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# Wisent Guard: A General Framework for Reliable Representation Identification and Representation Steering

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## Abstract

1 Representation engineering is a powerful method for identifying and modifying  
2 high-level concepts within the internal layers of large language models. Despite  
3 its potential, real-life deployments of activation steering remain difficult. We  
4 present Wisent-Guard, a flexible, open-source framework for monitoring and  
5 steering internal activations of large language models. Practical applications of the  
6 framework show 95 percent hallucination reduction, 25 percent improvement in  
7 coding ability and deep personalization capabilities.

## 8 1 Introduction

9 Large language models, with billions of parameters and Internet-scale training dataset, have displayed  
10 significant capabilities across a wide range of tasks, such as writing, coding or reasoning. However,  
11 their internal mechanisms of generating the next token cannot be precisely explained, with interactions  
12 between layers and parameters increasing in complexity as the size of these models increases.

13 Experiments with representation engineering (also known as steering or activation steering) have  
14 shown activation modification to be a powerful method of identifying and influencing high-level  
15 concepts (representations) within the layers of an LLM. Despite strong empirical performance on  
16 selected truthfulness, safety or personalization tasks, representation engineering methods lack a  
17 universal formulation and a unifying framework for understanding the underlying phenomenon,  
18 comparing methods and applying them to new problems.

19 We propose Wisent-Guard, a modular framework for analyzing the internal mechanisms within a  
20 large language model and influencing them to improve performance and individual alignment.

## 21 2 Representation Engineering Problem

22 We formulate the **Representation Engineering Problem** as the following:

23 For a given model  $M$  and a Representation

## 24 3 Representation Reading Functionalities

### 25 3.1 Classifier

### 26 3.2 Detection Handling Method

## 27 4 Representation Control Functionalities

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## 197 **A Wisent Guard Primitives**

### 198 **A.1 Model**

### 199 **A.2 Contrastive Pair**

### 200 **A.3 Activations**

### 201 **A.4 Activation Collection Method**

### 202 **A.5 Additional Utilities**

## 203 **B Representation Reading Functionalities**

### 204 **B.1 Classifier**

### 205 **B.2 Detection Handling Method**

## 206 **C Representation Control Functionalities**

## 207 **D Ablation**

## 208 **A All supported benchmarks**

209 This section enumerates all benchmarks used in our study, the task traits, the evaluation protocol, and  
210 the contrastive pair generation method applied to produce minimally perturbed negative targets. We  
211 first merged the *coding* and *mathematics* benchmark lists you provided and then appended them to  
212 the original master list.

### 213 **Contrastive pair generation methods (definitions)**

214 **Reading Comprehension Abstention Swap** [RC-Abstain] For extractive/open-domain RC: posi-  
215 tive is the gold span; negative is an abstention (e.g., “Not provided in the text.”). If gold is  
216 *No answer*, the negative is a confident but wrong claim.

217 **Conversational Reading Comprehension Abstention** [ConvRC-Abstain] As RC-Abstain, but  
218 with dialogue context (CoQA). Negatives are generic abstentions; yes/no items are flipped  
219 when applicable.

220 **Language Modeling Corrupted Continuation** [LM-CorruptCont] Language modeling: positive  
221 is the true continuation; negative is a corrupted continuation (local shuffles/randomization)  
222 to break coherence.

223 **Text Generation Corruption** [TG-Corrupt] Text generation: positive is true continuation, negative  
224 is shuffling positive if it is string and adding letter if shuffle results in identity, +1 if positive  
225 is number.

226 **Two-Choice Flip** [2C-Flip] Two-option tasks (PIQA, COPA, WinoGrande, CB): negative is simply  
227 the other option.

228 **Multichoice First Distractor** [MC-FirstDistr] Multi-choice tasks: If one list is provided then nega-  
229 tive is the first incorrect option that comes after correct option, if the correct option is last,  
230 use the first option. If separate list with incorrect answers is provided, take first from the list.  
231 (deterministic).

