

# Deloitte's Nitin Mittal on the Secrets of 'All-In' AI Success

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Artificial intelligence is the new electricity. The fifth industrial revolution. And companies that go all-in on AI are reaping the rewards. So how do you make that happen?

That big question — how? — is explored by Nitin Mittal, principal at Deloitte, one of the world's largest professional services organizations, and co-author Thomas Davenport in their new book "All in on AI: How Smart Companies Win Big with Artificial Intelligence."

On the latest episode of NVIDIA's AI Podcast, host Noah Kravitz speaks with Mittal, who leads Deloitte's artificial intelligence growth platform. He describes how companies across a wide variety of industries have used AI to radically transform their organizations and achieve competitive advantage.

The book, from the Harvard Business Review Press, explores the importance of a company-wide commitment to AI and the role of leadership in driving the adoption and implementation of the technology. Mittal emphasizes that companies must have a clear strategy and plan, and invest in the necessary technology and talent to make the most of AI.

Art(ificial) Intelligence: Pindar Van Arman Builds Robots That Paint Pindar Van Arman, an American artist and roboticist, designs painting robots that explore the differences between human and computational creativity. Since his first system in 2005, he has built multiple artificially creative robots. The most famous, Cloud Painter, was awarded first place at Robotart 2018.

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.

You can now listen to the AI Podcast through Amazon Music, Apple Music, Google Podcasts, Google Play, Castbox, DoggCatcher, Overcast, PlayerFM, Pocket Casts, Podbay, PodBean, PodCruncher, PodKicker, Soundcloud, Spotify, Stitcher and TuneIn.

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