

# Broadcast channel with Memory and Bulletin Board Service

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# Broadcast channel with memory

# Distributed System

- ▶ Parties  $\Omega = \{p_1, \dots, p_n\}$
- ▶ Channels  $\Gamma = \{c_1, \dots, c_m\}$
- ▶ Messagespace  $\mathcal{M}$
- ▶ Parties in the system provide services

# Channel

- ▶ Noiseless and unlimited capacity
- ▶ Sender domain  $S_c \subseteq \Omega$
- ▶ Receiver domain  $R_c \subseteq \Omega$
- ▶ Messagespace  $\mathcal{M}_c \subseteq \mathcal{M}$
- ▶ Parties outside the receiver domain can see the sending of messages
- ▶ Parties outside the System can not see anything

# Channel cont.

- ▶ Public  $S_c = \Omega$
- ▶ Broadcast  $R_c = \Omega$
- ▶ Authentic  $S_c = \{s\}$
- ▶ Confidential  $R_c = \{r\}$
- ▶ Closed Group  $S_c = R_c$
- ▶ Untappable channel  $\Omega = \{s, r\}$

# Channel with memory

- ▶ We introduce two operations
  - ▶  $s : \text{Send}_c(m)$
  - ▶  $r : \mathbf{M} \leftarrow \text{Receive}_c()$
- ▶ List of messages  $\mathbf{M} = \langle m_1, \dots, m_t \rangle$
- ▶ Order of the list same as the Send operations performed

# Bundled input channel

- ▶ Is a non-empty set of channels  $C = \{c_1, \dots, c_r\} \subseteq \Gamma$
- ▶ Have a common receiver domain  $R_C = R_{c_i}$
- ▶ The sender domain is defined as  $S_C = \cup_{i=1}^r S_{c_i}$
- ▶ Message space is  $\mathcal{M}_C = \cap_{i=1}^r \mathcal{M}_{c_i}$
- ▶ Sender  $s \in S_C$  selects all channels  $c_i \in C$  where  $s \in S_{c_i}$  and  $m \in \mathcal{M}_{c_i}$



# Bundled input channel with memory

- ▶ What most voting protocols require
- ▶ Provides an total order over all bundled channels
- ▶  $(\mathbf{M}, \mathbf{S}) \leftarrow \text{Receive}_C()$
- ▶  $\mathbf{M} = \langle m_1, \dots, m_t \rangle$  and  $\mathbf{S} = \langle S_1, \dots, S_t \rangle$
- ▶  $S_i = \bigcap_{c \in C_{s_i}} S_c$

# Bulletin Board Service

# Why?

- ▶ There exists no BCM in reality
- ▶ Substitution with similar guarantees
- ▶ Service because in general it is provided by multiple parties.

# Goals

- ▶ Authentication
- ▶ Non-discrimination
- ▶ Message ordering
- ▶ Message well-formedness
- ▶ Uniqueness
- ▶  $\delta$  completeness

# Authentication

- ▶ Only  $s \in S_c$  is allowed to send messages
- ▶ Needs to be transferable

# Non-discrimination

- ▶ A channel  $c$  provides every party in  $S_c$  or  $R_c$  equal access to the operations Send and Receive
- ▶ Can only be solved with a trust assumption
  - ▶ The entry point party  $p$  is non-discriminating
  - ▶ At least  $t$  entry point parties of  $n$  are non-discriminating
- ▶ Can be defused by hybrid voting systems for Send

# Message ordering

- ▶ A channel with memory has  $\mathbf{M} = \langle m_1, \dots, m_t \rangle$
- ▶ The BBS needs to provide a total order
- ▶ Hash-chains not mandatory

# Message well-formedness

- ▶ The channel accepts only messages in its message space  $\mathcal{M}_c$
- ▶ The BBS must provide some message validation
- ▶ In a voting protocol it has only to accept messages defined by the protocol



# Uniqueness

- ▶ The channel keeps exactly one **M**
- ▶ The BBS must provide a similar guarantee

# $\delta$ completeness

- ▶ The channel always provides the complete **M**
- ▶ On the channel the transmission is instantaneous
- ▶ For the BBS there is some time  $\delta$  needed

# How to provide U & $\delta$ -C

- ▶ Can only be achieved by trust or comparing
- ▶ Spread the trust to a group in the BBS
- ▶ Clients create a peer2peer network and compare

# peer2peer

- ▶ Requires high availability of the clients
- ▶ Better suited for protocols that run all the time

# Group of identical parties

- ▶ Every party has the same role
- ▶ Every party stores and updates **M**
- ▶ Pros:
  - ▶ Provides threshold for all goals
  - ▶ Well understood
- ▶ Cons:
  - ▶ High synchronization cost, big  $\delta$
  - ▶ Not a specific solution for one goal

# Our Proposal

- ▶ Different roles
- ▶ Provide solution per goal
- ▶ Pros:
  - ▶ More flexible
  - ▶ In general better performance
- ▶ Cons:
  - ▶ More room for errors when building the BBS

# Controllers

- ▶ A group of parties
- ▶ Guarantee uniqueness
- ▶ Check and sign the order created by the BB
- ▶ Attached / Detached

# Providing completeness

- ▶ A group similar to the controllers sign queries with timestamp
- ▶ Know the current **M**
- ▶ Could also be controllers



# Providing completeness

- ▶ Publish at a fixed interval  $i$  a message
- ▶  $\delta$  can be at max  $i$

# Distributors

- ▶ Help providing uniqueness and completeness
- ▶ Spread the latest messages the BBS shown them
- ▶ Similar to the peer2peer

# Summary and Outlook

# Questions?

<http://e-voting.bfh.ch>