

# PeaceFounder

## Unveiling Full Stack Development

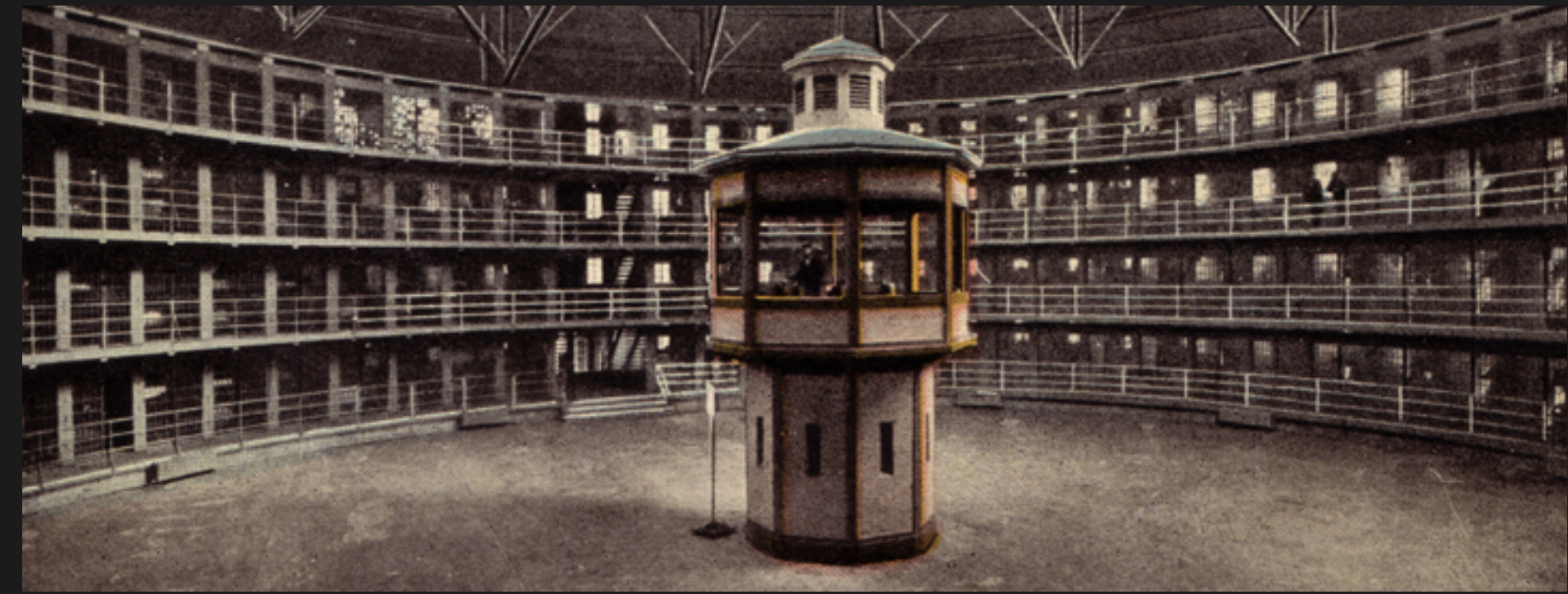
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# EVoting

## Attack vectors

- Surveillance
  - Fear of expressing voters' true choices
  - Coercion/Bribery
- Deception
  - Presenting secretly manipulated election outcomes as the result
  - Adversary convinces the public that the result can't be trusted
  - Malware on the device lies to voters how the vote is cast
- Sabotage
  - Election result unannounced
  - Casting a vote is not possible due to a DDOS attack or due to corrupt authority



