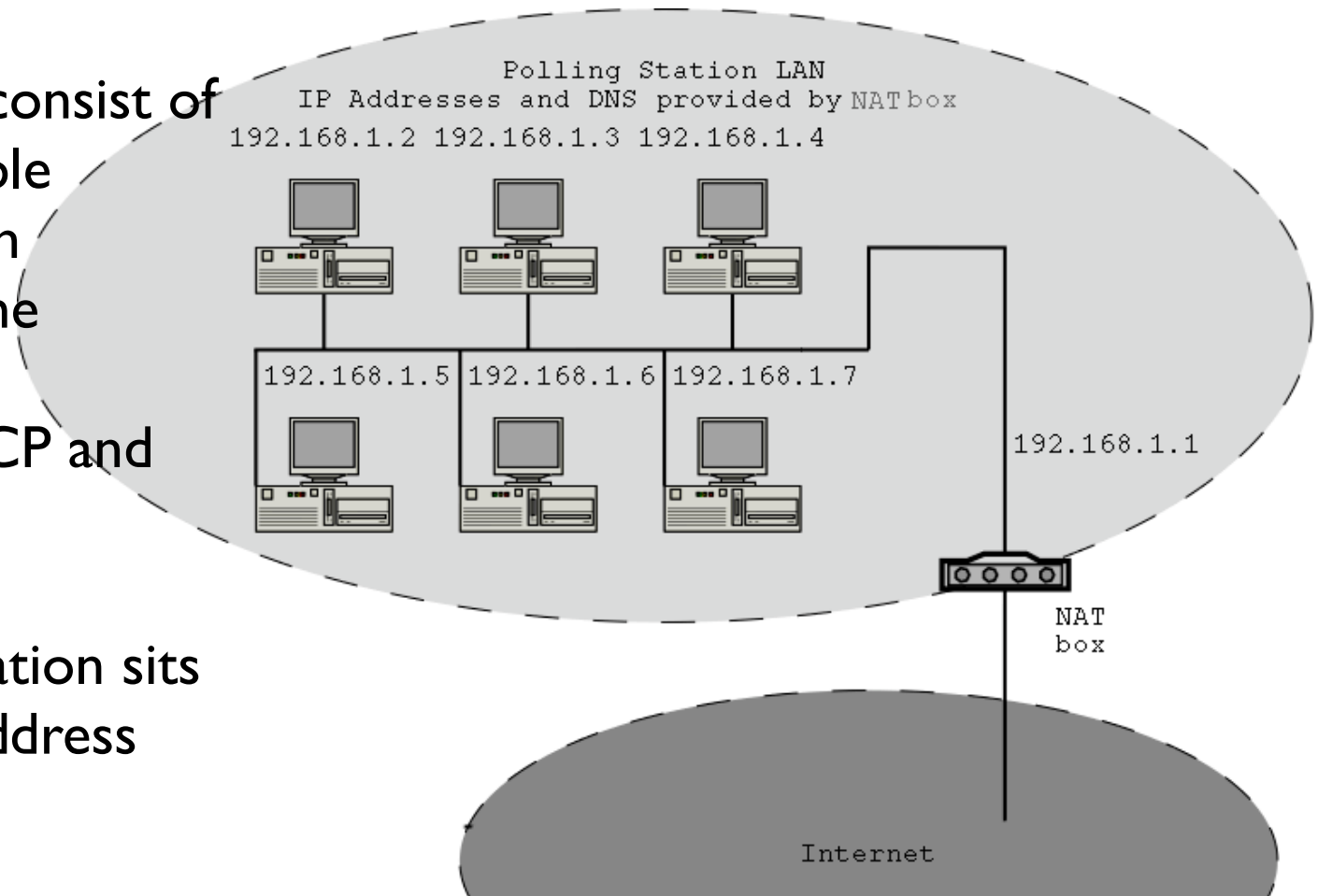
# Authentication Layer (CalNet)

