A Programming Language for Estates and Future Interests

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In this talk

- Motivation
- Inspiration
- Formalization
- Implementation
- Demonstration
- Reflection

Collaborators

- Shrutarshi Basu (Cornell —> Harvard —> Middlebury)
- Nate Foster (Cornell)
- Anshuman Mohan (Cornell)
- Shan Parikh (Cornell)
- Ryan Richardson (Cornell)

Publications

- Property Conveyances as a Programming Language, in Proc. 2019 ACM SIGPLAN Int'l Symp. on New Ideas, New Paradigms, & Reflections on Programming and Software (Onward!) 128 (2019)
- A Programming Language for Estates and Future Interests, Yale Journal of Law and Technology (forthcoming)

Motivation

What interests does the following conveyance create?

"To Sulu for life, then to Uhura and her heirs, but if she marries, then to McCoy and his heirs."

(Peter T. Wendel, *A Possessory Estates and Future Interests Primer* 116 (3d ed. 2007)

Answer

- Sulu has a life estate
- Uhura has a vested remainder in fee simple subject to divestment
- McCoy has a shifting executory interest in fee simple

Estates in Land and Future Interests

- Division of land among multiple owners over time
- Doctrines developed over the past millennium
- Highly formalistic, and extremely rigid

Future interests in legal education

- Future interests were the traditional core of the first-year law-school course in Property
 - Students might spend several months on them
 - Today, a week or two is more common
- Notoriously dry, notoriously incomprehensible
 - There are study aids just for this part of the course!
 - Frequent target of student complaints

Quotes

- "The law is supposed to be a learned profession. Would not that supposition have to be revised if lawyers could no longer talk intelligently about fee tails after possibility of issue extinct, or distinguish a destructible contingent remainder from an executory interest in the nature of a shifting use?" — A. James Casner
- The formulas that govern future interests are similar to those of chemistry. They seem to be more of the law of nature than law of men except for one crucial difference: The rules of future interests occasionally make no sense." – Daniel B. Bogart

Inspiration

Conveyances are a programming language

- Future interests feel different from other parts of law because ambiguity and discretion have been wrung out
- Centuries of judicial rigidity turned future interests into a highly formalized system mostly following consistent rules
 - "to X for life" -> X's interest terminates at X's death
 - "Y, but if C to X" \rightarrow X's interest cuts off Y if C occurs
- These rules have the modular recursive generative structure of a programming language

Our project

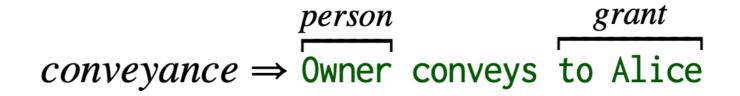
- Formalize the language of conveyances (Orlando)
 - Syntax
 - Semantics
- Create an interpreter for that language (Littleton)
 - OCaml back-end
 - Command-line and Bootstrap+JS front-ends

Formalization

Moving parts

- 1. Concrete syntax of *conveyances* Represents the actual language used by a lawyer
- 2. Abstract data type of *title trees* Represents the legal interests in a piece of property
- 3. Syntax-directed *translation function* from (1) to (2) Captures the speech-act effects of legal language
- 4. **Semantics** to update (2) in response to events Implements the doctrines of property law

(1) Conveyance syntax is a context-free grammar



 $grant \Rightarrow \text{to Alice for life then to Bob}$

 $grant \Rightarrow to Alice for life$

Conveyance syntax grammar

$conveyance \Rightarrow owner conveys grant$	quantum $\Rightarrow \epsilon$
	<i>quantum</i> \Rightarrow and <i>pronoun</i> heirs
grant \Rightarrow to person quantum	<i>quantum</i> \Rightarrow and the heirs of <i>pronoun</i> body
grant \Rightarrow grant limitation	$quantum \Rightarrow$ for life
grant \Rightarrow if condition grant	quantum \Rightarrow for the life of person
$grant \Rightarrow if condition grant otherwise grant$	<i>quantum</i> \Rightarrow for <i>n</i> years
grant \Rightarrow grant but if condition grant	
$grant \Rightarrow grant$ but if <i>condition</i> reenter	<i>limitation</i> \Rightarrow while <i>condition</i>
grant \Rightarrow grant then grant	<i>limitation</i> \Rightarrow until <i>condition</i>
$grant \Rightarrow (grant)$	
	$person \Rightarrow 0 A B C \dots Alice Bob \dots$

pronoun \Rightarrow her|his|hir|their|zir|...