# EVoting

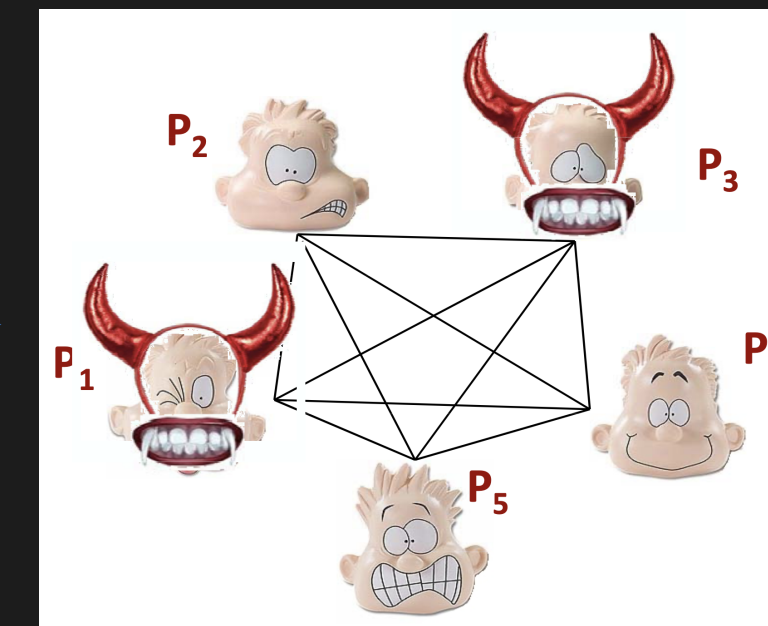
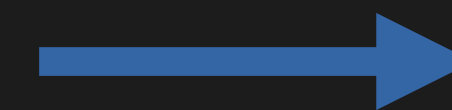
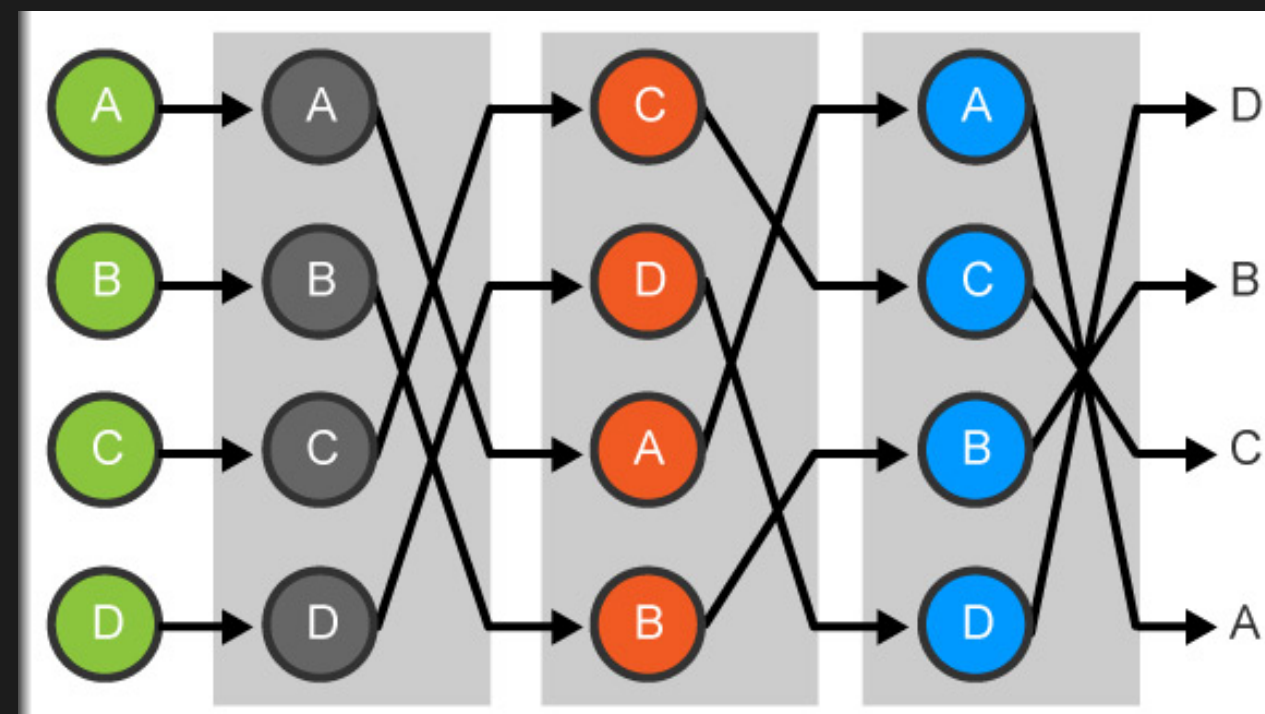
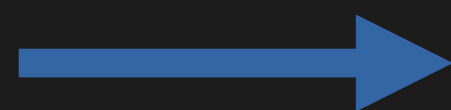
## Desirable properties

- Surveillance
  - Anonymity
  - Receipt freeness
- Deception
  - E2E verifiability (individual and universal verifiability)
  - Eligibility verifiability
- Sabotage
  - Robustness
  - Availability



# Typical E2E-V EVoting

Setup:  $m_A$  and  $m_B$  encodes choice for candidate A or B. Public key  $pk$ .



