

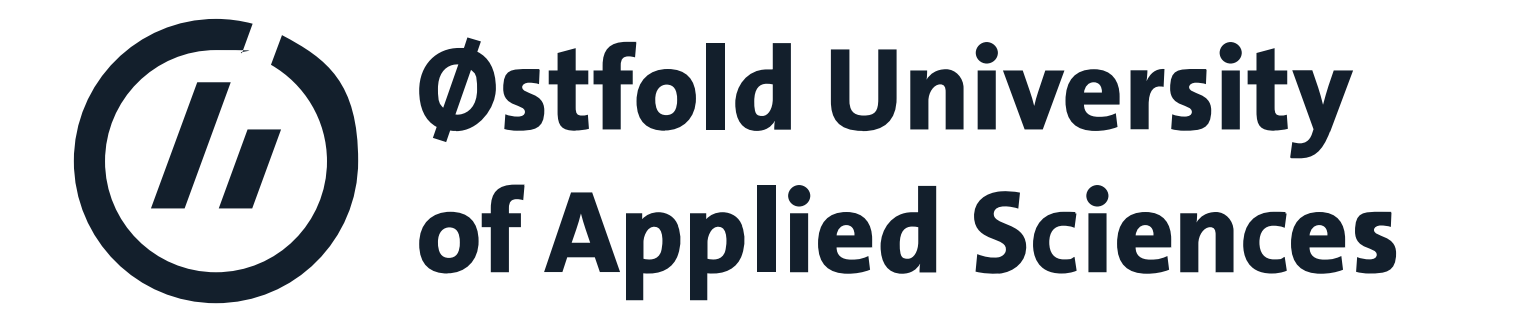
Brain2VLM

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Hierarchical Alignment Between Cortical Representations and Vision–Language Latent Spaces

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NOT ONE MAP

Linear for structure, strongly non-linear for semantics: $\Delta +0.48$ on CLIP c against $+0.06$ on diffusion z .

ONLY THE INTERFACE

No new generator, no new conditioning — and it still beats far heavier pipelines on every semantic metric.

BETTER LATENTS, NOT PIXELS

An expressive decoder drifts out of the generative prior: semantics improve, texture does not.

Brain-to-image decoders keep getting heavier *generators*. But what kind of map is the brain $\rightarrow$ latent interface itself?