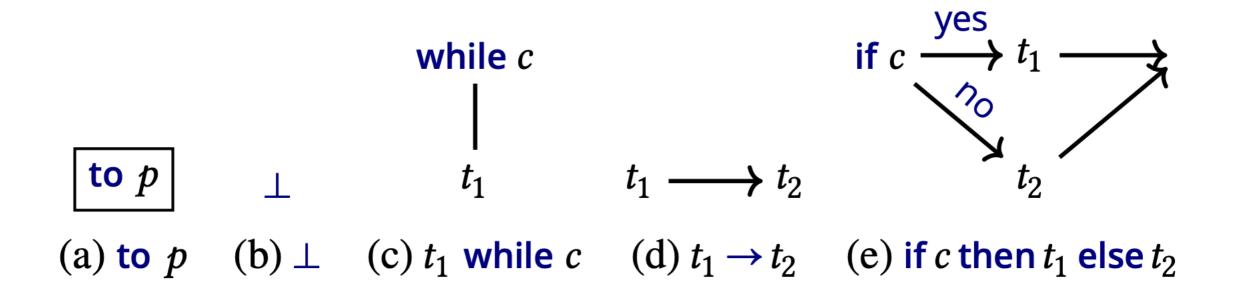
Parsing

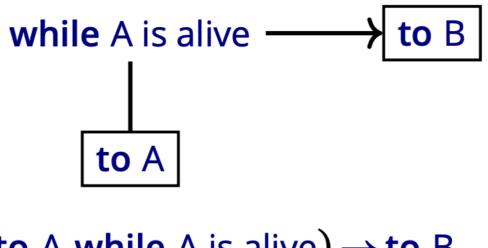
conveyance

- \Rightarrow person conveys grant
- \Rightarrow Owner conveys grant
- \Rightarrow Owner conveys *grant* then *grant*
- \Rightarrow Owner conveys to *person quantum* then *grant*
- \Rightarrow Owner conveys to Alice *quantum* then *grant*
- \Rightarrow Owner conveys to Alice for life then grant
- \Rightarrow Owner conveys to Alice for life then to *person quantum*
- \Rightarrow Owner conveys to Alice for life then to Bob *quantum*
- \Rightarrow Owner conveys to Alice for life then to Bob and his heirs