Counting

Encrypted Votes

$A : m = 4$

$B : m = 9$

$V_1 : (g^{r_1}, m_A * pk^{r_1})$

$V_2 : (g^{r_2}, m_A * pk^{r_2})$

$V_3 : (g^{r_3}, m_B * pk^{r_3})$

Mix Cascade

Input

Output

	Input	Output
	(a, b)	(a', b')
$V_1$	(9, 16)	(4, 9)
$V_2$	(4, 9)	(8, 16)
$V_3$	(13, 12)	(16, 3)

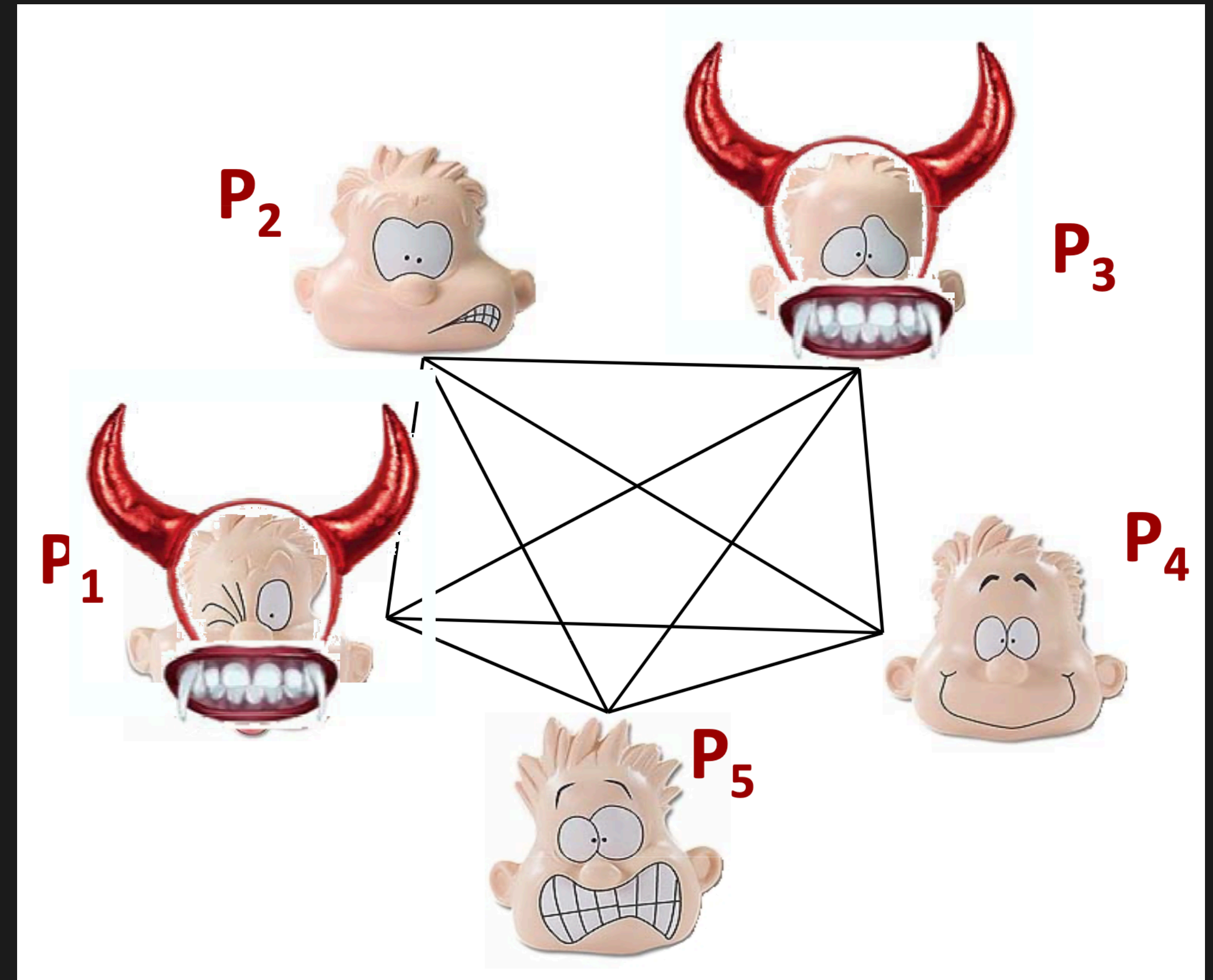
Decrypted Tally:

