IDEal: A Legal Development Environment

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Part I

Business

Part II

Technical

A legal matter processed in IDEAL traverses four states:

- Generation (\mathcal{G}) .
- Representation (\mathcal{R}) .
- Transformation (\mathcal{T}) .
- Presentation (\mathcal{P}) .

We can understand IDEAL as a system of *plug-ins* which either generate, or commonly access and transform a unified representation of a legal matter into derivative states. Consequently, the system is a series of machines mapping [$\alpha_i \in \mathcal{G}$] $\to \mathcal{R}$, or $\mathcal{R} \to [\alpha_i \in \mathcal{T} \cup \mathcal{P}]$. We denote $\langle \alpha_i \rangle$ as a *generator* state which can generate \mathcal{R} , and α_i as a *producible* state which be produced by some action on \mathcal{R} .

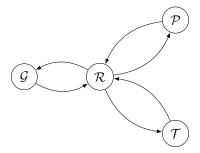


Figure 1: Visualising the interactions between the states.

In this section, we define \mathcal{R} , and provide an example of $(\mathcal{G} \to \mathcal{R})$ and $(\mathcal{R} \to \mathcal{P})$.

1 Defining the Representation

Our goal is to define a mathematical structure for \mathcal{R} which encodes legal information and maximises the number of producible states. Given that the representation is driven by the encoded legal information, we begin by discussing our generalisation of information relevant to a legal case.

1.1 Generalising the Information in a Legal Case

Generally, a lawyer functions as a mechanism for identifying the *existence* or *non-existence* of a legal relationship between *objects*, as well as the extrapolation of any implications for a client.

Facts, Nodes and the NodeState. We describe a legal object as a Node, and define the admissible factual actions, attributes or character of the Node as the NodeState. The NodeState_n is an unordered set of n Fact objects which are generated and edited by an oracle, \mathcal{F} , in combination with a SourceOfLaw:

$$\mathcal{F}: (\texttt{SourceOfLaw}, \ \{ \ \texttt{Fact}_0, ..., \ \texttt{Fact}_n \ \}) \to \texttt{NodeState}_n \tag{1.1}$$

$$\mathcal{F}: (\mathtt{Fact}, \mathtt{NodeState}_n) \to \mathtt{NodeState}_{n'}$$
 (1.2)

$$\mathcal{F}: \mathtt{NodeState}_n \to \mathtt{NodeState}_{n''}$$
 (1.3)

Sources of Law. A SourceOfLaw defines the conditions, attributes or characteristics which are required for the oracle to generate the Role (1.1.1) associated with a NodeState. Concretely, these are objects such as legislation or common law which have the inherent capacity to generate legal rights or obligations.

1.1.1 The Role Object

A Role defines the *legal personality* of a Node by capturing the attributes, actions, or characterstics attributable under law. A Node can be subject to multiple Role objects of arbitrary complexity, provided they are distinct under (1.6). The Role associated with a Node is generated by a pair (NodeState, SourceOfLaw) under the oracle function, \mathcal{F} , and is transformable under the Consequence of a Link (1.1.2):

$$\mathcal{F}: [(NodeState, SourceOfLaw) \rightarrow Role]$$
 (1.4)

Consequence: [Role
$$\rightarrow$$
 Role'] (1.5)

Equivalence of Roles. We define an equivalence relation on a pair $(Role_i, Role_j)$ by comparing their generating states, such that they are only pairwise distinct where the generative facts or law diverge:

$$[Role_i = Role_i] \iff [(NodeState_i \iff NodeState_i) \land (SourceOfLaw_i \iff SourceOfLaw_i)] (1.6)$$

Role Extension. The NodeState of a Node can generate multiple Role objects iff the (NodeState, SourceOfLaw) pair are distinct under (1.6). A Role is reducible where a subset of the generative pair (NodeState, SourceOfLaw) can produce another distinct Role:

$$[N := \{ \mathsf{Fact}_0, .., \mathsf{Fact}_n \}] \land [M := \{ \mathsf{Fact}_0, .., \mathsf{Fact}_m \}] : [M \subset N]$$

$$(1.7)$$

[
$$NodeState_i = \mathcal{F}(N)$$
]: [$Role_i = \mathcal{F}(NodeState_i, SourceOfLaw_i)$] (1.8)