(2) Title trees

Graphical representation of title trees





(to A while A is alive) \rightarrow to B

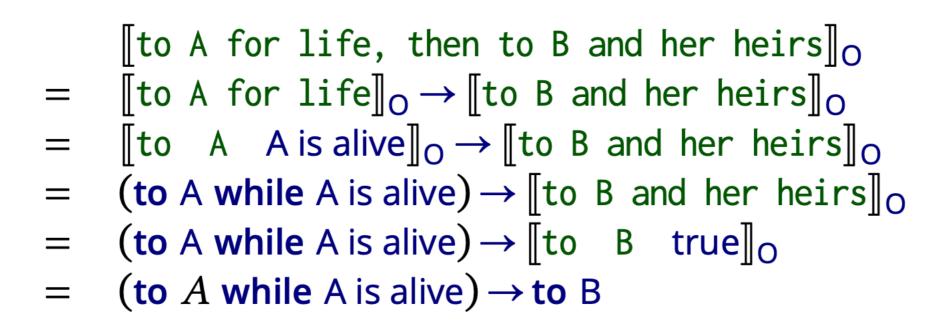
(3) Translation function

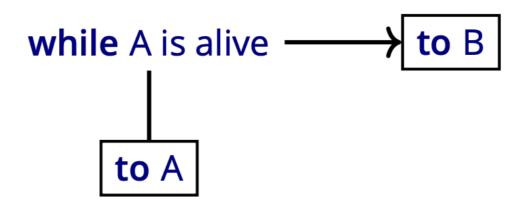
 $\begin{bmatrix} owner \text{ conveys } grant \end{bmatrix}(t) = \\ t[(\llbracket grant \rrbracket_{owner} \to to \ owner) \ / \ to \ owner] \end{bmatrix}$ $\begin{bmatrix} \text{to } person \ true \rrbracket_{o} = \ to \ person \\ \llbracket \text{to } person \ quantum \rrbracket_{o} = \ to \ person \ while \ \llbracket quantum \rrbracket_{person} \\ \llbracket \text{grant } limitation \rrbracket_{o} = \ \llbracket grant \rrbracket_{o} \ while \ \llbracket limitation \rrbracket \\ \llbracket \text{f } condition \ grant \rrbracket_{o} = \ \text{if } \ \llbracket condition \rrbracket \ \text{then } \ \llbracket grant \rrbracket_{o} \ \text{else } \bot \\ \llbracket \text{if } condition \ grant_1 \ \text{otherwise } grant_2 \rrbracket_{o} = \\ \ \text{if } \ \llbracket condition \ \text{grant}_1 \ \text{otherwise } grant_2 \rrbracket_{o} = \\ \ ((\llbracket grant_1 \rrbracket_{o} \to \text{to } p) \ \text{while } \ \llbracket condition \rrbracket) \to \ \llbracket grant_2 \rrbracket_{o} \\ \llbracket grant \ \text{but if } condition \ \dots \ \text{reenter} \rrbracket_{o} = \\ \ (\llbracket grant_1 \rrbracket_{o} \ \text{while } \ \llbracket condition \rrbracket \ \text{and } o \ \text{does not reenter}) \to \ \text{to } o \\ \llbracket grant \ \text{then } \ grant_2 \rrbracket_{o} = \\ \ (\llbracket grant_1 \rrbracket_{o} \ \text{while } \ \llbracket condition \rrbracket \ \text{and } o \ \text{does not reenter}) \to \ \text{to } o \\ \llbracket grant \ \text{then } \ grant_2 \rrbracket_{o} = \\ \ (\llbracket grant_1 \rrbracket_{o} \ \text{while } \ \llbracket condition \rrbracket \ \text{and } o \ \text{does not reenter}) \to \ \text{to } o \\ \llbracket grant \ \text{then } \ grant_2 \rrbracket_{o} = \\ \ (\llbracket grant_1 \rrbracket_{o} \ \text{while } \ \llbracket condition \rrbracket \ \text{and } o \ \text{does not reenter}) \to \ \text{to } o \\ \llbracket grant \ \text{then } \ grant_2 \rrbracket_{o} = \ \llbracket grant_1 \rrbracket_{o} \ \text{for } \ mather \ m$

 $\begin{bmatrix} \epsilon \end{bmatrix}_{p} = \text{true} \\ \begin{bmatrix} \text{and } \dots \text{ heirs} \end{bmatrix}_{p} = \text{true} \\ \begin{bmatrix} \text{and the heirs } \dots \text{ body} \end{bmatrix}_{p} = p \text{ has issue} \\ \begin{bmatrix} \text{for life} \end{bmatrix}_{p} = p \text{ is alive} \\ \begin{bmatrix} \text{for the life of } q \end{bmatrix}_{p} = q \text{ is alive} \\ \begin{bmatrix} \text{for n years} \end{bmatrix}_{p} = n \text{ years have not yet passed} \\ \end{bmatrix}$

[while condition]] = [[condition]] [until condition]] = ¬[[condition]]

Translation





(4) Title tree semantics

$$\delta(\text{to } p) = \text{to } p$$

$$\delta(\bot) = \bot$$

$$\delta(\bot) = \begin{cases} \delta(t) \text{ while } c & \text{if } \models c \text{ and } \delta(t) \neq \bot \\ \bot & \text{if } \notin c \\ \bot & \text{if } \delta(t) = \bot \end{cases}$$

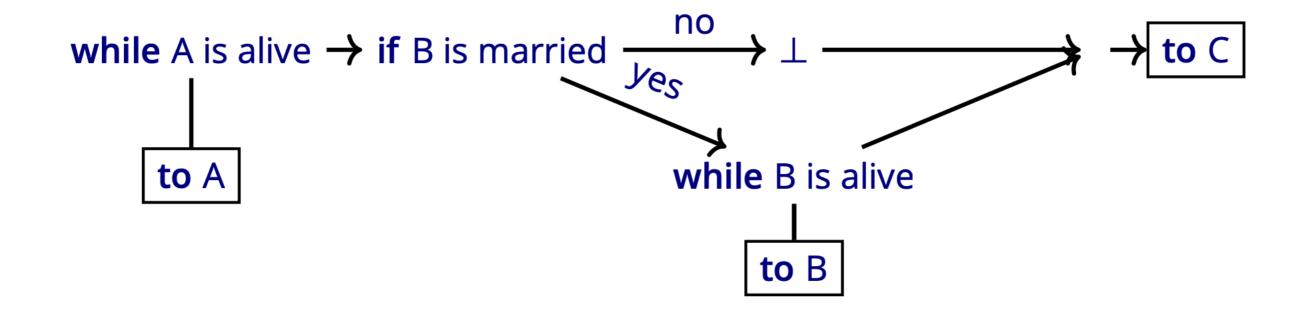
$$\delta(\text{if } c \text{ then } t_1 \text{ else } t_2) = \begin{cases} \delta(t_1) & \text{if } \models c \\ \delta(t_2) & \text{if } \notin c \end{cases}$$

$$\delta(t_1 \to t_2) = \begin{cases} \delta(t_1) \to t_2 & \text{if } \delta(t_1) \neq \bot \\ \delta(t_2) & \text{if } \delta(t_1) = \bot \end{cases}$$

