

# **LAW, PREDICTION AND UNCERTAINTY**

Prof. dr. Mireille Hildebrandt

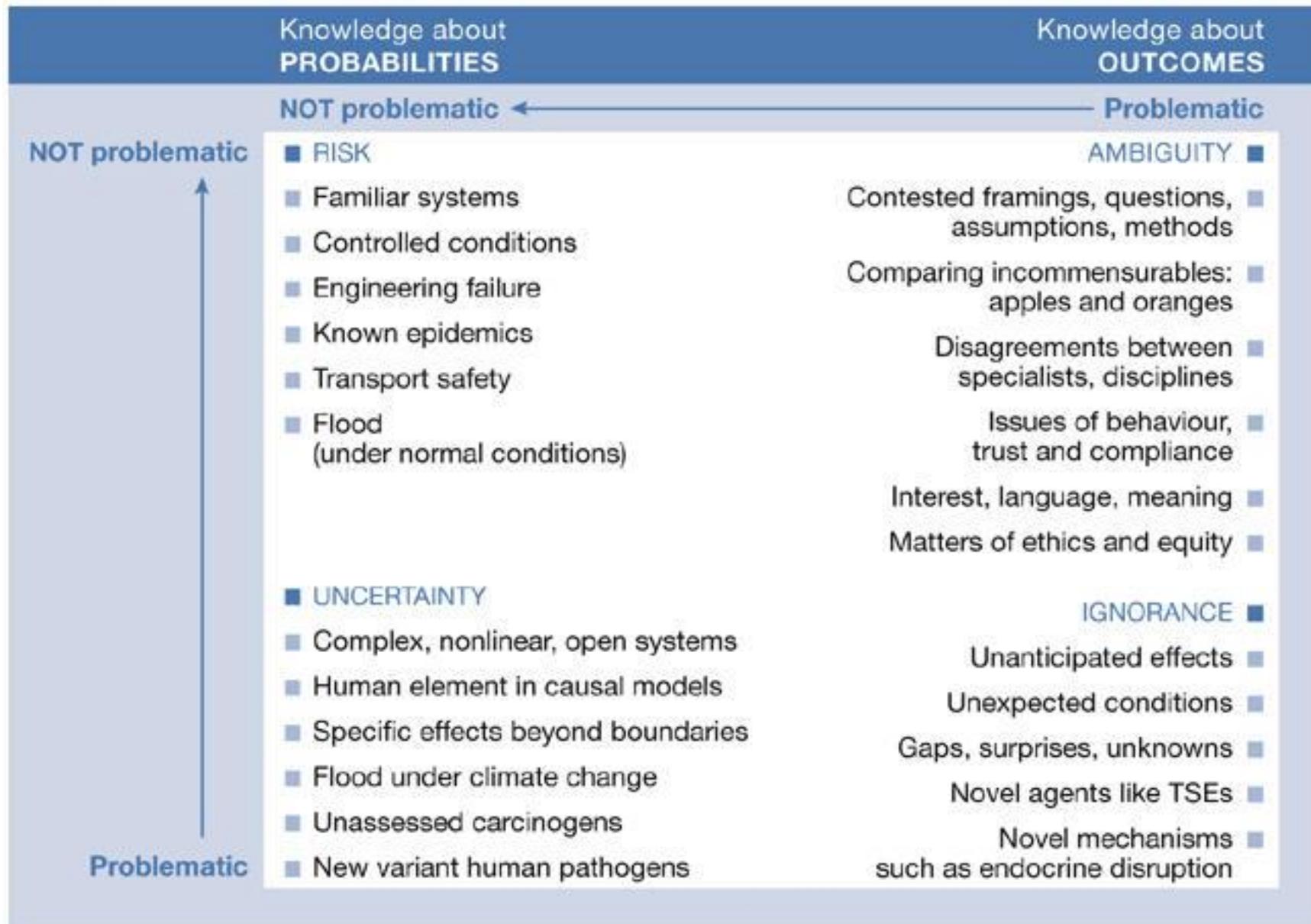
- Nietzsche: „Erklärung“ nennen wir's: aber „Beschreibung“ ist es (in: 112 in *Die Fröhliche Wissenschaft*)
  - *Causality is an attribution, often informed by post hoc information*
  - *Data leakage: prediction turns out to be a description based on post hoc information (Medvedeva 2022, Kapoor & Narayanan 2022)*
- Niels Bohr: Prediction is difficult, especially when it's about the future
  - *Crucial importance of 'out of sample testing'*
- Gabor: The best way to predict the future is to create it
  - *Our present futures impact the future present (Hildebrandt/Esposito)*
  - *This also concerns the performative effect of legal norms*
  - *If machines define a situation as real, it is real in its consequences (Hildebrandt/Merton), thus affecting the attribution of legal effect*