232 **Multichoice Random Distractor** [MC-RandDistr] Multi-choice tasks: negative is a randomly cho-  
233 sen incorrect option from the same set.

234 **Exact Match Partial Mask** [EM-PartialMask] Exact-match free-form answers (HLE-EM): nega-  
235 tive is the gold text with partial token masking (approximately 1/3 words, or partial masking  
236 for single-word answers).

237 **Keyword-Preserving Token Deletion** [KP-Del] Coding tasks: negative program created by delet-  
238 ing non-keyword tokens while preserving syntax-critical keywords; aims to remain plausible  
239 but fail unit tests.

240	<b>Numeric Offset (+1) Perturbation</b> [Num+1]	Negative is the correct numeric answer offset by a
241		small integer (typically +1); for non-integer answers, apply the minimal unit offset.
242	<b>Summary Content-Polarity Flip</b> [Summ-PolFlip]	Code to text summarization: make a negative
243		description by flipping key action words with simple opposites or adding “not” (e.g., “return”
244		to “does not return”, “add” to “remove”), while keeping the rest of the sentence the same.
245	<b>Library Specific Flip</b> [Lib-Spec-Filip]	Coding tasks: negative program created by flipping func-
246		tions, parameters (e.g. for numpy flip axis 0 to 1, for pandas flip mean() to sum()).
247	<b>Logic inversion</b> [Log-Inv]	Coding tasks: negative program created by flipping bools, operators in
248		code (e.g. return True to return False, <= to >=).
249	<b>Offset (+-1)</b> [+ -1]	Coding tasks: negative program created by adding/subtracting 1 from range or
250		numeric value.
251	<b>Replace empty</b> [Empty]	Coding tasks: negative program created by replacing string to empty string,
252		list to empty list.
253	<b>Generic incorrect continuation</b> [Gen-Inc-Cont]	Answer generation tasks: negative is created by
254		generic incorrect answer.
255	<b>Early return</b> [Return]	Coding tasks: negative program created by early return.
256	<b>Evaluation types (definitions)</b>	
257	<b>Log-likelihood option scoring</b> [LL]	The model scores each provided option/target by conditional
258		log-probability given the prompt. Metrics typically compute accuracy over the highest-
259		likelihood choice (MC tasks) or compare likelihoods of gold vs. negative targets.
260	<b>Text generation string matching</b> [TG]	The model generates free-form text (or a number), which
261		is then judged by task-specific metrics (e.g., exact match on numerical value for
262		GSM8K/MATH; span/string matching for RC tasks; structured checks for DROP). Used
263		also for CoT/generative GPQA variants and HLE-Exact-Match.
264	<b>Perplexity (language modeling)</b> [PPL]	The model’s next-token distribution is evaluated over a
265		reference text to compute Perplexity (lower is better). Used for language-modeling corpora
266		like WikiText.
267	<b>Code execution against unit tests</b> [CE]	The model generates code, which is executed in a sandbox
268		against unit tests provided by a dataset (e.g., pass@1). Applies to HumanEval/MBPP/APPS,
269		MultiPL-E, DS-1000, LiveCodeBench, etc.

Table 1: Benchmarks (short names), evaluation abbreviations, contrastive method (short), and traits. Versions merged where applicable.

Benchmark	Eval	Method [CM]	Traits
DROP [16]	[TG]	<b>TG-Corrupt</b>	reading comprehension
ReCoRD [55]	[TG]	<b>MC-FirstDistr</b>	reading comprehension
SQuAD2 [40]	[TG]	<b>RC-Abstain</b>	reading comprehension
WebQuestions [3]	[TG]	<b>TG-Corrupt</b>	factual QA
TriviaQA [22]	[TG]	<b>TG-Corrupt</b>	factual QA
CoQA [41]	[TG]	<b>TG-Corrupt</b>	conversational RC
BoolQ [7]	[LL]	<b>2C-Flip</b>	boolean RC
Race [24]	[LL]	<b>MC-FirstDistr</b>	reading comprehension
QA4MRE [37]	[LL]	<b>MC-FirstDistr</b>	reading comprehension
QASPER [12]	[TG]	<b>2C-Flip</b>	scientific QA
MultiRC [23]	[LL]	<b>2C-Flip</b>	multi-sentence reasoning
XStoryCloze [28]	[LL]	<b>MC-FirstDistr</b>	commonsense
LogiQA [30]	[LL]	<b>MC-FirstDistr</b>	logical reasoning
LogiQA2 [29]	[LL]	<b>MC-FirstDistr</b>	logical reasoning
WSC [26]	[LL]	<b>2C-Flip</b>	reading comprehension
RTE	[LL]	<b>2C-Flip</b>	reading comprehension

