Learning in Games

Action 1

Action 2

Action 3

Action 4
Voter Turnout Dynamics

![Graph showing voter turnout dynamics over time]

- winner steady-state
- loser steady-state
- party A
- party B
- tied
- aggregate
Voter Turnout Dynamics
Voter Turnout Dynamics

Portuguese Parliament

- data
- exp
- sum of exp
- polynomial
- sin

turnout

year

Spatial Voting

Effective Utility Functions

Utility vs. Policy Position for High and Low Experience.
Spatial Voting

Frequency of Voting Types

Experience (N)

Frequency

\( f_{\text{prox}} \)  \( f_{\text{RM}} \)  \( f_{\text{disc}} \)  \( f_{\text{null}} \)
Categorization

Johnson (D-SD)

Herseth-Sandlin (D-SD)

Category

Thune (R-SD)