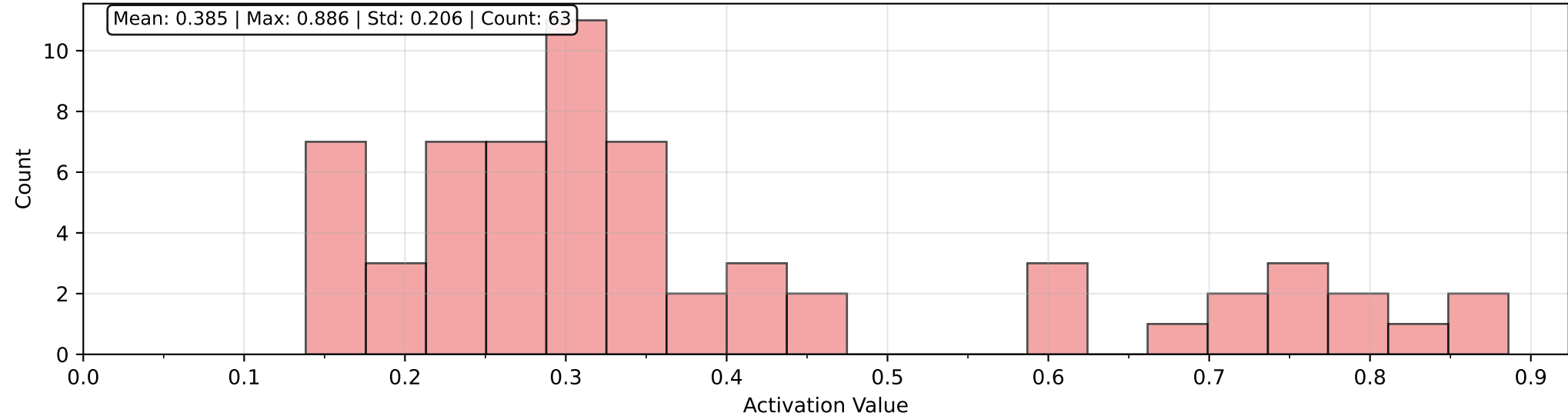


Feature 481 Analysis

Activation Distribution



Feature Statistics

Sparsity: 0.947
Mean Activation: 0.246
Max Activation: 0.886
Decoder Norm: 1.000
Examples Found: 11

Context Around Peak Activations

- Ex1 (0.886):** girl ran to get her toy axe . She said â € ¢ I â €™ ll help you , Daddy . I â €™
- Ex2 (0.852):** the square disagreed . <unk> <unk> The third animal said â € ¢ Let â €™ s go and eat some ice cream . â
- Ex3 (0.829):** disagreed . <unk> <unk> The clums y friend said , â € ¢ Why don â €™ t you want to catch a bug ?
- Ex4 (0.792):** told Tim my , " If you don 't give me the h anger , you won 't get any ice cream ." Tim my
- Ex5 (0.784):** pick it himself . M ummy told him that she needed the h anger , but Tim my shook his head and said no .
- Ex6 (0.761):** € <unk> <unk> So Tom kept asking and eventually his mum said , â € ¢ You can
- Ex7 (0.744):** catch a bug ? â € ¢ <unk> <unk> The other friend said , â € ¢ B ugs can be scary . Let â €™
- Ex8 (0.738):** â €™ t see . So the girl said , â € ¢ Let â €™ s join our hands to make a big
- Ex9 (0.732):** the wood . â € ¢ <unk> <unk> D addy said â € ¢ That â €™ s a great idea ! But you need to
- Ex10 (0.712):** was so happy to meet the animals and she replied â € ¢ hi ! It â €™ s so nice to meet you !
- Ex11 (0.697):** a game we can play ." <unk> <unk> The second friend said , "