1 THE PIPELINE

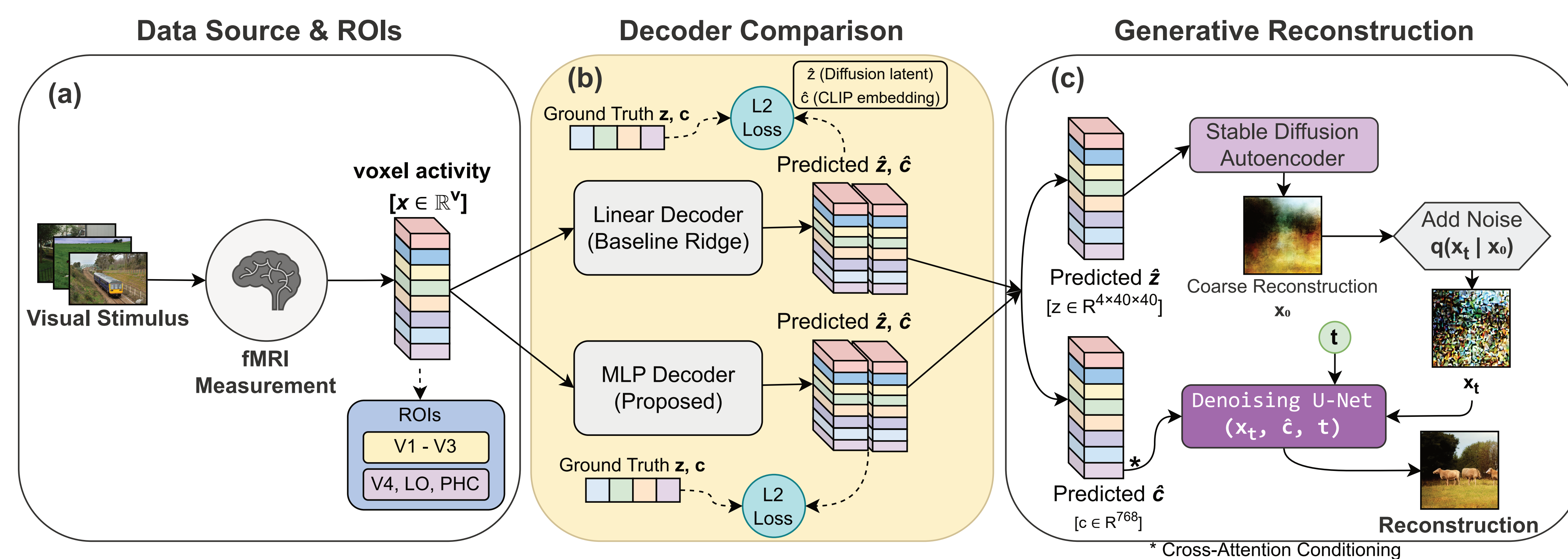


Fig. 1. (a) Voxels from early (V1–V3) and ventral (V4, LO, PHC) ROIs. (b) Ridge vs. residual MLP predict $\hat{z}$ and $\hat{c}$. (c) Frozen Stable Diffusion v1.4 decodes $\hat{z}$, re-noises it and denoises under $\hat{c}$. **Nothing inside the generator is trained.**

2 THE DECODER

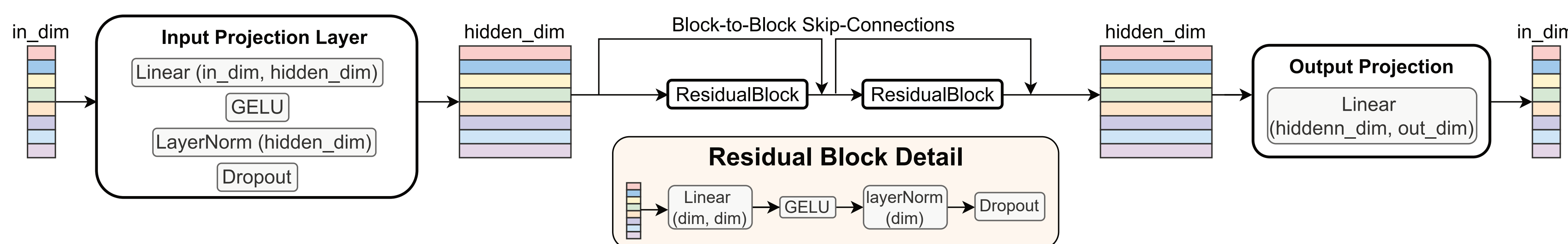


Fig. 2. Input projection, N residual blocks (Linear · GELU · LayerNorm · Dropout + skip), output projection — 2048 units, ℓ_2 loss, **identical hyper-parameters for all four subjects.**

