

Glean Founders Talk AI-Powered Enterprise Search

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The quest for knowledge at work can feel like searching for a needle in a haystack. But what if the haystack itself could reveal where the needle is?

That's the promise of large language models , or LLMs, the subject of this week's episode of the NVIDIA AI Podcast featuring Deedy Das and Eddie Zhou, founding engineers at Silicon Valley-based startup Glean, in conversation with our host, Noah Kravitz.

With LLMs, the haystack can become a source of intelligence, helping guide knowledge workers on what they need to know.

Glean is focused on providing better tools for enterprise search by indexing everything employees have access to in the company, including Slack, Confluence, GSuite and much more. The company raised a series C financing round last year, valuing the company at \$1 billion.

Large language models can provide a comprehensive view of the enterprise and its data, which makes finding the information needed to get work done easier.

In the podcast, Das and Zhou discuss the challenges and opportunities of bringing LLMs into the enterprise, and how this technology can help people spend less time searching and more time working.

Sequoia Capital's Pat Grady and Sonya Huang on Generative AI

Pat Grady and Sonya Huang, partners at Sequoia Capital, to discuss their recent essay, "Generative AI: A Creative New World." The authors delve into the potential of generative AI to enable new forms of creativity and expression, as well as the challenges and ethical considerations of this technology. They also offer insights into the future of generative AI.

Real or Not Real? Attorney Steven Frank Uses Deep Learning to Authenticate Art

Steven Frank is a partner at the law firm Morgan Lewis, specializing in intellectual property and commercial technology law. He's also half of the husband-wife team that used convolutional neural networks to authenticate artistic masterpieces, including da Vinci's Salvador Mundi , with AI's help.

GANTheftAuto: Harrison Kinsley on AI-Generated Gaming Environments

Humans playing games against machines is nothing new, but now computers can develop games for people to play. Programming enthusiast and social media influencer Harrison Kinsley created GANTheftAuto, an AI-based neural network that generates a playable chunk of the classic video game Grand Theft Auto V .

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