

# The irrational hungry judge effect revisited: Simulations reveal that the magnitude of the effect is overestimated

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## Abstract

Danziger, Levav and Avnaim-Pesso (2011) analyzed legal rulings of Israeli parole boards concerning the effect of serial order in which cases are presented within ruling sessions. They found that the probability of a favorable decision drops from about 65% to almost 0% from the first ruling to the last ruling within each session and that the rate of favorable rulings returns to 65% in a session following a food break. The authors argue that these findings provide support for extraneous factors influencing judicial decisions and cautiously speculate that the effect might be driven by mental depletion. A simulation shows that the observed influence of order can be alternatively explained by a statistical artifact resulting from favorable rulings taking longer than unfavorable ones. An effect of similar magnitude would be produced by a (hypothetical) rational judge who plans ahead minimally and ends a session instead of starting cases that he or she assumes will take longer directly before the break. One methodological detail further increased the magnitude of the artifact and generates it even without assuming any foresight concerning the upcoming case. Implications for this article are discussed and the increased application of simulations to identify nonobvious rational explanations is recommended.

Keywords: decision making, legal realism, mental depletion, rationality, methods

## 1 Introduction

In decisions in various contexts, individuals do not strictly adhere to standards of rationality, in that judgments and choices are influenced by many irrelevant factors such as changes in presentation format (e.g., Kahneman & Tversky, 1984), the presence of random anchors (e.g., Tversky & Kahneman, 1974), and many more. It is, however, of course socially desirable for the outcomes of legal cases to depend solely on laws and relevant facts and for influences of extraneous factors to be minimal. Decisions should, for instance, not be influenced by the order in which cases are presented or by whether the judge is exhausted or hungry.

Still, it has been demonstrated that judges show the same fallacies and biases as other individuals do (e.g., English, Mussweiler & Strack, 2006; Guthrie, Rachlinski & Wistrich, 2000, 2007). In psychology, the prevailing descriptive models consequently take into account that legal decision making does not follow a purely rational calculation, but involves some constructive and intuitive element, making it potentially malleable to irrelevant factors (e.g., Pennington & Hastie, 1992; Simon, 2004; Thagard, 2006).

Similarly, in the legal literature the traditional view that

legal judgments can be mechanically or logically derived from official legal materials — such as statutes and reported court cases — in the vast majority of instances has been challenged by legal realism (e.g., Frank, 1930) maintaining that “legal doctrine [. . .] is more malleable, less determinate, and less causal of judicial outcomes than the traditional view of law’s constraints supposes” (Schauer, 2013). Legal realism holds that — aside from official legal materials — extraneous factors influence legal rulings such as ideology or policy preferences of the judge, general judgment biases, and — similar to current approaches in psychology — it has been argued that rulings are partially guided by intuition (Hutcheson, 1929; see Schauer, 2013, for a review). Legal realism has a long history and many facets but it is often caricatured by the phrase that “justice is what the judge ate for breakfast”, which also has become a trope for legal realism in general.

In summary, there is clear evidence that judicial decision making is influenced to some degree by extraneous factors, which is also reflected in prevailing theories in law and psychology. Danziger, Levav and Avnaim-Pesso (2011a) (hereafter DLA) aim to add to this body of evidence by demonstrating that deciding multiple cases in a row influences legal outcomes of later cases. DLA analyzed 1,112 legal rulings of Israeli parole boards that cover about 40% of the parole requests of the country. They assessed the effect of the serial order in which cases are presented within a ruling session and took advantage of the fact that the ruling boards work on the cases in three sessions per day, separated by a late morning snack and a lunch break.

