

trainer.py contains the pytorch boilerplate code that actually

crosscoder.py contains the pytorch implementation of the crosscoder. It was implemented to diff two different models, but

trains the crosscoder.

- should be easily hackable to work with an arbitrary number of models.
- buffer.py contains code to extract activations from both models, concatenate them, and store them in a buffer which is shuffled and periodically refreshed during training.
- analysis.py is a short notebook replicating some of the results from the Anthropic paper. See this <u>colab notebook</u> for a more comprehensive demo.

It won't work out of the box, but hopefully it's pretty hackable. Some tips:

- In train.py I just set the cfg by editing the code, rather than using command line arguments. You'll need to change the "wandb_entity" and "wandb_entity" in the cfg dict.
- You'll need to create a checkpoints dir in /workspace/crosscoder-model-diffreplication/checkpoints (or change this path in the code). I would sanity check this with a short test run to make sure your weights will be properly saved at the end of training.
- We load training data from https://huggingface.co/datasets/ckkissane/pile-lmsys-mix-1mtokenized-gemma-2 as a global tensor called all_tokens, and pass this to the Trainer in train.py . This is very hacky, but should be easy to swap out if needed.
- In buffer.py we separately normalize both the base and chat activations such that they both have average norm sqrt(d_model). This should be handled for you during training, but note that you'll also need to normalize activations during analysis (or fold the normalization scaling factors into the crosscoder weights).