3 RECONSTRUCTIONS

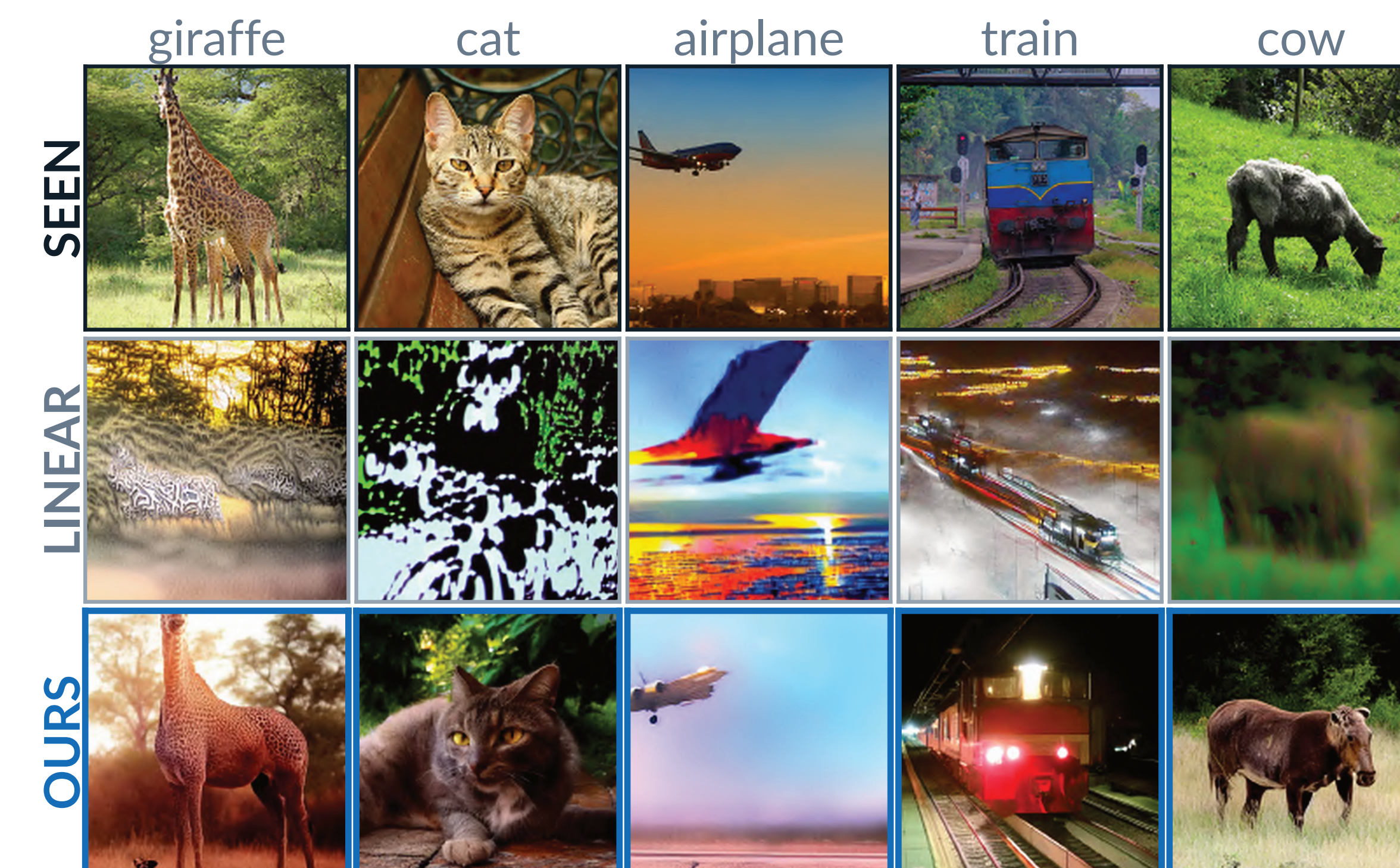


Fig. 3. subj01. Object identity is recovered far more often; texture and fine detail are *not*.