m
4
9
4

# Deployment Complexity

## Threshold Decryption Ceremony

- To ensuring vote privacy, the key must be distributed between multiple independent parties;
- In a large threshold, a corrupt minority could sabotage the description of the election result;
- A low threshold low risks corrupt minority to reconstruct the key and see how each voter had voted;
- Dishonest parties can be identified, but it may also be incompetence;
- Hence, privacy and robustness are in tension and ensuring their security is costly



**Secure deployment of existing E2E  
verifiable voting systems is unfeasible for  
small and medium sized communities**

# PeaceFounder

## DSA Signatures

Let's consider  $g$  to be a group element of a cryptographic group

$$sig_g \leftarrow \text{sign}(m, g, sk) \quad X \leftarrow g^{sk}$$

If  $h \leftarrow g^s$  there is no way to link signatures issued as

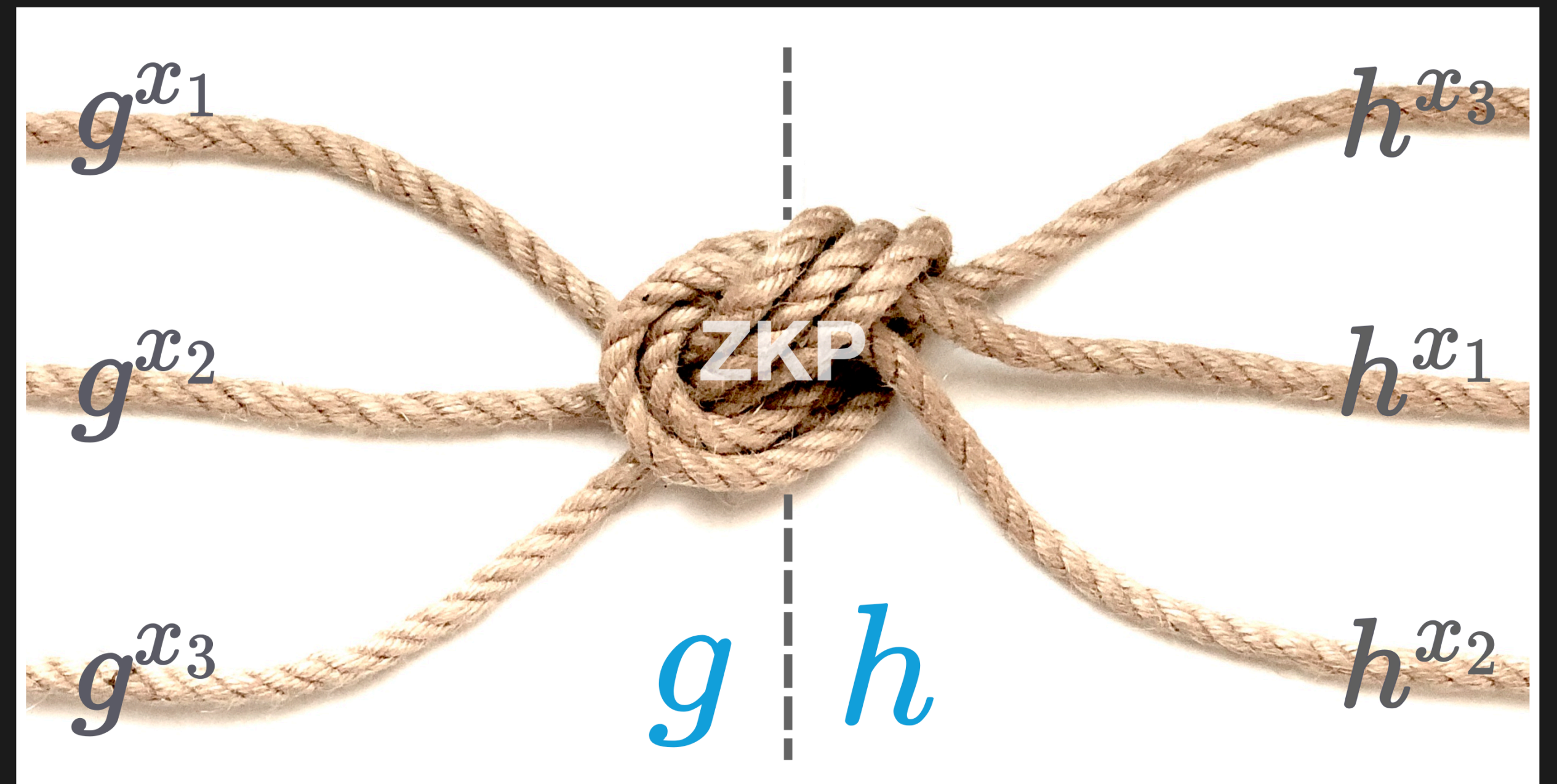
$$sig_h \leftarrow \text{sign}(m', h, sk) \quad Y \leftarrow h^{sk}$$