- CalNet [7] is UC Berkeley's central Kerberos authentication system
  - Implemented via Microsoft Active Directory
- Polling station clients authenticate via Kerberos web proxy
- Upon successful authentication, a signed authentication token is passed to the clients web browser



# Polling Stations

- Polling stations consist of three to ten Apple iBooks behind an inexpensive home router/gateway performing DHCP and NAT
- Entire polling station sits behind one IP address



# OES Security Assumptions

- Traffic that polling station clients exchange with CalNet and the Ballot Server is sent via https
  - In principle, this should make it impossible to read or alter traffic
- The security of the election hinges on the security of the CalNet system



# Ballot Server Defense

- Physical security emphasized
  - Election officials seemed to have serious concerns that someone would try to break into the server room and steal the server
- Basic network security aspects ignored
  - The database listened for requests from external hosts
  - Access was not restricted exclusively to web traffic originating from one of the known polling stations

# Ballot Server Attacks

- It is trivial to tamper with a machine with physical access
  - Election officials implemented strong physical security measures
  - Physical security doesn't protect against social engineering
- As initially configured, the open database port was the most obvious point of attack

# Ballot Server Attacks

- Adding a firewall raised the bar considerably
  - Only traffic from the polling stations on ports 80 and 443 was allowed through
  - An attack would require preparing an exploit in advance, storing it on removable media, and running it from a polling station client

# CalNet Defense

- CalNet is not written or managed by the OES developers
- CalNet authentication tokens are timestamped, and have a limited lifetime

# CalNet Attacks

- Compromising any of the CalNet machines would be a bad idea
- Capturing authentication tokens does not require compromising CalNet's servers
  - Regardless of the short lifetime, tokens can be replayed

# Polling Station Defense

- The election staff originally planned to use computers rented from students for the polling stations
- We suggested that election officials create an unprivileged account on the iBooks that only had permissions to run a web browser
- Default passwords on the router/gateway boxes were changed

# Polling Station Attacks

- Had election officials actually used rented student computers, one could give them a trojaned machine
- Even with machines that are reasonably well locked down, it is virtually impossible to protect a machine from tampering if the user has physical access
- Polling stations were monitored, but voters were supposed to have private voting booths.

# Polling Station Attacks

- The key idea here is the need for trusted endpoints
  - Proving the trustworthiness of a machine is incredibly difficult.
  - Conventional hardware is not designed to be tamper resistant
- Tampering with individual clients would be time consuming.
  - 70+ machines spread across 15 polling stations.
- Is it possible to compromise an entire polling station in one fell swoop?



Part Three:

# Man-in-the-Middle Attack on OES

# Summary

- We want to acquire CalNet tokens so that we can replay them to the Ballot Server to cast fraudulent votes
- It is not possible to sniff the tokens because clients access CalNet and Ballot Server over https
- But we can trick the client into giving us a valid token by making it believe that our man-in-the-middle is the Ballot Server

# The Attack

- We will construct a man-in-the-middle box, which we refer to as fakeballot
- Fakeballot is a drop-in replacement for the router/gateways that perform NAT at each polling station
- For this attack, we will need:

# Ingredients



1 x86 PC



2 network interfaces



1 GNU/Linux distro (Debian)



1 DNS server (djbdns)



1 DHCP server (ISC DHCP)



1 web server with ssl support (apache + mod\_ssl)