4 ABLATIONS

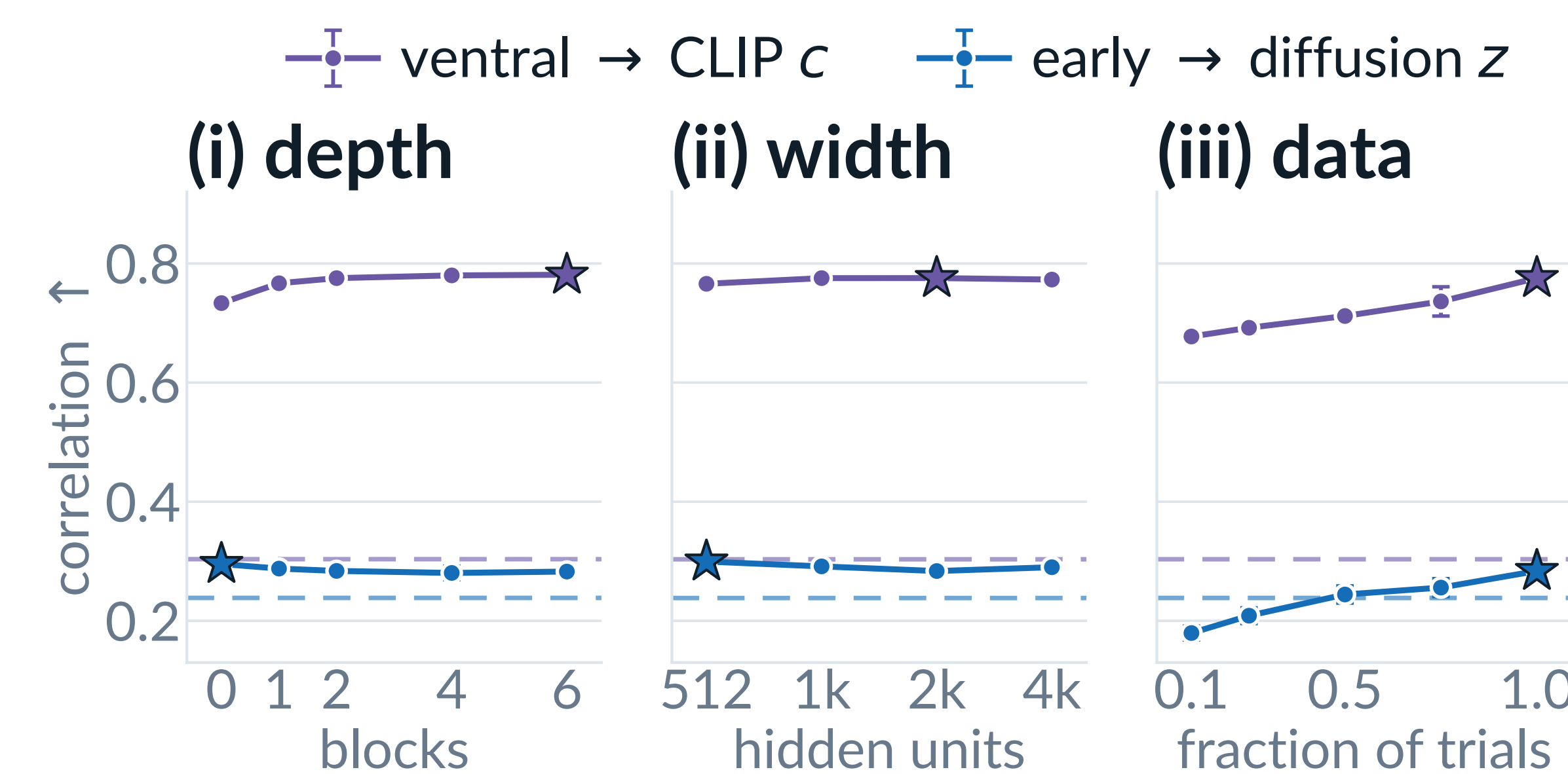


Fig. 4. Depth saturates after ~ 2 blocks and width after 2048 — but accuracy still climbs with data.