A conveyance and subsequent events

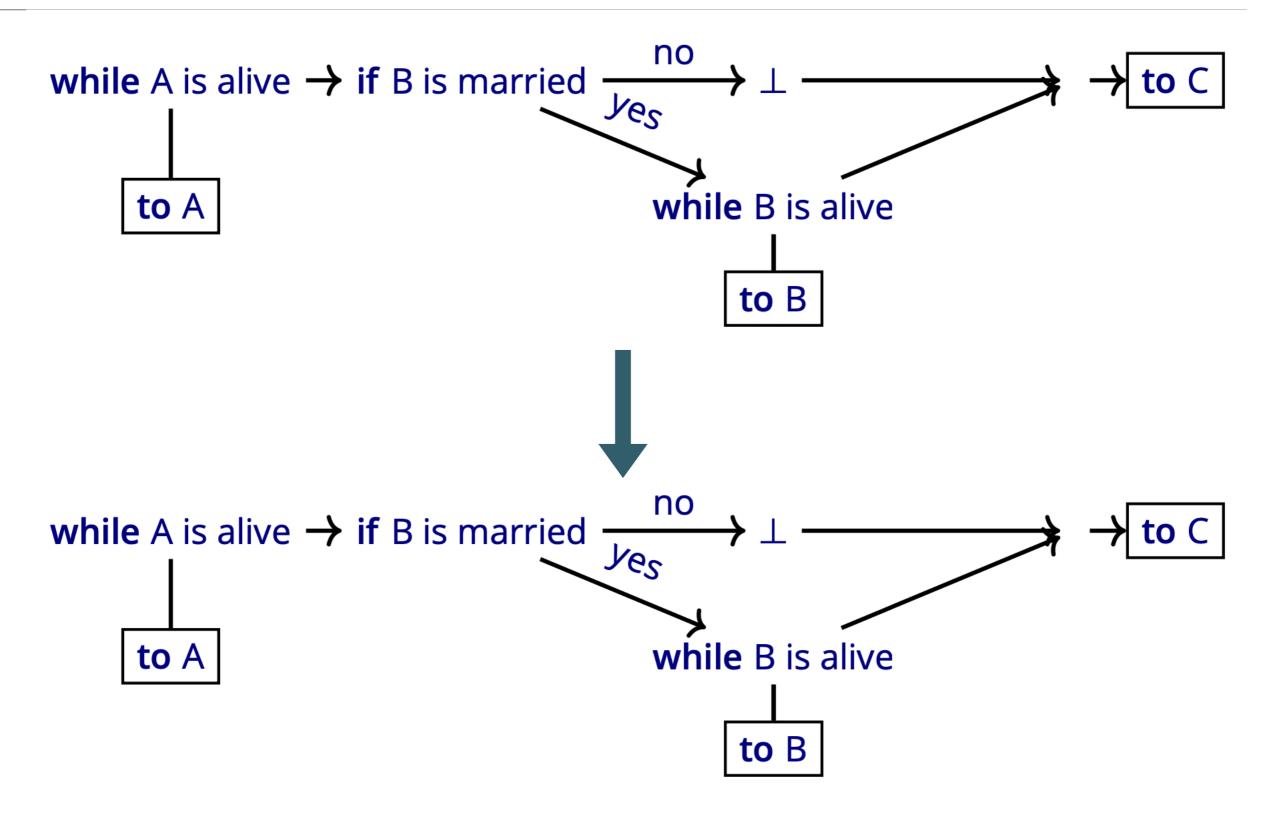
0 conveys to A for life, then if B is married to B for life, then to C. B marries. A dies. B dies.