1 SSL certificate featuring the FQDN of the Ballot Server signed with a bogus CA (Verisign Inc.) [8]

# NAT and DHCP

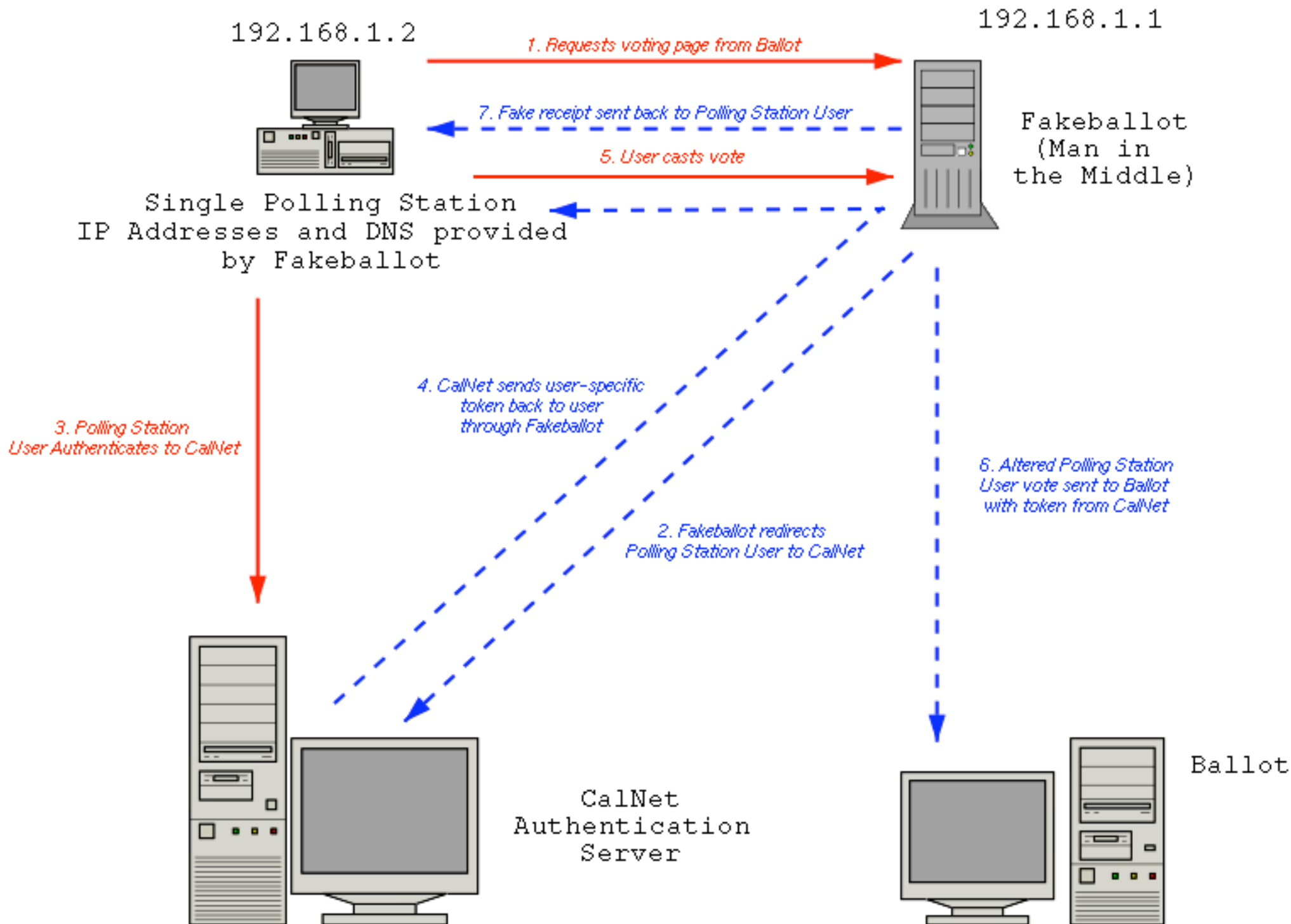
- Configuring linux to perform simple NAT is an iptables one-liner
  - The external IP of fakeballot will be the IP of the polling station we will compromise
  - The internal IP of fakeballot will be 192.168.1.1
- fakeballot runs a DHCP daemon that returns its own IP as the only nameserver

# DNS Spoofing

- DNS behaves normally for all hostnames, except that of the Ballot Server
- DNS returns the internal IP of fakeballot whenever a request is made for the Ballot Server's hostname