# What's next?

- **Staying smart in a smart world (Gigerenzer)**
  - *Difference between risk and uncertainty*
  - *Stable environments and the distribution of training and test data*
- **Legal certainty, multi-interpretability and contestability**
  - *Ruling the future from the past*
  - *The uncertainty of the past*
- **Open texture, adaptiveness and uncertainty**
  - *Why prediction of law won't work as claimed*

# What's next?

- **Staying smart in a smart world (Gigerenzer)**
  - *Difference between risk and uncertainty*



## Knowledge about Probability

- Risk (or known probability):
  - *If one can assume that the distribution of training data is the same or similar as the distribution of future data*
- Uncertainty (future probability distribution is unknown):
  - *Modelling human behaviour (e.g. judging) is perhaps fun but unreliable by definition (as humans anticipate the consequences of their actions, cf. the Goodhart effect)*

## Knowledge about Outcome

- Ambiguity:
  - *Legal norms are defined by concepts with an open texture, core legal concepts are essentially contested concepts and that's not a problem to be solved (a bug) but the core of law and the rule of law (a feature): multi-interpretability and contestability, together with institutional closure are key to the law*
- Ignorance:
  - *Oftentimes we cannot establish the facts, in that case the law is very pragmatic and turns to the burden of proof (who, how) to ensure both reliability and fairness*

# What's next?

- **Staying smart in a smart world (Gigerenzer)**
  - *Stable environments and the distribution of training and test data*

# What's next?

- Stable environments and the distribution of training and test data
  - *Closed systems, e.g. games*
  - *In a constitutional democracy a gap between the distribution of training and test data is desirable: 'rechtsontwikkeling'*
  - *So, high accuracy could stifle the development of the law*
    - This would relate to the issue of 'isomorphism' in the context of legal informatics
  - *Simultaneously, development of the law should not be based on incorrect statistical inferences but on interpretation, argumentation and deliberate decision-making*
    - This is where legal informatics may have an advantage, though it still freezes the future by scaling the past (due to reliance on knowledge representation and logic programming)

# What's next?

- Legal certainty, multi-interpretability and contestability
  - *Ruling the future from the past*

# What's next?

- Ruling the future from the past
  - *Enabling the future is key to the law*
  - *Allowing individuals to foresee the consequences of their actions (legal certainty)*
    - Precisely because legal norms bind all those who share jurisdiction
  - *This assumes/requires interpreting*
    - The norm in light of relevant action
    - The action in light of applicable norms
  - *Interpretation is neither a matter of logic nor of causality or arbitrary will (due to the multi-interpretability of the norm and the action)*
  - *It requires a jump (Scholten, Kant) from rule to facts and back (implying contestability):*
    - This is about creating and sustaining meaning, not about 'information in the CS sense'
    - Ambiguity is key here, both intended and unintended

# What's next?

- Legal certainty, multi-interpretability and contestability
  - *The uncertainty of the past*

# What's next?

- The uncertainty of the past
  - *The meaning of the past is determined at present, with an eye to the future*
  - *We have no unmediated access to the past, this applies to both norms and facts*
- Current versions of the past are proxies, they are not the past
  - *Using ML (NLP) implies a corpus of legal texts deemed the ground truth*
  - *Ground truth, however, is a proxy (consisting of historical data)*
  - *Ground truthing is one of the **key design decisions** in predictive analytics*
  - *In the case of legal text corpora the missing data are:*
    - Real life experience that informed the text and is informed by it
    - Development of the relevant legal norm in real life
    - Wittgenstein: the formulation of a rule is not the rule, to follow a rule is not the rule
    - Hart/Dworkin: open texture of legal concepts (H), decisive role of discretion (D)
- The uncertainty of the past is not equivalent with post-truth nonsense (not anything goes)
  - *The uncertainty relates to ambiguity, open texture, multi-interpretability and contestability*
  - *To get on with life uncertainty must be faced, addressed and decided upon (closure)*
  - *Rule of law offers institutional checks and balances to combine contestability with closure*

# What's next?

- Open texture, adaptiveness and uncertainty
  - *Why prediction of law won't work as claimed*

# What's next?

- Why prediction of law won't work as claimed
  - *Back to Gigerenzer and Stirling*
    - this is about uncertainty and ambiguity, not about known probability
    - Concept drift and data drift (only traceable based on past drift)
  - *Cantwell Smith on 'reckoning and judgment'*
    - Data is not what it represents, registers, is a trace of
    - Modelling of 'reality' is not reality
    - Verification of the model does not close the gap between model and reality
  - *Using predictive analytics/causal predictors to reduce backlog of the courts:*
    - Will be gamed, yes
    - Will prioritize whatever it has modelled as the more obviously a violations