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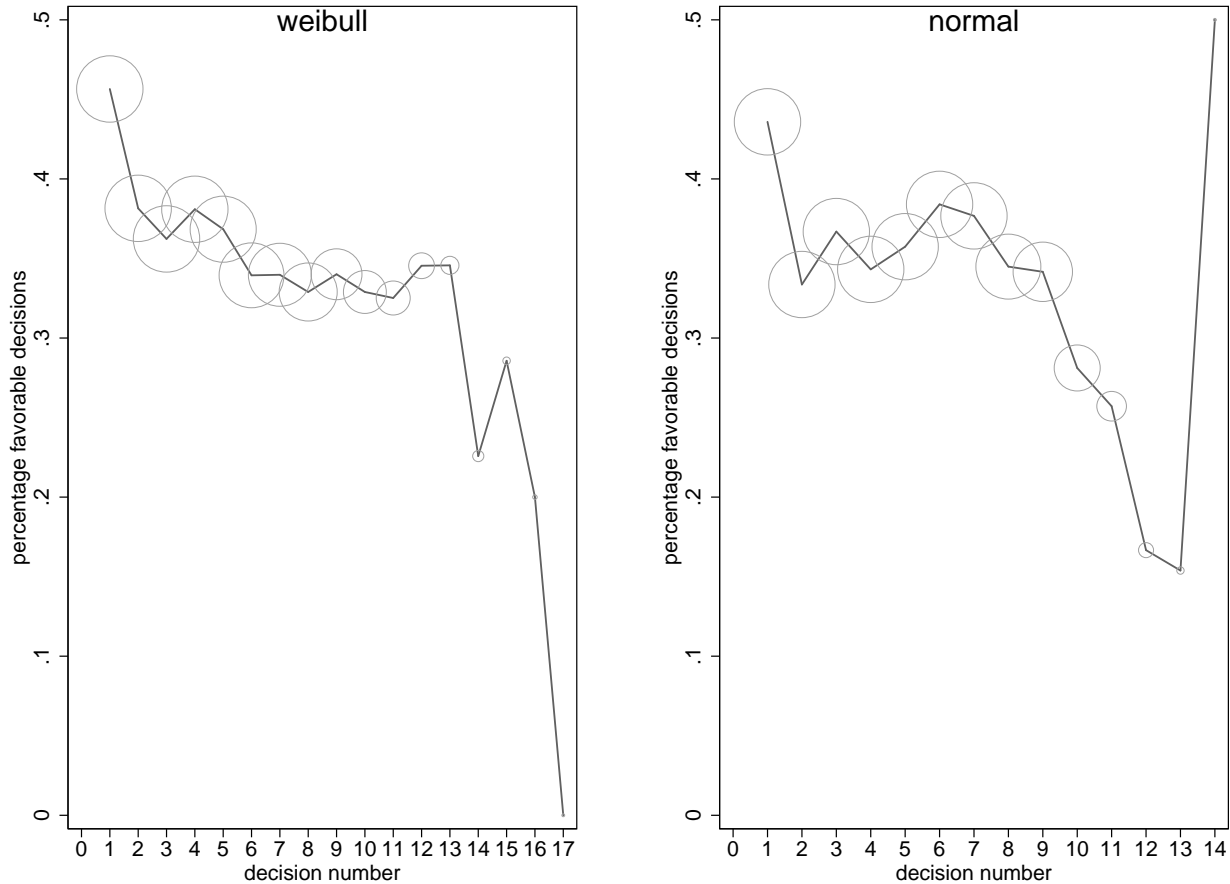
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Figure 2: Simulated favorability ratings of a perfectly rational judge who works on cases with the speed observed by DLA and starts a new session for each case that would go over the time limit. The left chart depicts a distribution assuming that decision times follow a Weibull distribution, while the right chart shows results assuming a normal distribution. Circle diameter indicates the sample size for each observation and shows the large degree of dropouts within sessions.