(to A while A is alive) \rightarrow (if B is married then (to B while B is alive) else \perp) \rightarrow to C



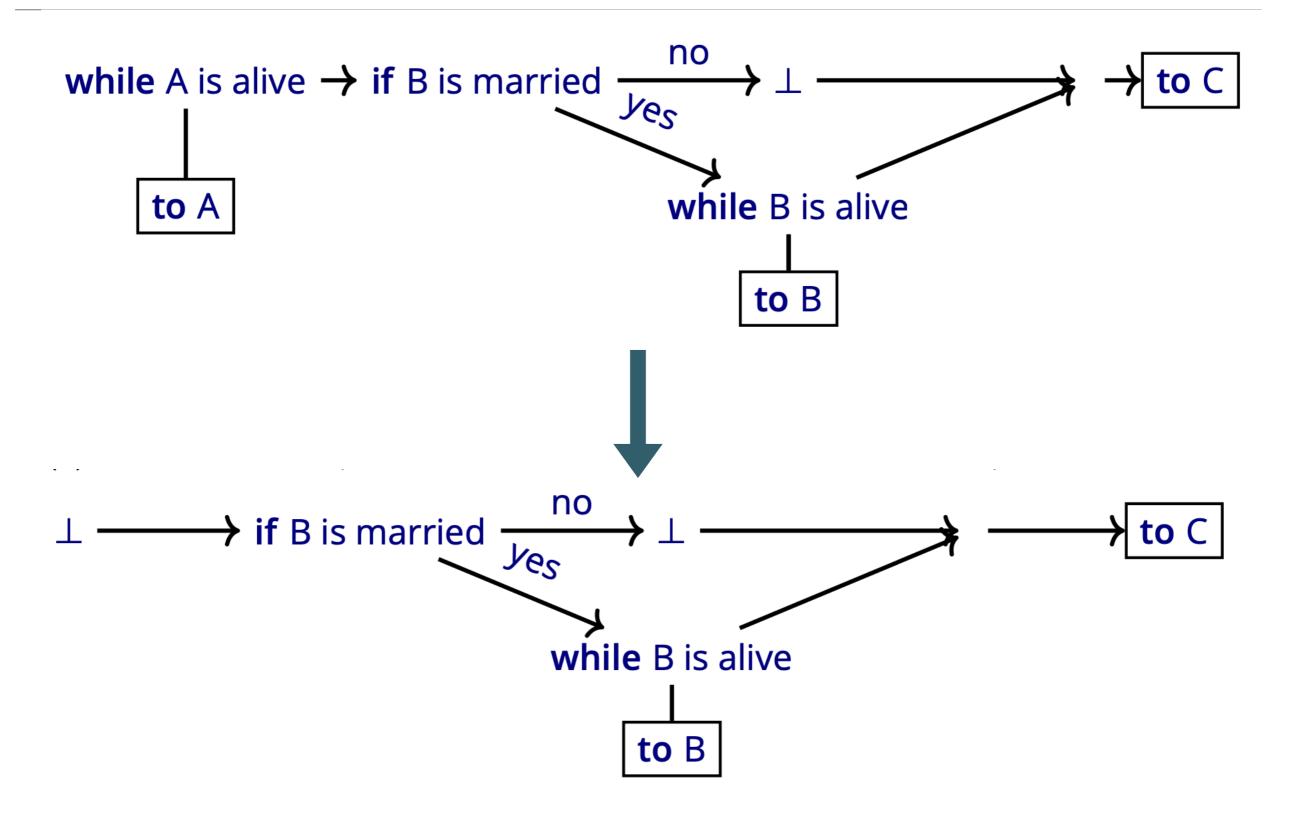
B marries.



