

# Sampling representation of probability distributions

# Sampling based representation



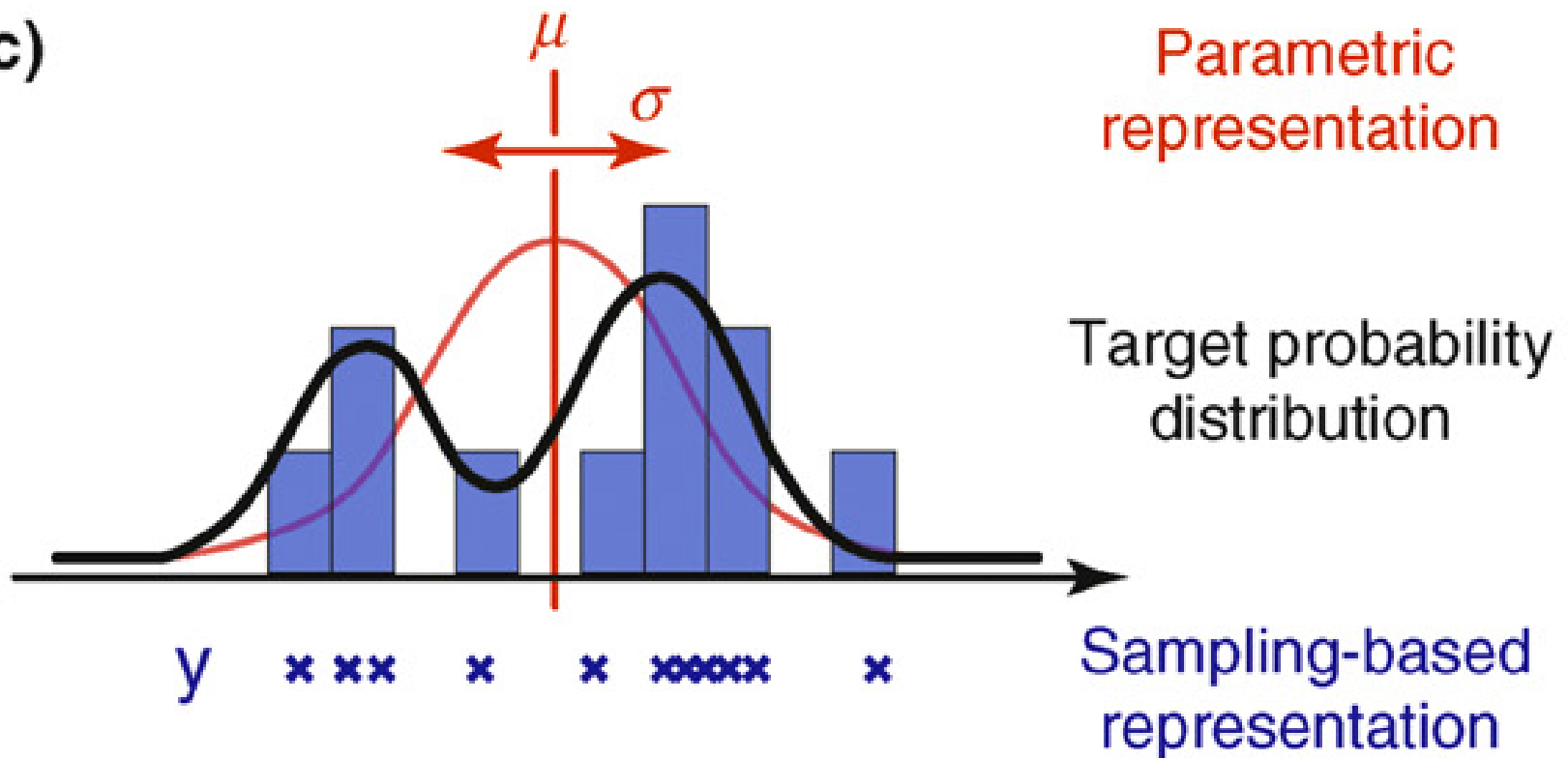
# Sampling based representation



[http://  
www.labri.fr/  
perso/guenneba/  
Sqrt3PointCloudR  
efinement\\_eg05.  
php](http://www.labri.fr/perso/guenneba/Sqrt3PointCloudRefinement_eg05.php)