Benchmark	Eval	Method [CM]	Traits
XWinograd [46]	[LL]	MC-FirstDistr	commonsense
WinoGrande [43]	[LL]	2C-Flip	commonsense
PIQA [4]	[LL]	2C-Flip	commonsense
COPA [42]	[LL]	2C-Flip	causal reasoning
HellaSwag [54]	[LL]	MC-FirstDistr	commonsense
SWAG [53]	[LL]	MC-FirstDistr	commonsense
OpenBookQA [35]	[LL]	MC-FirstDistr	science MCQ
ARC Easy [8]	[LL]	MC-FirstDistr	science reasoning
ARC Challenge [8]	[LL]	MC-FirstDistr	science reasoning
MC-TACO [56]	[LL]	2C-Flip	temporal reasoning
Social IQA [44]	[LL]	MC-FirstDistr	social reasoning
PROST [1]	[LL]	MC-FirstDistr	physical reasoning
Mutual [11]	[LL]	MC-FirstDistr	dialogue reasoning
HLE [38]	[TG]/[LL]	EM-PartialMask; MC-FirstDistr	expert exams
HLE Exact Match [38]	[TG]	EM-PartialMask	expert exams
HLE Multiple Choice [38]	[LL]	MC-FirstDistr	expert exams
TruthfulQA MC1 [27]	[LL]	MC-FirstDistr	truthfulness
TruthfulQA MC2 [27]	[LL]	MC-FirstDistr	truthfulness
TruthfulQA Gen [27]	[TG]	MC-FirstDistr	truthfulness
PubMedQA [21]	[LL]		biomedical QA
SciQ [50]	[LL]	MC-FirstDistr	science MCQ
HeadQA [47]	[LL]	MC-FirstDistr	healthcare QA
MedQA [20]	[LL]	MC-FirstDistr	medical QA
GSM8K [9]	[TG]	Num+1	mathematics
ASDiv [34]	[TG]	Num+1	mathematics
Arithmetic 1dc	[TG]	Num+1	mathematics
Arithmetic 2da	[TG]	Num+1	mathematics
MATH-500	[TG]	Num+1	mathematics (contest)
AIME	[TG]	Num+1	mathematics (contest)
AIME2024	[TG]	Num+1	mathematics (contest)
AIME2025	[TG]	Num+1	mathematics (contest)
HMMT	[TG]	Num+1	mathematics (contest)
HMMT Feb 2025	[TG]	Num+1	mathematics (contest)
PolyMath [49]	[TG]	Num+1	multilingual mathematics
Polymath EN Medium [49]	[TG]	Num+1	mathematics (olympiad)
Polymath ZH Medium [49]	[TG]	Num+1	mathematics (olympiad)
Polymath EN High [49]	[TG]	Num+1	mathematics (olympiad)
Polymath ZH High [49]	[TG]	Num+1	mathematics (olympiad)
LiveMathBench [32]	[TG]	Num+1	mathematics
LiveMathBench CNMO EN [32]	[TG]	Num+1	mathematics
LiveMathBench CNMO ZH [32]	[TG]	Num+1	mathematics
MBPP [2]	[CE]	+-1; Empty; Return	coding (Python)
MBPP+ [31]	[CE]	+-1; Empty; Return	coding (Python)
HumanEval [6]	[CE]	Log-Inv; +-1	coding (Python)
HumanEval+ [31]	[CE]	Log-Inv; +-1	coding (Python)
HumanEvalPack [36]	[CE]	Log-Inv; +-1	coding (multi-language)
InstructHumanEval	[CE]	Log-Inv; +-1	coding (Python)
CoNaLa [52]	[CE]	KP-Del	coding (Python)
CONCODE [18]	[CE]	KP-Del	coding (Java)



