

ThreeBallot Analysis

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Outline

- ThreeBallot Background
- Usability Tests
- In-Class Test

ThreeBallot

- Proposed in 2006 by Ron Rivest
- Design Criteria
 - Match security properties of cryptographic systems
 - Publicly-verifiable
 - Simple
 - Scalable

Sample Multiballot

<p>What is your favorite video game system?</p> <p><input type="radio"/> Playstation III</p> <p><input checked="" type="radio"/> Nintendo Wii</p> <p><input type="radio"/> XBox 360</p> <p><input type="radio"/> PlayStation Portable</p> <p><input type="radio"/> Nintendo DS</p> <p><input checked="" type="radio"/> Other</p>	<p>What is your favorite video game system?</p> <p><input checked="" type="radio"/> Playstation III</p> <p><input type="radio"/> Nintendo Wii</p> <p><input checked="" type="radio"/> XBox 360</p> <p><input type="radio"/> PlayStation Portable</p> <p><input checked="" type="radio"/> Nintendo DS</p> <p><input checked="" type="radio"/> Other</p>	<p>What is your favorite video game system?</p> <p><input type="radio"/> Playstation III</p> <p><input type="radio"/> Nintendo Wii</p> <p><input type="radio"/> XBox 360</p> <p><input checked="" type="radio"/> PlayStation Portable</p> <p><input type="radio"/> Nintendo DS</p> <p><input type="radio"/> Other</p>
<p>Best baseball team?</p> <p><input type="radio"/> Yankees</p> <p><input checked="" type="radio"/> Red Sox</p> <p><input type="radio"/> Pat Buchanan</p>	<p>Best baseball team?</p> <p><input type="radio"/> Yankees</p> <p><input checked="" type="radio"/> Red Sox</p> <p><input checked="" type="radio"/> Pat Buchanan</p>	<p>Best baseball team?</p> <p><input checked="" type="radio"/> Yankees</p> <p><input type="radio"/> Red Sox</p> <p><input type="radio"/> Pat Buchanan</p>
Ballot ID: 212010336	Ballot ID: 240232886	Ballot ID: 623451381
END OF BALLOT	END OF BALLOT	END OF BALLOT

Criticisms of ThreeBallot

- Complexity
 - Non-intuitive rules
 - High time demands on voters and on poll workers
- Privacy
 - Charlie Strauss' ballot reconstruction
- Security

Questions

- How robust is it against attacks on privacy, and on the election results?
- How usable is the system as designed?
- Could computers make it better?
- Would people trust this system?

Usability Tests

- Implemented a computer-based ThreeBallot Machine
- Assigned half of the voters to computer, half to paper (88 ballots cast)
- Surveyed voters about their understanding of the system

Usability Results

- Voters were initially intimidated
- Voters required assistance
- Voters were angry when overvotes required that the ballot be redone
- Some questioned need for such a complex system

Usability Results

- Voters were more comfortable voting by computer
- 16 of 51 paper ballots were initially rejected
 - 12 got it right the second time
 - 1 got frustrated and left
- 1 of 36 computer voters misclicked and had to try again

Post-vote Survey Results

- 50% would use it in a federal election
- 70% believed ThreeBallot is secret and secure
- 58 of 64 correctly identified a valid ballot
- 59 of 64 correctly labeled an overvoted ballot as invalid
- 19 of 49 at EC correctly labeled a legal abstention as valid

In-Class Mock Election

- Held in class on Monday, December 4
- Offered incentives
 - Selling a vote
 - Creating a fraudulent bulletin board
 - Discrediting a fraudulent bulletin board

In-Class Results

- Vote selling
 - 4 out of 18 succeeded
- Scanner malfunction
 - One negative vote for “other”
- Election throwing
 - One adversary was able to change winners of all races.

The Yoyoverse

- Gather all the receipt numbers you can
- Reconstruct triples that have to be connected
 - 6 of 18 were reconstructed
- Match ID numbers to known receipts
- Profit!

Reconstruction Results

- Stata: 25 of 29 reconstructed
 - 19-bit ballots
- EC: 0 of 58 reconstructed
 - 14-bit ballots

Conclusion

- Initial intimidation, but most get it after a few minutes of explanation
 - Special cases still confusing
 - About a third of voters got the first ballot wrong
 - Computers help, but with security tradeoff
- Reconstruction attacks are bad for privacy and for security
- Pre-printed IDs are easy to memorize
 - Complex IDs hurt transparency
 - Long IDs don't help