# Neurons represent variables, not parameters

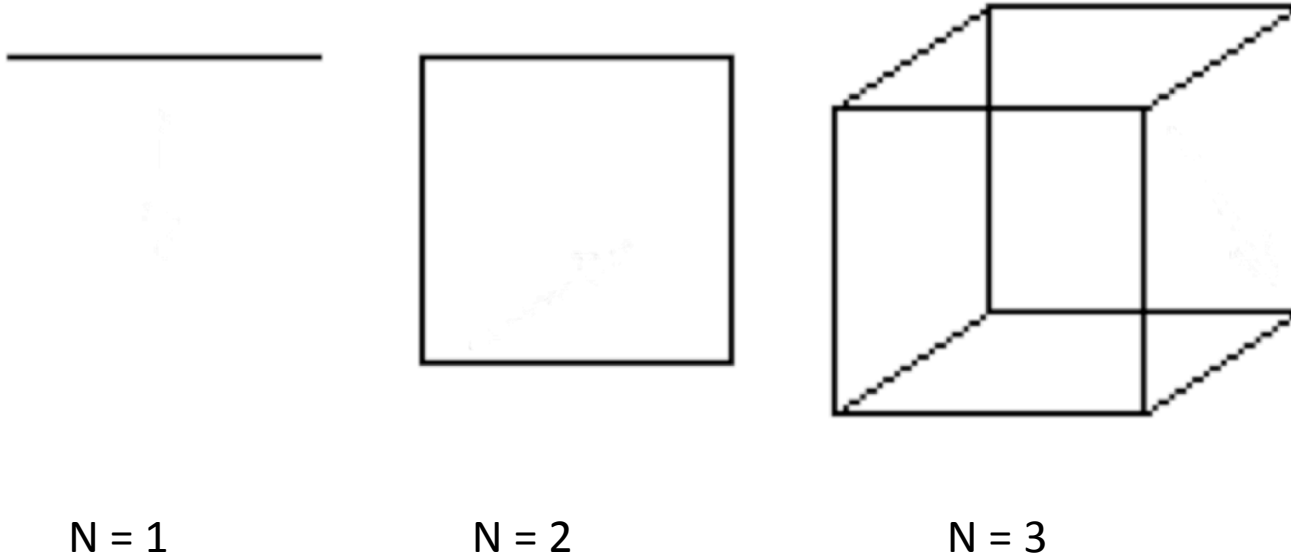
(c)



# Whats so great about a sampling based representation?

- Flexible (can represent arbitrary distributions)
- No of neurons required scales linearly with dimensionality of feature space.
- Certain computations are straight-forward (e.g. marginalisation)

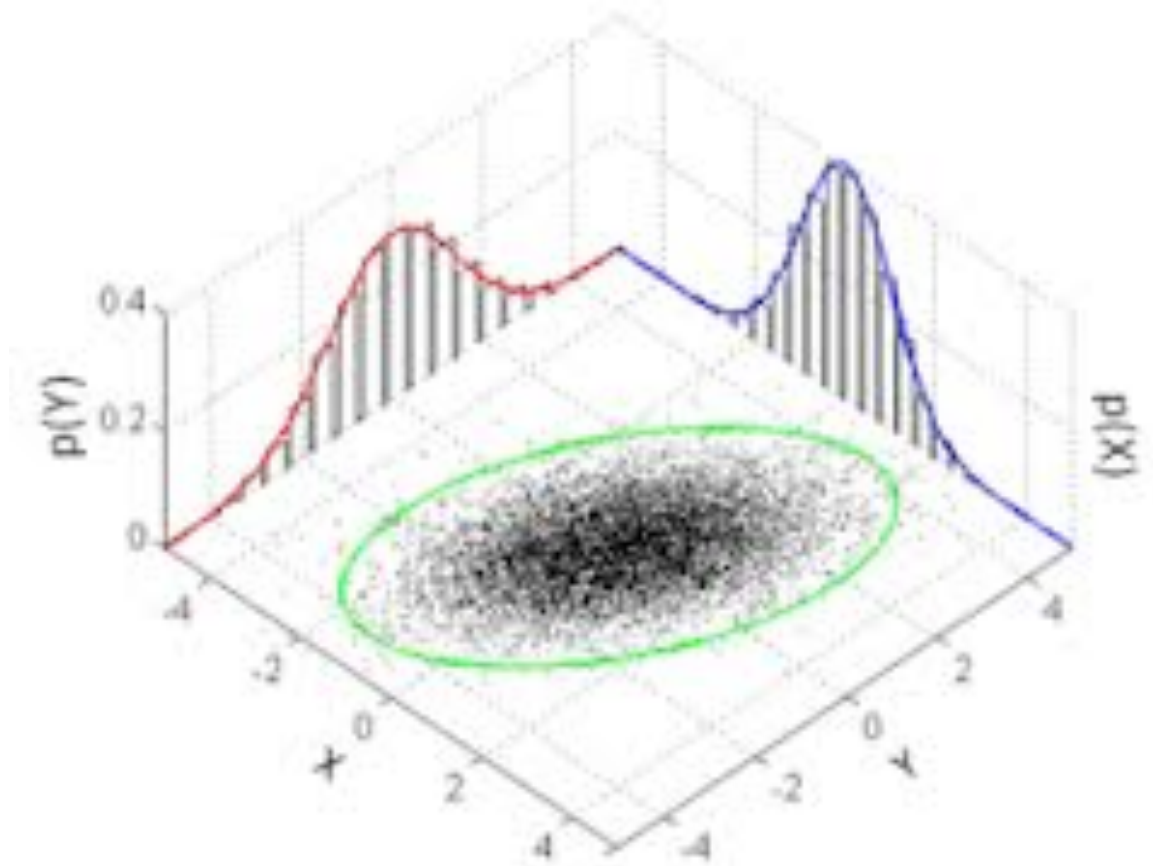
# No of neurons required scales linearly with dimensionality of feature space.