Unless  $s$  is known to the verifier. Alternatively, zero-knowledge proof of a statement  $\log_g(X) = \log_h(Y)$  or  $\log_g(h) = \log_X(Y)$  is provided.

# PeaceFounder

## Braiding

- Exponentiation mix of Haenni & Spycher's proposed construction
- In it, a braider picks a secret factor that exponentiates all input public keys and shuffles them
- Robust zero knowledge ensures the integrity of the braid



**Votes signed with relative generator  $h$  thus are both anonymous and eligible**



# PeaceFounder

## HistoryTrees.jl

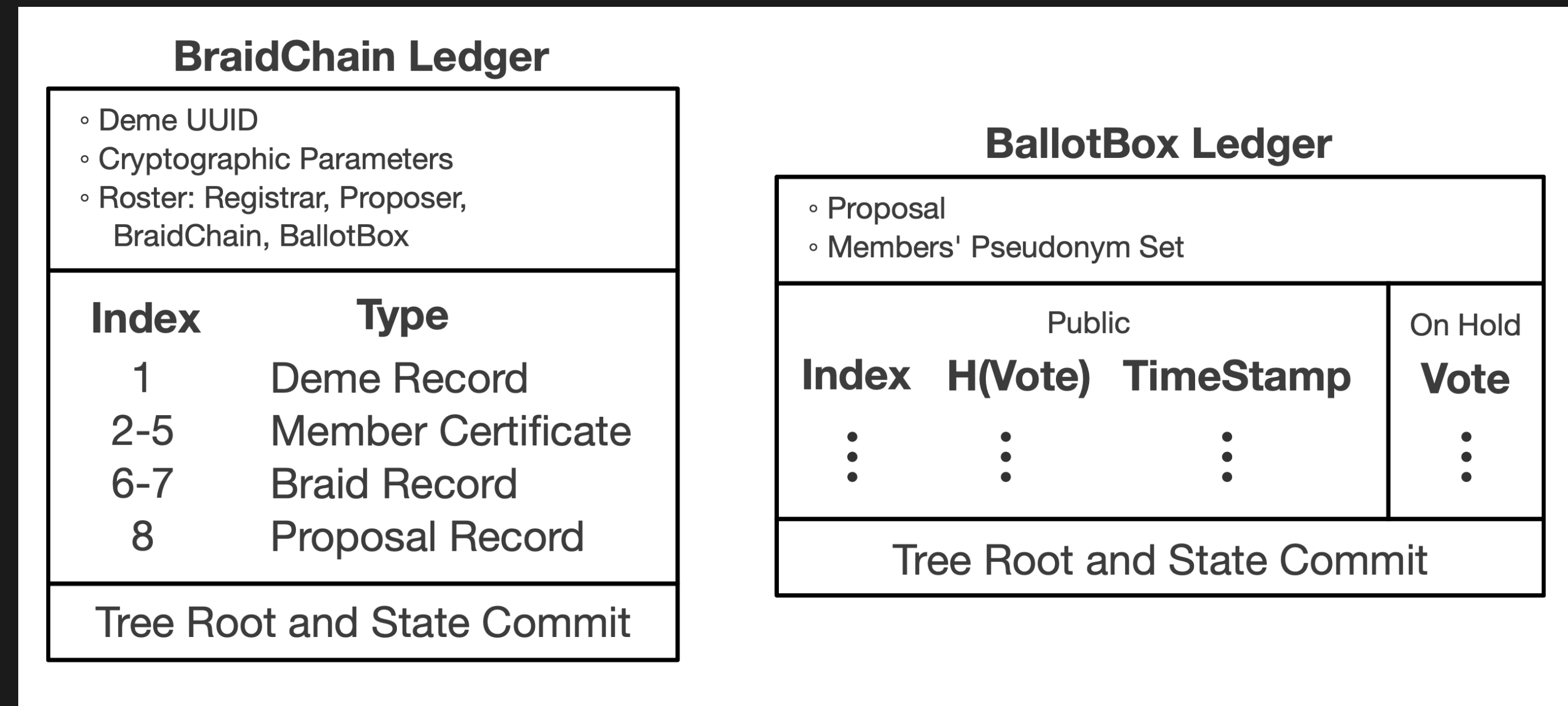
- An extension to Merkle trees with an unbalanced number of entries
- Used for transparency logs to detect malicious certificate authority
- Inclusion proofs are hash chain proofs which link tree roots to the record
- Consistency proofs prove that the current bulletin board commit retains all records from the previous commit