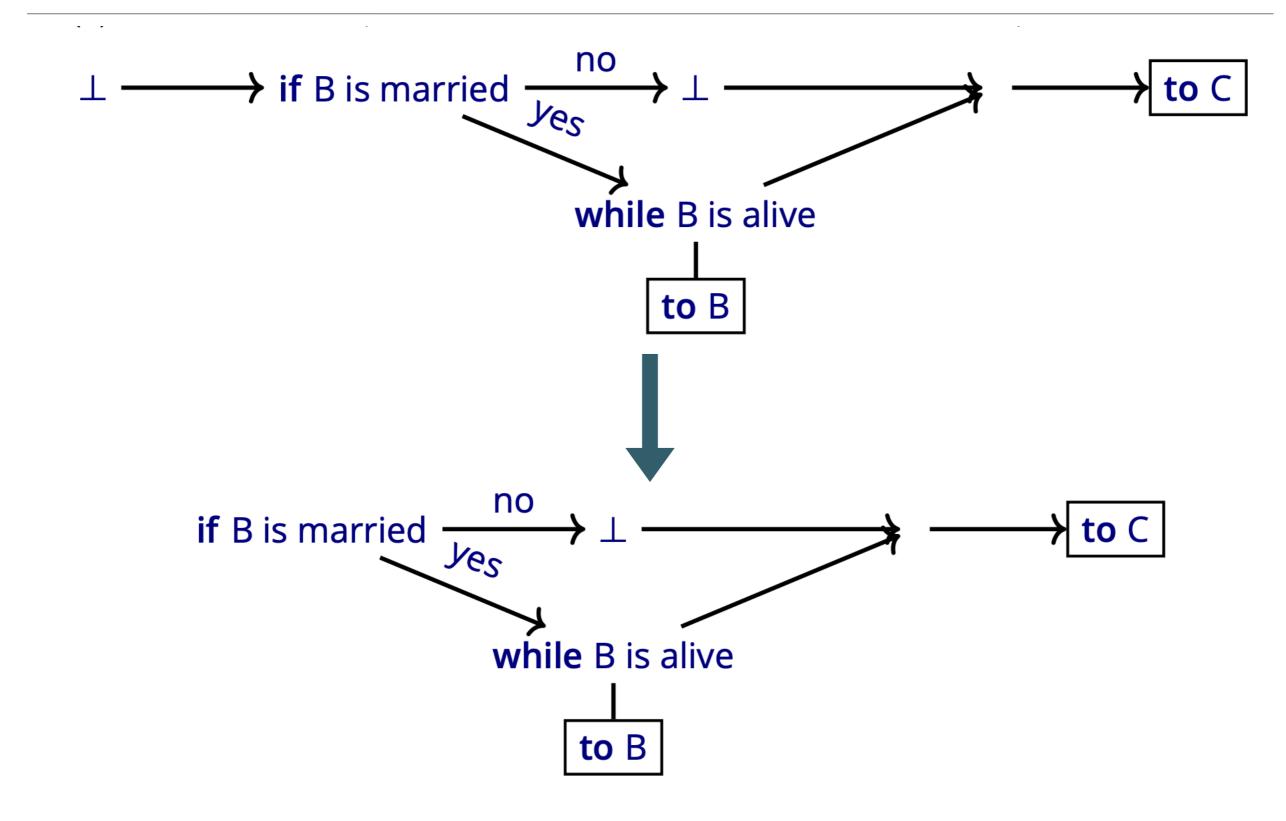


A dies.