Benchmark	Eval	Method [CM]	Traits
Mercury [15]	[CE]	<b>Log-Inv; +-1</b>	coding (multi-language)
APPS [17]	[CE]	<b>KP-Del</b>	coding (Python)
DS-1000 [25]	[CE]	<b>Lib-Spec-Flip</b>	coding (Python)
ReCode [48]	[CE]	<b>Log-Inv; +-1</b>	coding (Python)
LiveCodeBench [19]	[CE]	<b>KP-Del</b>	coding (Python)
Multiple CPP [5]	[CE]		coding (C++)
Multiple Go [5]	[CE]		coding (Go)
Multiple Java [5]	[CE]		coding (Java)
Multiple JS [5]	[CE]		coding (JavaScript)
Multiple PY [5]	[CE]		coding (Python)
Multiple RS [5]	[CE]		coding (Rust)
CodeXGLUE Code to Text Python [33]	[TG]	<b>Summ-PolFlip</b>	coding (code-to-text)
CodeXGLUE Code to Text Go [33]	[TG]	<b>Summ-PolFlip</b>	coding (code-to-text)
CodeXGLUE Code to Text Java [33]	[TG]	<b>Summ-PolFlip</b>	coding (code-to-text)
CodeXGLUE Code to Text JavaScript [33]	[TG]	<b>Summ-PolFlip</b>	coding (code-to-text)
CodeXGLUE Code to Text PHP [33]	[TG]	<b>Summ-PolFlip</b>	coding (code-to-text)
CodeXGLUE Code to Text Ruby [33]	[TG]	<b>Summ-PolFlip</b>	coding (code-to-text)
CB [13]	[LL]	<b>MC-FirstDistr</b>	NLI
MRPC [14]	[LL]	<b>2C-Flip</b>	paraphrase detection
QNLI	[LL]	<b>2C-Flip</b>	NLI
QQP	[LL]	<b>2C-Flip</b>	paraphrase detection
SST2 [45]	[LL]	<b>2C-Flip</b>	sentiment analysis
WNLI	[LL]	<b>2C-Flip</b>	NLI
WiC [39]	[LL]	<b>2C-Flip</b>	word-in-context
PAWS-X [51]	[LL]	<b>2C-Flip</b>	paraphrase detection
XNLI [10]	[LL]	<b>MC-FirstDistr</b>	NLI