**Random queries by thin-voting clients can ensure bulletin board immutability without replication.**

# PeaceFounder

## Buletin Board Structure

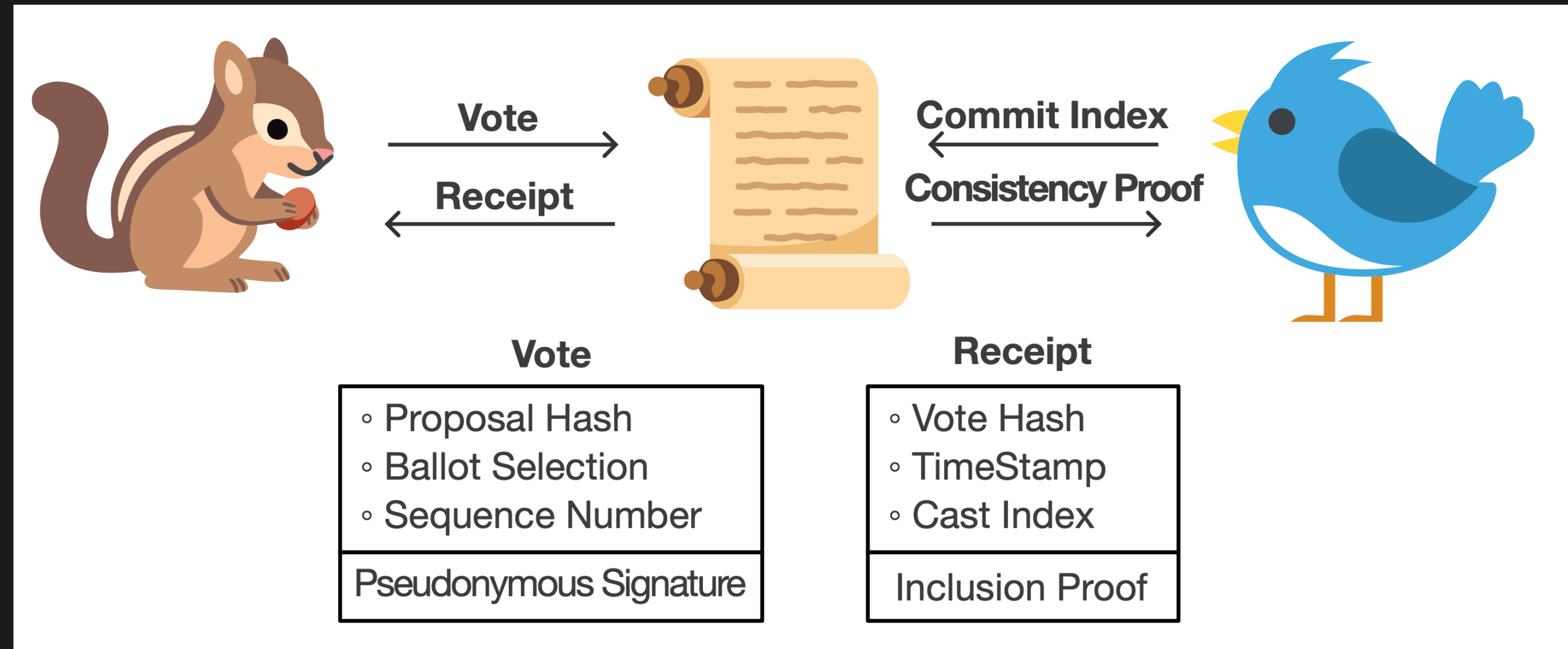
- PeaceFounder is designed around asynchronicity, the unavailability of braiding resources, and hence long-lived instances (demes).
- The bulletin board is split into BraidChain and BallotBox ledgers;
- For a BraidChain record to be included, it needs to be verified and consistent with the current ledger state;
- A proposal record contains an anchor to the BraidChain ledger's state, which sets a relative generator;
- A BallotBox ledger is initialised with a proposal and corresponding members' pseudonym set,