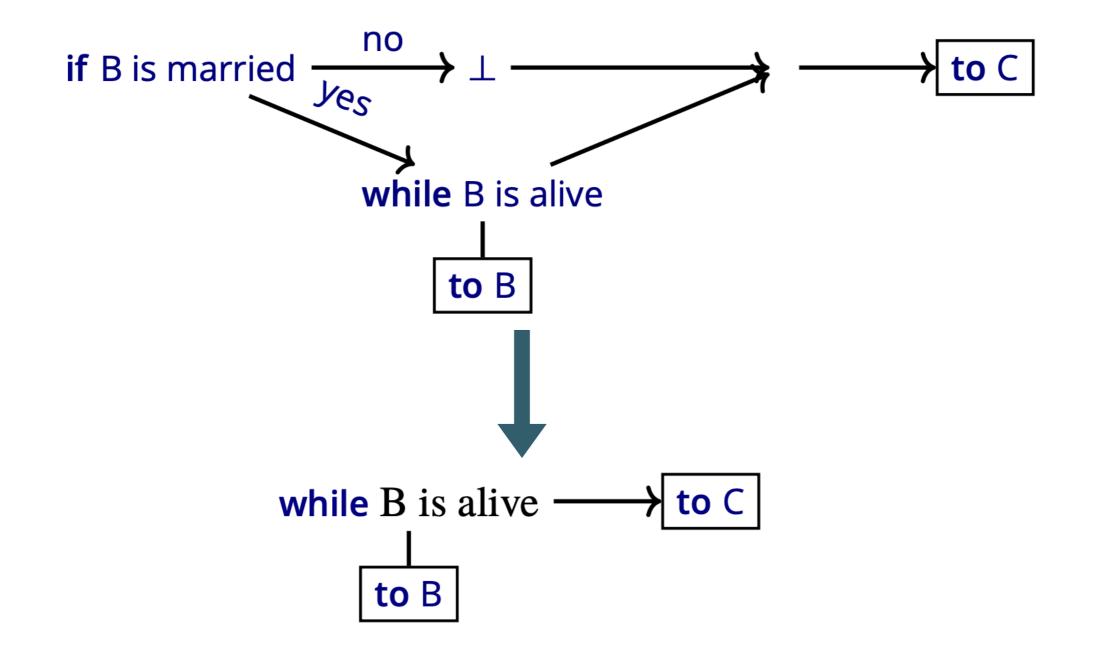






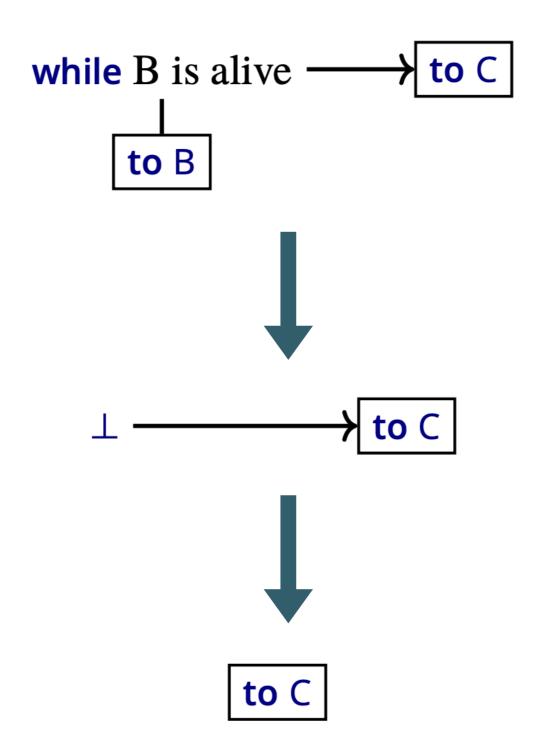






B dies.





Implementation

Littleton back-end

- ~6000 lines of OCaml
 - ~3000 lines of framework
 - ~1000 lines of legal semantics
 - ~1000 lines of GOFAI to reason about events
 - ~1000 lines of parsing code

Littleton front end

- Command-line "interpreter" for Orlando
- Interactive web app
 - Compiled to JS that runs in-browser
 - Bootstrap interface
 - Available at https://conveyanc.es



Reflection

Advantages of formalization

- Captures the existing rules law students learn
- Recovers the underlying logic that has been obscured by generations of rote learning
- Reveals broader patterns hidden by the proliferation of names and details
- Provides a principled basis for critique and reform

Legal variation = different formal rules

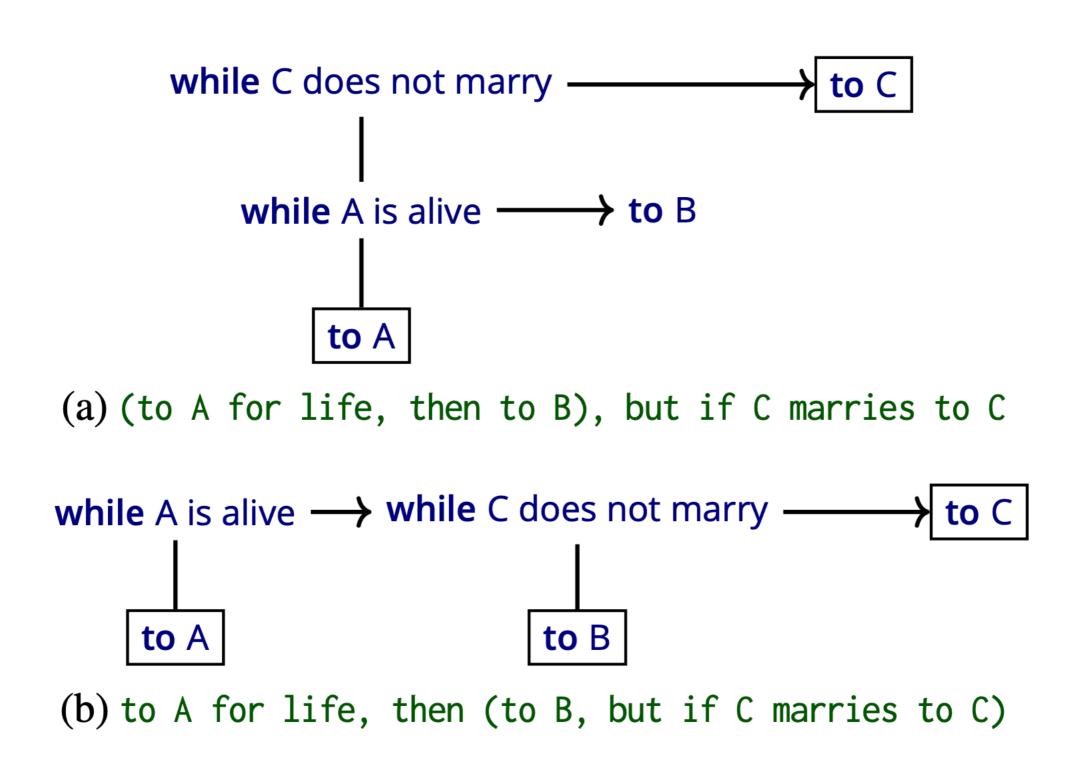
$$\begin{bmatrix} \text{and} \dots \text{heirs} \end{bmatrix}_{p} = \text{true} \\ \begin{bmatrix} e \end{bmatrix}_{p} = p \text{ is alive} \\ \begin{bmatrix} \text{for life} \end{bmatrix}_{p} = p \text{ is alive} \\ \end{bmatrix} \text{ for the life of } q \end{bmatrix}_{p} = q \text{ is alive}$$

