Privatizing Crime Detecting & Enforcing

Robin Hanson

Dept. of Economics

George Mason University

A Parable of Loaves & Fishes

- Imagine state run **food** industry, as was China, USSR
 - State chooses & manages production, allocates to all
 - Inefficient, poorly adapted to individual variation
 - As food important, would get food "rights"
 - But complex, poorly enforced, corrupted
 - Better: budget to spend in competitive food market
- Today state runs industry of crime catch & punish
 - State chooses & manages production, allocates to all
 - Inefficient, poorly adapted to individual variation
 - As crime important, get "rights" re search, silence, cruel
 - But complex, poorly enforced, corrupted
 - Better: budget to spend in competitive crime market

Ordinary Law - Ancient

- Law rules set more by tradition, judges, & precedent
 - Usually regarding accidental harm
- 2 sides: "plaintiff" (victim), "defendant" (injurer)
 - Identifiable victim must take initiative
- Each side pays for own detective, lab, lawyer
 - They have same powers, powers anyone can get
- Court treats both sides equally
 - "Preponderance of evidence"
- If guilty, usually punish via injurer pays victim cash
- Problems:
 - "Victims" need \$ to sue, may make up evidence to get paid
 - Hard to catch those specialize in hide self, evidence, or assets

Crime Law – New Since ~1600

- Law rules more from legislatures & agency rulings
 - Usually regarding intentional harm
- 2 sides: state prosecutor, accused criminal
 - Identifiable victim not needed, if exists not in charge
- State pays for its detective, evidence labs, lawyer
 - Pays less for public defender, who tells accused to settle
- State pays to punish via prison, torture, or death
- Court holds state to higher standard
 - "beyond a reasonable doubt"

Why Is Crime Law Different?

• Law Easy If:

- Small accidental harm, injurer has rich local ties
- This makes it easy to find injurer, evidence on, assets of
- Ordinary law works well here

• Law **Hard** If:

- Big intentional harm by crime specialist
- Who has ways to hide self, evidence, & assets
- Ancients add: death, enslave, clan liability, clan repute
 - Today we reluctant to use these
- Since ~1600, states make own police, powers, prisons
 - States eager to control media, schools, & forces could rebel

Crime Law Problems

- 1. State corruptible, powerful, coordinates well
 - Police given extra budget, powers over defendants
 - Bad incentives via fine revenue, prison labor
 - Many state actors can choose to not pursue crime
 - Blue-wall-of-silence, internal affairs under police chief
 - Plea bargain threats powerful, can induce "evidence"
- 2. Restrictions weak, awkward, bureaucratic
 - Higher standard of proof, avoid fines & prison labor
 - Police behavior regulated, e.g., traffic stops
 - Ill-enforced "rights" re silence, searches, cruelty, etc.
- 3. State run -> poor incentives, one size fits all policy

Scope of Proposed Solution

- Crazy to change everything at once
- But small changes may not open eyes, inspire
- Leave As Now, State Chooses:
 - Laws: What types of acts by who are crimes
 - Courts: Was this particular accused act a crime
 - *Priorities*: Re detect, punish each crime type or act

Change To Private Choice:

- *Punish*: fine, prison, torture, exile, death
- Limits on Freedom: curfew, gun, restraining order
- Privacy Rights: ankle bracelet, email, bank records
- Investigate: each person or possible crime

BIF: Bounties & Insured Fines

1. All enforcement via **BOUNTY** hunters

- Like bail enforce agents, whistleblowers, thief-taker, "dead or alive"
- First to convince court gets paid bounty B by state
- T.B.D. rights re evidence collected, auction on B re who sues first
- Only blue-wall-of-silence if all hunters give up big bounty \$\$,
- Laws enforced on all, only judge discretion

2. Require all to be fully *INSURED* for all law liability

- Like now for cars, bonding, sm. bus., & proposed for gun, immigrant
- Liable up to big percentile (99%?) fine, insurer = shows can pay
- Insurer can't quit except at known renewal time

3. All crimes punished officially via *FINES*

- Insurer pays any fine F, except for crime of not being insured
- Fine F helps pay for bounty B, victim compensation C (F ≠ B+C)
- Insurer-client contract specifies any combo of: premium, punish, monitor, limits on freedom, privacy, co-liable friends,
- Fines can vary with freedom limits via 1/p(catch)

BIF Advantages

- Cut corruption & bias of state police & prosecutors
- Private lawsuits no longer focus on deep pockets
- Crime: centralized govt-run -> competitive industry
 - Insurers & clients compete to search for cost-effective combos well adapted to particular clients, contexts
 - Can vary: (types & levels of) premium, punish, monitor, limits on freedom, privacy, co-liable friends
 - We need not agonize together on rights, biases
 - Less need to distinguish citizens vs. immigrants

BIF Problems

- 1. Rich folk excused? Fines vary w/ wealth, intention
- 2. Insurers collude? Can enforce antitrust laws
- 3. Clients pick badly? Can regulate choices
- 4. Criminals make best hunters? That's good
- 5. Hunters make up evidence? Keep courts skeptical
- 6. Bad to better enforce bad law? Innovation division of labor
- 7. Less hypocrisy & symbolism; all laws enforced
- 8. Less discretion; most see discretion favoring them
- 9. High-risk clients pay high premium or low freedom
 - E.g., remote logging camp, rare escorted trips, emails read
 - We can subsidize (as we in effect do now) but see more clearly who
- 10. F > B+C: state induces crime, hunter/insurer deals changes B,F
 - 1. F < B: crime induced via hunter/insurer deals

Conclusion

- Crime law solves problems with ordinary law
 - Crime specialists who hide self, evidence, assets
 - We not willing to use enslave, clan liability, clan repute
 - States now use state police, powers, prison
- Crime catch, punish now centralized, bureaucratic
 - Corruptible, inefficient, one-size-fits-all, we all argue
- Radical proposal: BIF: Bounties & Insured Fines
 - Not change what is crime, how judge, priorities
 - Insurer-client deal of punish, monitor, freedoms, privacy
 - Efficient, adapted, no blue-wall-of-silence, laws enforced

** How To Vary Fines & Freedoms

- Everyone must keep N (=10?) years private records
- All can pick from L (=4?) levels of privacy/freedoms
- Divide polity into M (=100?) regions
- Every N yrs 1? random region forced to lowest level
- For each region-level combo, prediction market estimates crime rate given random pick, given not
 - That's (2L-1)*M/N prices per year
- Fine factor per region-level is smoothed price ratio of given random pick, given not, = ~ 1/Pr(catch)