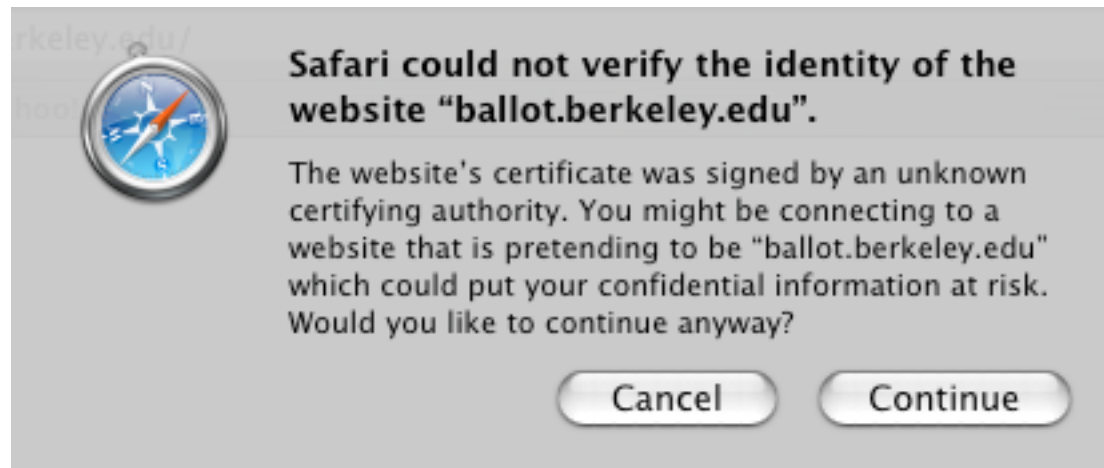
# Configuring Apache

- Apache listens on fakeballot's internal IP
- We wrote a small perl script to proxy traffic to and from Ballot Server
  - We simply make standard https requests from Ballot Server, and pass the returned data directly to the client
  - We have the user's authentication token
    - It is sent via http post in most Ballot Server requests
  - When the voting forms are submitted, we dynamically change the user's votes.





# What about SSL?



- fakeballot's SSL certificate is signed by a bogus certificate authority
- This leads to ugly warning messages

# Why SSL Doesn't Matter

- Count on user behavior
  - Browser warnings not that scary, typical users just 'Click Ok'
  - Only one user needs to accept the certificate
- Attacker can add certificate
  - ASUC poll workers easy to social engineer
- Browser bugs
  - At the time, Safari would accept any cert signed by a valid authority, regardless of the name specified [9]
  - Similar bugs appeared in Netscape and IE

Part Four:

# Lessons Learned

# Critical Vulnerabilities in OES

- OES suffered from multiple critical security vulnerabilities
  - Easy to find and exploit
  - Common 'beginner' blunders
  - More subtle holes yet to be found?

# OES vs. Commercial Systems?

- OES differs from the commercial systems in a number of important ways
- Commercial electronic voting systems don't connect to the internet
  - At least, we sincerely hope not
- OES source is available for review
- Expected lifetime for OES is much shorter
  - Commercial systems could be in use for decades

# Cause for Concern?

- In light of OES' flaws, existence of similar bugs in commercial systems is plausible
- Commercial systems are closed
  - Amplifies damage resulting from a security breach
  - Increases time before holes are discovered
- Vendors appear new to computer security
  - Mistakes likely
- Higher Stakes
  - Commercial systems will be used to elect the President

# What you can do

- Endorse VerifiedVoting.org's Resolution on Electronic Voting [10]
- Write to Congress
  - Emphasize need for voter verified paper ballot
  - Encourage the use of open source voting systems
- Talk to local officials
  - Purchasing decisions for voting hardware are often made at the county level

# References

1. <http://www.essvote.com/pdf/iv101502.pdf>
2. [http://www.diebold.com/solutions/election/accuvote\\_ts.htm](http://www.diebold.com/solutions/election/accuvote_ts.htm)
3. <http://www.sequoiavote.com/productGuide.php>
4. See Bruce Schneier's excellent crypto snake oil rant  
<http://www.counterpane.com/crypto-gram-9902.html#snakeoil>
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6. Daily Californian, 2/11/2003  
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7. <http://calnet.berkeley.edu>
8. The real Verisign is Verisign, Inc.
9. Safari Common Name verification bug  
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