# PeaceFounder

## Voting

- Every vote signed by a valid pseudonym and associated with a valid proposal hash gets recorded in the BallotBox ledger, even if it is superseded or malformed.
- Upon vote recording, a receipt containing an inclusion proof is returned; if the same vote is already recorded, a receipt for it is returned instead.
- A voter keeps a consistency-proof chain and conducts incremental follow-up queries until votes are finalised. This ensures their vote's inclusion as well as votes made by others.
- The BallotBox ledger publicly displays vote hashes for integrity while concealing actual votes for fairness. This can be extended as a coercion/bribery resistance measure as the system is receipt-free during this period.
- A timestamp ensures that malware cannot show a receipt linked to someone else's vote. Meanwhile, a cast index helps locate the specific vote on the ledger.



# PeaceFounder Demo

<http://peacefounder.camdvr.org>

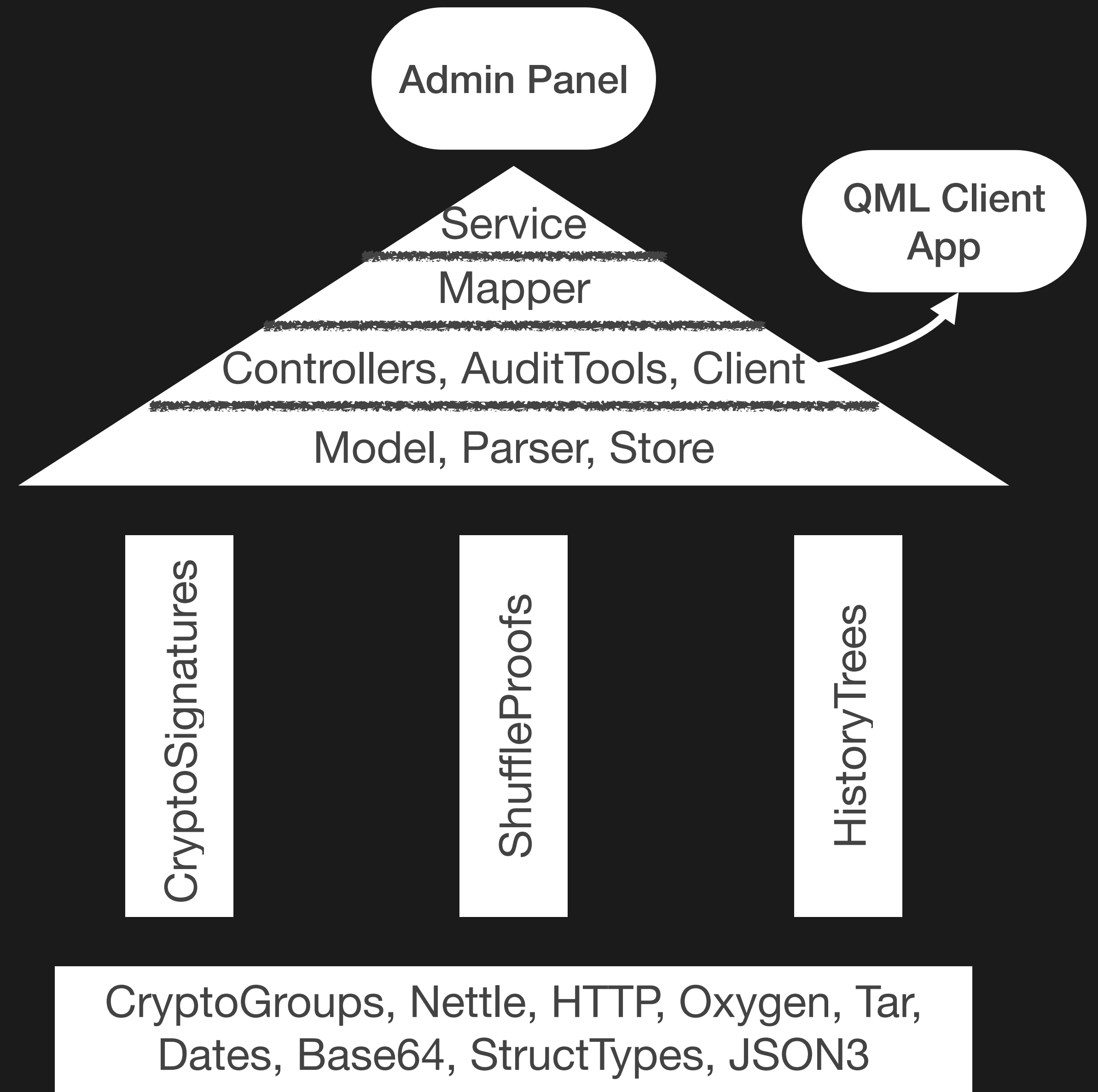
# Stack Overview

## Backend, Admin Panel and Client

- 15k lines of Julia code and 3k lines of QML, some ChatGPT-generated Javascript and CSS tricks
- The backend is built as a modular monolith
- The admin panel is layered on top of the backend and defines a separate service

Module	src	test
PeaceFounder	5574	867
CryptoGroups	1989	596
ShuffleProofs	1236	578
CryptoSignatures	153	122
HistoryTrees	300	234
PeaceFounderAdmin	1286	31
PeaceFounderClient	417	246

Generated via PackageAnalyzer



# Why Julia

## What have made it great for the project

- Memory safety and garbage collector allow to focus on the problem;
- Sensible and rich hierarchical type system with zero cost abstractions;
- Multiple dispatch. `isbinding(x, y[, hasher])` has 37 methods!
- As a developer I can use dependencies with binaries without ever having to compile anything on my machine or know anything about the zoo of build systems;
- `Manifest.toml` reproduces the same environment among all platforms;
- Modules, macros and globals surpass class singletons with ubiquitous `self`;
- Interactive workflow with `Revise`, `Infiltrator` and root projects with local `dev`