For sampling rep: no of neurons required scales linearly with  $N$

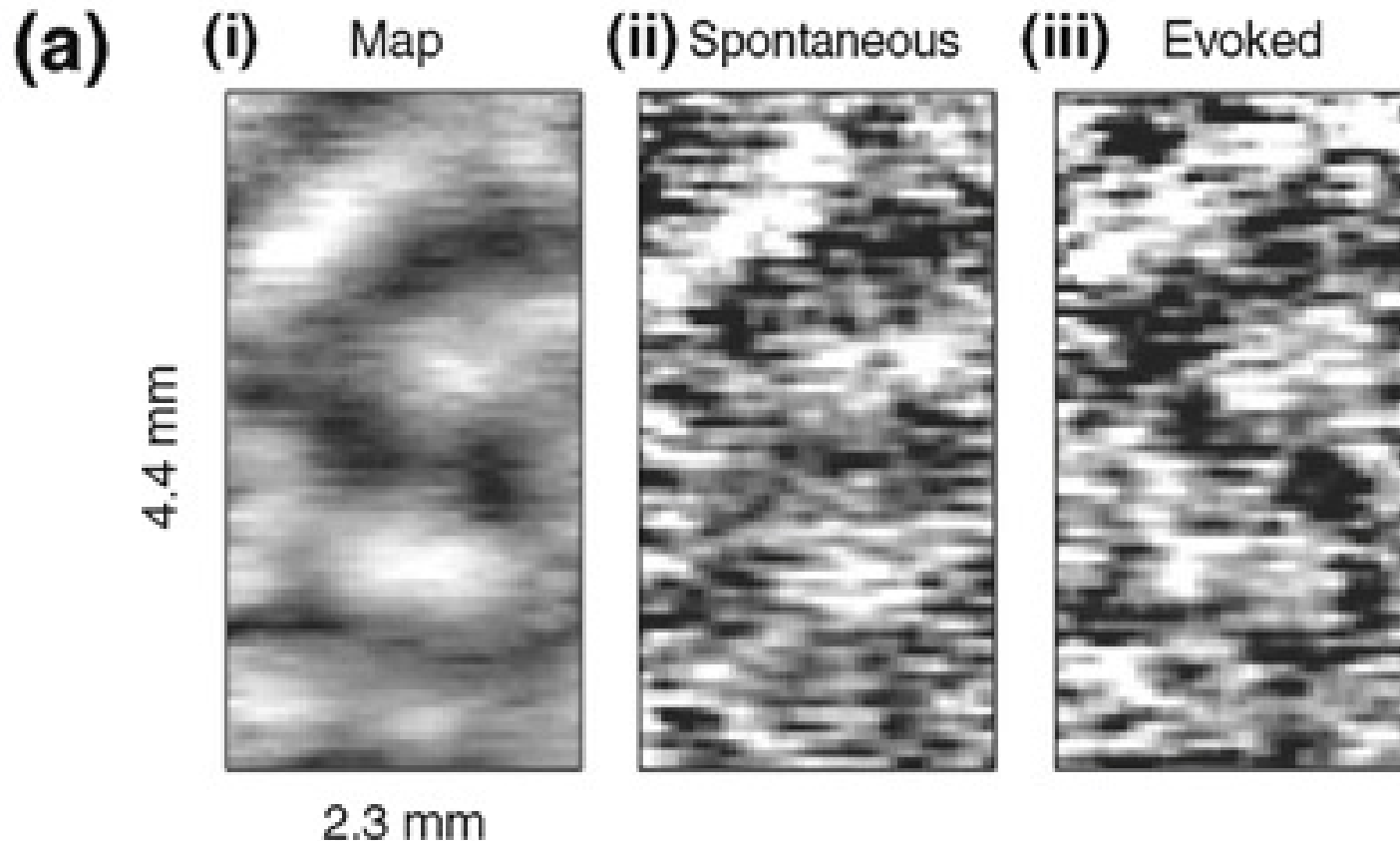
For a parametric rep (e.g. normal) scales exponentially(?) with  $N$  (e.g. with  $N^2$ )