[NodeState_i =
$$\mathcal{F}(M)$$
]: [Role_i = $\mathcal{F}(NodeState_i, SourceOfLaw_i)$] (1.9)

$$\implies [N \text{ is } reducible]$$
 (1.10)

A Role which is reducible is an *extension* of another Role, and the Role objects which are extended are called the *components of the extension*. The extended Role will automatically import any components

of the extension objects into its own definition. We denote an extension using subset notation, such that the following indicates $Role_i$ is an extension of $Role_j$:

$$Role_i \subset Role_i$$
 (1.11)

Given that an extension implies any components, a Node with multiple Role objects may replace any Role with an extension:

$$(Role_i \subset Role_i) \implies (Role_i \implies Role_i) \tag{1.12}$$

We distinguish a Role extension from a Role *composition*, by defining a composition as a set of distinct Role objects without an extension.

1.1.2 Links and Consequences

A Link is a directed, pairwise relationship between a source, $Role_i$, and a destination, $Role_j$, which has been generated by a SourceOfLaw. Given a pair $(Role_i, Role_j)$ and an associated $Link_{i\rightarrow j}$ drawn by the oracle, $Role_j$ is mapped into $Role_{j'}$ under some Consequence:

$$\mathcal{F}: (\mathtt{SourceOfLaw}, \mathtt{Role}_i, \mathtt{Role}_i) \to \mathtt{Link}_{i \to i}$$
 (1.13)

Hooking a Link. The Hook and Anchor objects are a specialisation of the Role object which represent the symbiotic requirements of a Link, and are generated under a (SourceOfLaw, Role) pairing. The oracle defines a Link by consuming a Hook, a SourceOfLaw and an Anchor:

Consequence. Given a Link to a relationship, the oracle, \mathcal{F} , implies a Consequence from a SourceOfLaw:

$$\operatorname{Link}_{i \to j} \implies [\mathcal{F} : \operatorname{SourceOfLaw} \to \operatorname{Consequence}]$$
 (1.15)

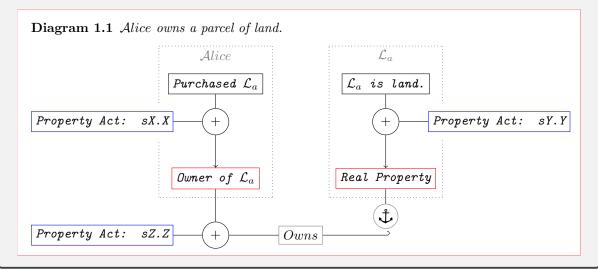
A Node may be modified under the Consequence of a Link, changing either the NodeState or associated Role:

$$\{ \mathcal{F}(\texttt{Consequence, Node}) = \texttt{Node'} \} \implies \{ [\texttt{NodeState} \rightarrow \texttt{NodeState'}] \lor [\texttt{Role}_i \rightarrow \texttt{Role}_i'] \}$$
 (1.16)

The oracle subsequently walks the consequence forward to generate or decouple any Hook or Anchor objects which have been invalidated by the Consequence.

Example.

Consider a boundary dispute between $\mathcal{A}lice$ and $\mathcal{B}ob$ on two adjacent plots of land: \mathcal{L}_a and \mathcal{L}_b . In this case, $\mathcal{A}lice$ is the owner of \mathcal{L}_a , and $\mathcal{B}ob$ is the owner of \mathcal{L}_a . We are attempting to define whether it is permissible for $\mathcal{A}lice$ to build a structure by defining a boundary line delineating the properties, called Bound. The graphs below snapshot a portion of the legal relationship.



Compliance and Deviation. A lawyer constructs a Link(Consequence) by analysing the Role of an object relative to a set of legal conditions. We define both compliance and deviation as:

$$[\exists \, Link(Existence, \, Consequence) \,] \land \begin{cases} [\, Role \implies Link(..) \,], & Compliance \\ [\, Role \implies Link(..) \,], & Deviation \end{cases}$$

$$(1.17)$$

Example. Continuing the previous example, we define compliance as Bob enforcing the terms of C against Alice, because Alice fulfils the relevant Role. Bob could not, however, enforce C against a third party, unless they also fulfilled a role which generated a Link to C.