01 February 2016

1 Overview

1.1 Old Senate Party Calls Summary

In reviewing the data and code that William and I were working from in the beginning of the project, I found a number of things. First and foremost among these was that we had been randomly selecting half of the votes to serve as the noncalls for the first iteration of the algorithm. Though it is not necessarily the case, it is possible that setting the lopsided votes as the initial noncalls leads the algorithm to get stuck at a local minima/maxima instead of reaching the correct conclusions, if in fact the truth is that party calls in the Senate happen as they do in the House. It may be worth retesting this method of coding the Senate Party Calls. Of course, testing it first in the House or doing both simultaneously may be a better approach.

2 Tables and Figures

2.1 Old Senate Party Calls

Table 1: Vote Coding from Oldest Method

Congress	Party Calls	Noncalls	Gray Votes
93	411	726	1
94	456	852	3
95	332	820	4
96	411	642	1
97	464	497	5
98	313	346	4
99	306	432	2
100	355	443	1
101	259	378	1
102	278	270	2
103	395	326	3
104	518	394	7
105	295	314	3
106	376	289	7
107	282	346	5
108	381	294	0
109	323	315	7
110	333	321	3
111	487	206	3
112	275	203	8
Total:	7250	8414	70
Mean:	362.5	420.7	3.5
sd:	76.3	191.8	2.4

Table 2: Oldest Method Lopsided and Close Vote Sorting

	Party Calls	Noncalls	Gray
Lopsided	2054	6540	46
Close	5196	1874	24