Certain computations are straightforward (e.g. marginalisation)



But consider the time taken to obtain this marginalisation . . .

# Spontaneous and evoked activity



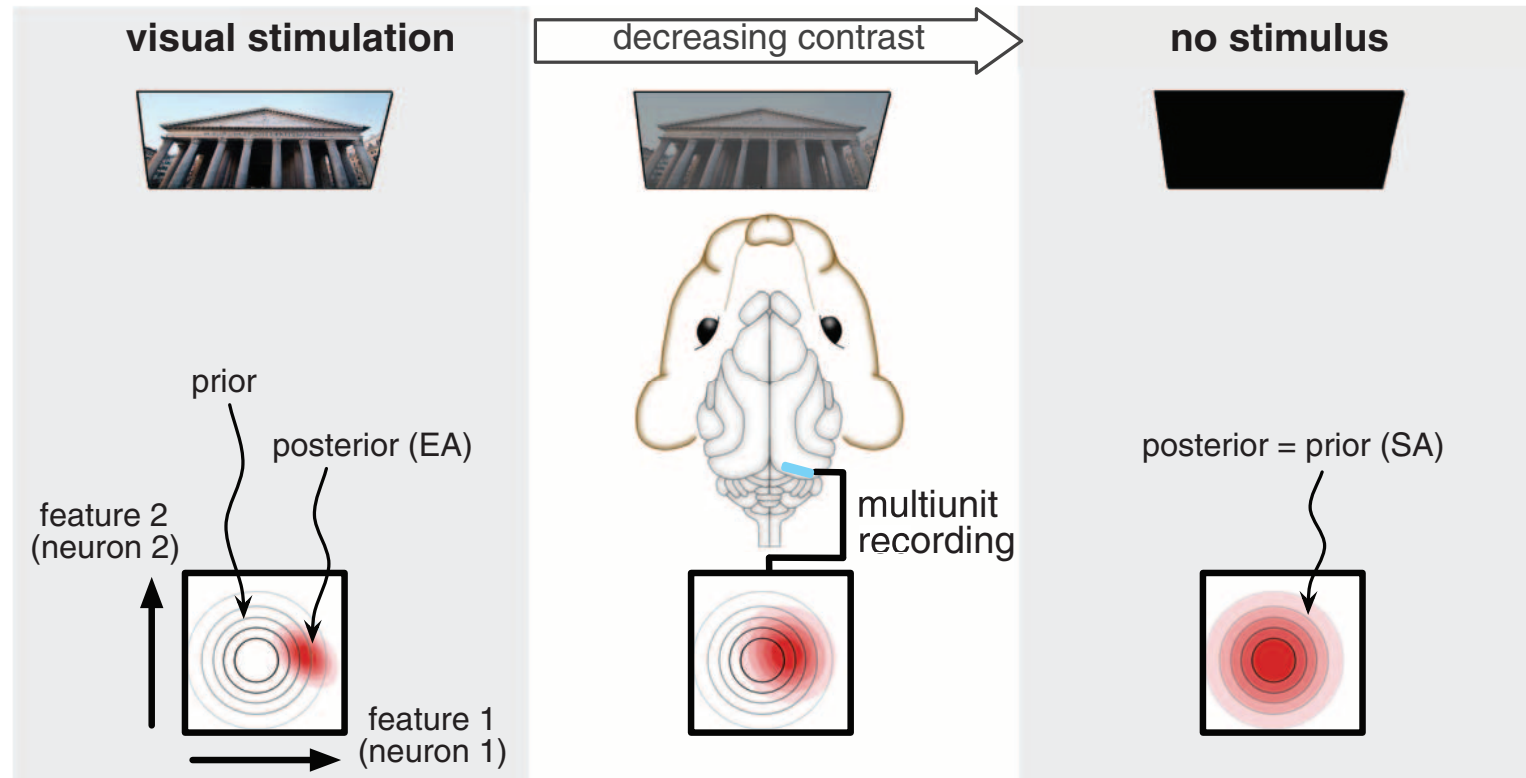


# Spontaneous and evoked activity

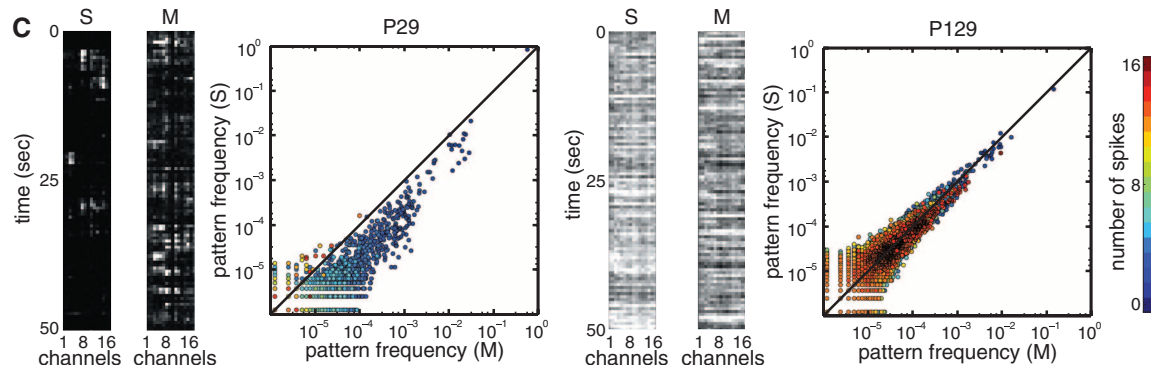
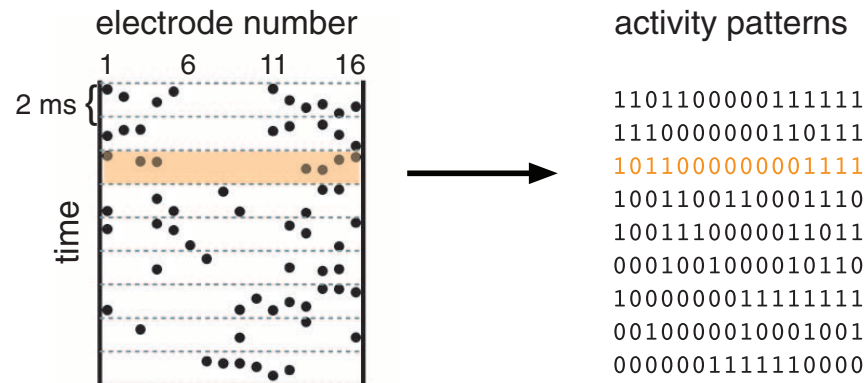
Posterior  $\propto$  Prior  $\times$  Likelihood

$$P(\theta \mid \text{Data}) = \frac{P(\theta) P(\text{Data} \mid \theta)}{P(\text{Data})}$$

# Spontaneous and evoked activity



# Spontaneous and evoked activity



# Conclusions

- Sampling based representations seem to have some conspicuous advantages (and disadvantages, time?) w.r.t. PPC.
- Some empirical evidence that spontaneous activity is sampling the prior.