5 DISTRIBUTIONS

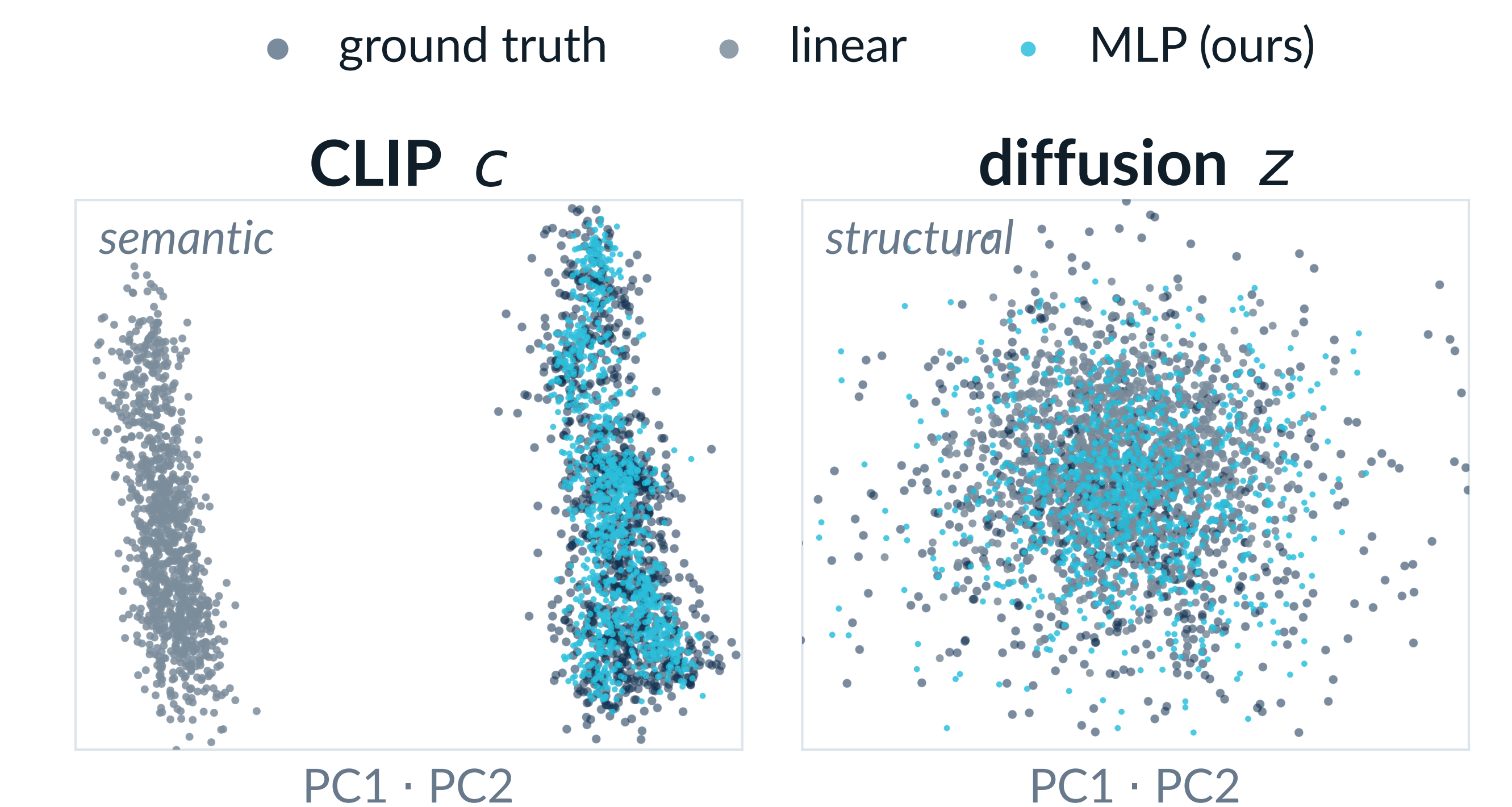


Fig. 5. MMD to the true latents: CLIP c .359 $\rightarrow$.042, $8.5\times$ closer; diffusion z .121 $\rightarrow$.133, slightly worse.

6 CORTICAL MAP

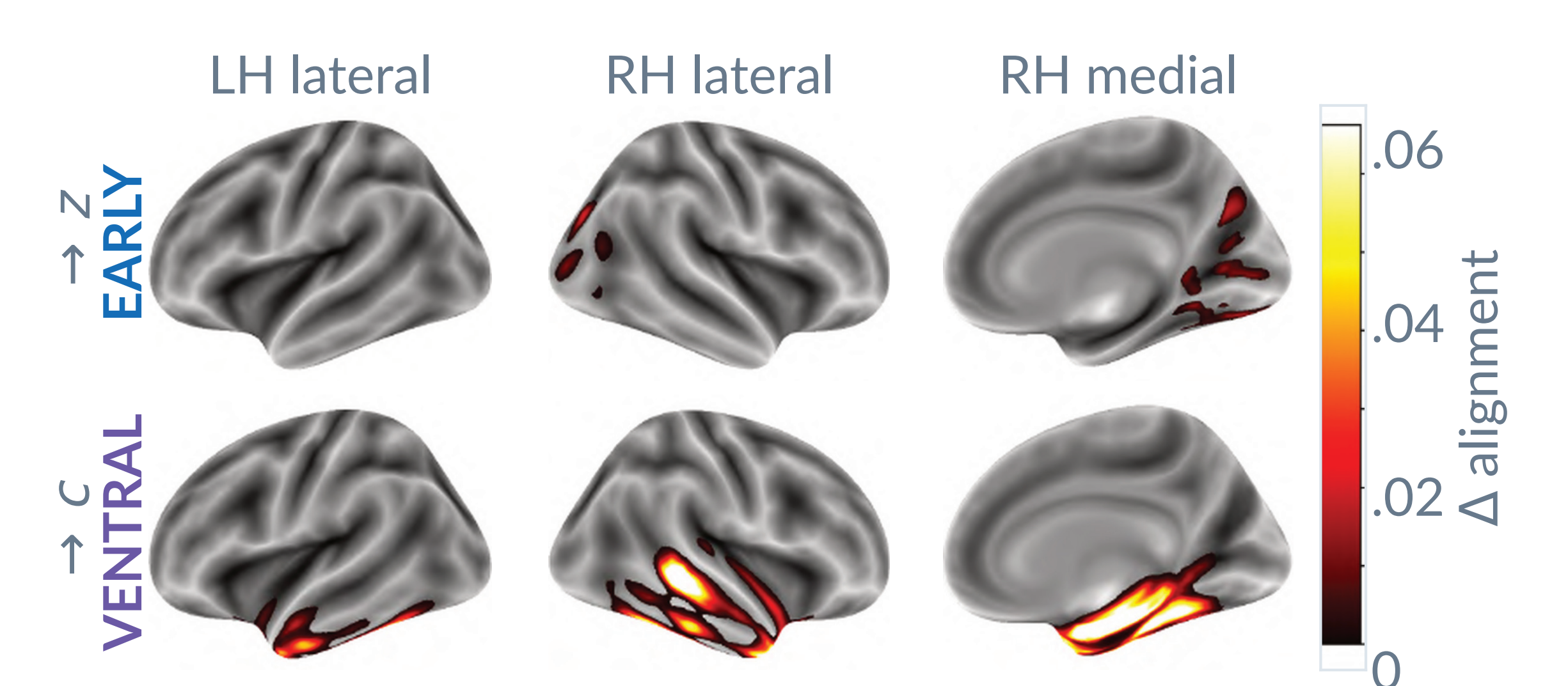


Fig. 6. Δ alignment (non-linear – linear): sparse in early V1–V3, strong and coherent along the **ventral stream** V4·LO·PHC.