(a) Default quantum (older rule)

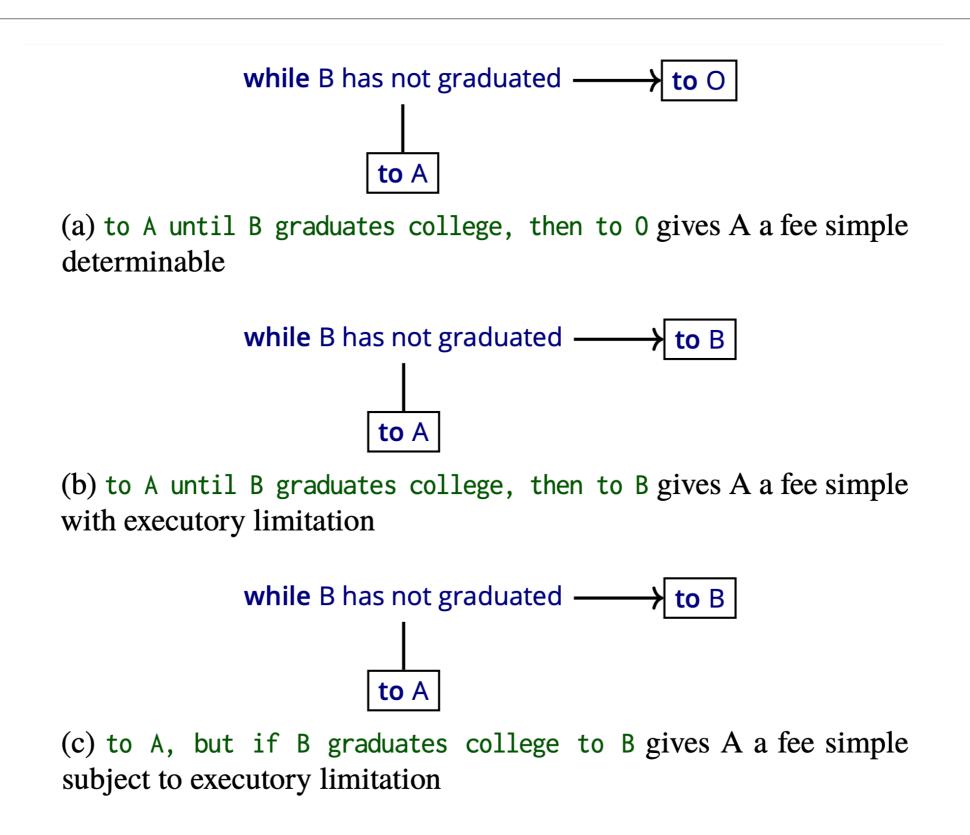
$$\begin{bmatrix} \text{and} \dots \text{heirs} \end{bmatrix}_{p} = \text{true} \\ \begin{bmatrix} e \end{bmatrix}_{p} = \text{true} \\ \begin{bmatrix} \text{for life} \end{bmatrix}_{p} = p \text{ is alive} \\ \end{bmatrix}$$

(b) Default quantum (modern rule)

Syntactic ambiguity



Unnecessary complexity



Advantages of implementation

- Visualization for education
- Interactivity for experimentation

A programming-language approach to law

- Treating future interests as a programming language captures the *linguistic structure* of conveyances
- Fits legal areas with rule-driven linguistic structure
- Other suitable bodies of law: property, contracts, tax

Questions