The results indicate that, following the approach by DLA, a rational judge working on cases that are presented in random order would show a strongly decreasing probability of a favorable decision towards the end of the session. Even the shape of the curve and the magnitude of the effect are comparable to that observed by DLA. Simulations assuming normally distributed decision times (Figure 2, right) or more realistic positively-skewed decision times that follow a Weibull distribution (Figure 2, left) lead to similar con-

clusions, and repeated simulations show that the qualitative pattern of results is robust to changes in distributional assumptions. As one could expect, however, estimations become unstable for higher decision numbers due to the low number of remaining observations (see Figure 2, size of circles), resulting in occasional peaks to high or zero percentages. Not surprisingly, statistical analysis reveals that the downward trend is significant and that first decisions are more favorable than later ones, as it was found by DLA.

and unfavorable cases and adding (a) normally distributed noise or (b) noise from a Weibull distribution that is positively-skewed and therefore better represents the typical response time distributions (e.g., Rouder, Lu, Speckman, Sun & Jiang, 2005). I used normally distributed noise with  $M = 0$  and  $SD = 2$  (the lower  $SD$  was used to avoid having many negative response times) and a Weibull distribution with a shape parameter  $k = 1.5$ , a scaling parameter  $l = 1$  that were transformed to roughly represent the observed means by multiplying them with a scaling factor  $m$  (unfavorable:  $m = 5.8$ ; favorable:  $m = 8.2$ ). The decision time limit was 60 minutes. Further simulations show that the qualitative results are robust to changes in these specifications, as long as mean differences are represented. The Appendix shows an example of the STATA code for the simulation with normal distributed response times.

Figure 3 shows why this effect appears for the normally distributed case. Distributions of decision time have different means with favorable cases taking longer than unfavorable ones (left panel). Consequently, the relative frequency of favorable cases (in all cases) that would still fit in the session decreases with remaining time. In our example, if 15 minutes remain in the session, essentially all cases would still be started since such long times are rare both for favorable and unfavorable cases (Figure 3, left). The ratio of favorable and unfavorable cases therefore roughly reflects the overall ratio in the population. For 5 minutes remaining, however,











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## Appendix: STATA code for the simulation program for normal distributed response times

```

clear
set obs 10000
gen favorable = 0
replace favorable = 1 if runiform() > .64
tab favorable

gen time = .
replace time = 5.21 + rnormal()*2 if favorable == 0
replace time = 7.37 + rnormal()*2 if favorable == 1

hist time
hist time , by(favorable)
mean time, over(favorable)

gen time_count = .
replace time_count = time if _n == 1
gen session = .
replace session = 1 if _n == 1
gen decision = .
replace decision = 1 if _n == 1

forvalues x = 2/10000 {
replace time_count = time_count[_n-1] + time[_n] if _n == 'x' & (time_count[_n-1] + time[_n] < 60)
replace session = session[_n-1] if _n == 'x' & (time_count[_n-1] + time[_n] < 60)
replace decision = decision[_n-1] + 1 if _n == 'x' & (time_count[_n-1] + time[_n] < 60)
replace time_count = time[_n] if _n == 'x' & (time_count[_n-1] + time[_n] >= 60)
replace session = session[_n-1] + 1 if _n == 'x' & (time_count[_n-1] + time[_n] >= 60)
replace decision = 1 if _n == 'x' & (time_count[_n-1] + time[_n] >= 60)
}

bysort session: egen maxim = max(decision)
hist maxim

lgraph favorable decision
logit favorable i.decision
logit favorable decision

preserve
collapse favorable (semean) se = favorable (count) participation = favorable , by(decision)
gen ul = favorable + 1.96 * se
gen ll = favorable - 1.96 * se
tway (line favorable decision) ///
(scatter favorable decision [aweight= participation], symbol(oh) mlwidth(vvthin)), ///
scheme(slmono) xtitle(decision number) ytitle(percentage favorable decisions) ///
legend( lab(1 "decision") lab(2 "n") cols(3)) xlabel(0(1)14) xsize(2.5) ///
ylabel(0(0.1)0.5) yscale(r(0(0.1)0.5))
graph save Normal, replace
restore

```