



We can also directly plot adversarial vulnerability against the number of features per dimension. This reveals that adversarial vulnerability is highly correlated with the number of features stored in superposition per dimension.

We're hesitant to speculate about the extent to which superposition is responsible for adversarial examples in practice. There are compelling theories for why adversarial examples occur without reference to superposition (e.g. [33]). But it is interesting to note that if one wanted to try to argue for a "superposition maximalist stance", it does seem like many interesting phenomena related to adversarial examples can be predicted from superposition. As seen above, superposition can be used to explain why adversarial examples exist. It also predicts that adversarially robust models would have worse performance, since making models robust would require giving up superposition and representing less features. It predicts that more adversarially robust models might be more interpretable (see e.g. [34]). Finally, it could arguably predict that adversarial examples transfer (see e.g. [35]) if the arrangement of features in superposition is heavily influenced by which features are correlated or anti-correlated (see earlier results on this). It might be interesting for future work to see how far the hypothesis that superposition is a significant contributor to adversarial examples can be driven.

In addition to observing that superposition can cause models to be vulnerable to adversarial examples, we briefly experimented with adversarial training to see if the relationship could be used in the other direction to reduce superposition. To keep training reasonably efficient, we used the analytic optimal attack against a random feature. We found that this did reduce superposition, but attacks had to be made unreasonably large (80% input L2 norm) to fully eliminate it, which didn't seem satisfying. Perhaps stronger adversarial attacks would work better. We didn't explore this further since the increased cost and complexity of adversarial training made us want to prioritize other lines of attack on superposition first.