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#### Category legend

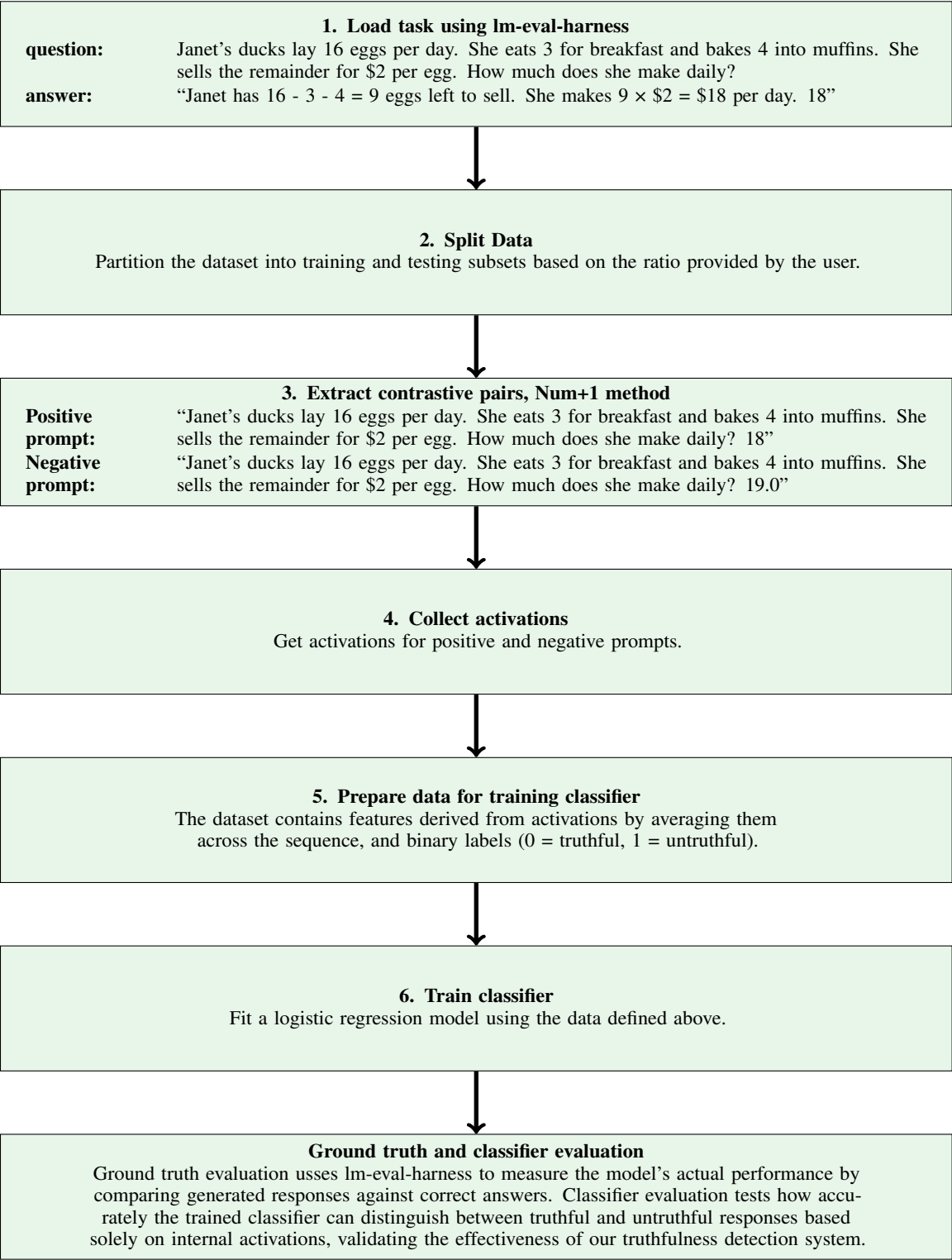
<span style="color: #ADD8E6;">■</span>	RC/ODQA
<span style="color: #90EE90;">■</span>	Multi-choice Reasoning
<span style="color: #FFDAB9;">■</span>	Exams & Knowledge Tests
<span style="color: #90EE90;">■</span>	Mathematics
<span style="color: #DDA0DD;">■</span>	Coding
<span style="color: #D3D3D3;">■</span>	Other

#### Abbreviation legend

[LL]	Log-likelihood option scoring
[TG]	Text generation (string match)
[PPL]	Perplexity (LM)
[CE]	Code execution vs. unit tests

#### Method [CM] codes

RC-Abstain	RC abstention swap
ConvRC-Abstain	Conversational RC abstention
LM-CorruptCont	LM corrupted continuation
2C-Flip	Two-choice flip
MC-FirstDistr	First distractor (MC)
MC-RandDistr	Random distractor (MC)
MC-LetterSwap	Letter swap (MC)
Bool-Flip	Boolean flip
EM-PartialMask	Exact-match partial mask
KP-Del	Keyword-preserving deletion
Summ-WordDrop	Summary word drop
Num+1	Numeric offset (+1)



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273 *Figure: GSM8K evaluation pipeline showing data flow from task loading through dual evaluation.*