# Short Feedback Loops

## Test Driven Development

- The PeaceFounder backend is built in a layered form, separating the Model, Mapper and Service layers and includes a separate Client backend;
- There is an integration test for each layer that allows one to spot errors at the lowest abstraction level and not any level deeper;
- The service layer is tested directly with the Router, which is passed to the client, allowing it to follow the whole stack trace;
- Time is mockable, so tests do not need to wait for events or fail because precompilation has taken too long.
- Revise and Infiltrator help tremendously with the global state.

# Short Feedback Loops

## How I use Revise with HTTP

```
HTTP Middleware

function ReviseHandler(handle)
  req -> begin
    Revise.revise()
    invoke_late_test(handle, req)
  end
end
```

The very next HTTP request reflects the new codebase, making debugging the Admin panel a breeze.



# Short Feedback Loops

## How I use Revise with QML

```
QML Middleware

function ReviseHandler(handle)
    return function(args...)
        Revise.revise()
        invokeLatest(handle, args...)
    end
end
```

```
QML Middleware

function set_qmlfunction(f::Function; name::Symbol = nameof(f), middleware = [])

    handler(args...) = ErrorMiddleware(f; name)(args...)
    qmlfunction(string(name), reduce(|>, [handler, middleware...]))

    return
end

for func in [setDeme, setProposal, castBallot, refreshHome, refreshDeme,
            refreshProposal, resetBallot, addDeme]
    set_qmlfunction(func; middleware)
end
```

See the changes from the backend in the UI immediately without restarts.

# Issues with Julia

## Some nuances I wish were addressed

- Null safety. It is burdensome for the program to compile and run where, at some point, nothing could happen unchecked at runtime;
- Modular numbers Mods. It is natural to put modulus as a type parameter and write function signatures for its equality. But it shouldn't be compiled. Also BigInt;
- Reusing client backend code for mobile would be fantastic;
- Explicit mutability at the call site (Rust, Swift, Kotlin, Mojo);
- Ability to shadow `getindex` at a module level so some crypto code could be reimplemented from specs in verbatim.

**The End**