

Sundar Pichai will be announcing a major update to the Google assistant. Write 500-700 words on the update. Also write a guest post for Wired by Clay Bavor, Vice President for Virtual Reality, highlight Google's work in VR.

1) FINDING YOUR WAY HOME

Today I want to welcome you home.

You already know about Google Home, but let's start today by thinking about what makes a home, a home.

It's a place where you feel comfortable and safe. Where you can take down your armor and recharge. Our homes, in whatever form they may be, sustain us.

What we've created would be right at home there. Google Home helps you access information, organize your day, and it makes life a little easier.

Our newest update to Google Home is more than a tool, it's almost an honorary member of your family. We've built something that integrates into home life. It allows you to turn on the lights as you walk in the front door, lower the thermostat, find a movie, come up with something to make for dinner, or help your kids do their homework.

Using Google Assistant you can talk to it like you would to any family member, and it adds computational power into your everyday tasks at home. Using something we're calling "Machine Learn My Life," the A.I. can distinguish up to six voices, noting the differences between, for example, my wife, my two children, and me when one of us says:

"OK Google, Tell me about my day."

Google Home is integrated with the Pixel smartphone, allowing you to add items to your family's grocery list. Or you can turn on and off compatible devices like smart lights and thermostats in the house. If you want suggestions for where to go out to eat, you can ask the Allo app. If you want a home cooked meal, you can use Google Assistant to walk you through one of five million recipes. It can dial your mom and put her on the speakerphone.

It can entertain your kids with games, trivia and jokes when they say they're bored. Google Home can manage your calendar. You can use it to order and pay for take-out, and it can even be proactive with prompts so you're not late for an appointment.

And when the kids are asleep, you can tell Google Assistant to dim the lights and play a movie so your partner and you can "Netflix and Chill."

It sounds simple enough. But this is not just an incremental step in integrating things like A.I. and other devices into a Smart Home. This is something more. Much more.

Let me explain.

Google's purpose is to organize the world's information and make it easily accessible for people. We build products that meet a human need and reach people around the world. We build tools that give people a better understanding of the world, and we do that by removing the friction of use, by offering utility and creating a little wonder.

That's what we have here.

But with A.I. and the machine learning that powers Google Home, we've gone farther. We've removed the need to swipe your phone, or click a mouse, or tap on a keyboard. We've created the means where people wield that kind of power with just their voice. These are interactions that are like natural conversations that power action, access to information and help in daily tasks.

We've removed a barrier between you and your computer, and put that to work for you in your home in the big and small things you do every day.

This is the future. There is no place like Google Home.

"OK Google, let's find our way home."

2) REALITY CHECK

Let's get real about virtual reality.

My job is all about the immersive computing technologies of virtual and augmented reality.

I'm an evangelist for both of them. I believe that they have the power to transform the way we work, play and learn. And yet even I roll my eyes sometimes at all the hype.

But tempering expectations is different than saying that there is a virtual reality bubble that's about to pop, as some on Wall Street seem to believe.

I get it.

Sales are sluggish. There's a dearth of VR and AR apps, and developers have yet to start exploring and building new offerings en masse. And it's true that everything about the technology must get better. But you don't need to put on an Oculus Rift to open your eyes to the potential.

So we are clear, virtual reality takes you anywhere. It can place you inside a virtual tour of the Louvre, in make-believe lands like Narnia, or unexplored places like Mars. Augmented reality adds computer-generated objects like Pokémon or dinosaurs into your world.

Contemplate the possibilities here. You may never walk along the trails of Machu Picchu, but virtual reality can transport you there in an instant. With augmented reality, you can add objects to your real life for entertainment or learning. For example, doctors can now reduce mistakes by overlaying three-dimensional models to walk them through each careful cut of a complex surgery.

When we focus on what is yet to be built we sometimes miss where we are at this moment. It reminds me of a wonderful bit by the comedian Louis CK called, [“everything is amazing and nobody cares.”](#)

Where we are now is amazing. Sometimes we forget how far we've come and how much we've achieved. This is a forest for the trees moment.

So let me tell you a bit about what Google has done in this realm and where we are at this very moment. This isn't hype. It is the reality of virtual and augmented reality technology right now.

First, six months ago we introduced Daydream View. It is a simple, comfortable, and affordable virtual reality headset. It puts the power of this technology into the hands of the people. It can take you inside a video game, immerse you in the news from the front lines of [Fallujah](#), or bring you courtside for the [NBA](#) finals.

This is incredibly important for Google. It is our mission is to give people access to the world's information, making it useful in their everyday lives. And these technologies do this in powerfully new ways.

Virtual reality and augmented reality, put people into new worlds and experiences that can only happen with this sort of immersive computing.

I can tell you about the wonders of the Sistine Chapel, but I can't quite convey the sense of wonder you get by looking up. Virtual reality can.

A teacher can tell her students about our galaxy. But with augmented reality, she can show them in her classroom an asteroid belt on the edge of the Milky Way. That has the power to captivate curious young minds.

Recently, Google made these moments more powerful by adding new dimensions to our technology that include such things as better tracking of head movements that are mimicked in the virtual world. And, in a parallel to our ubiquitous Google Maps tool that relies on GPS, we've added VPS, or a “visual positioning service,” to map the world inside. This allows your phone to identify distinct features inside a building helping you track down a specific tool in a massive hardware store, for instance, or an obscure artifact in a museum. Audio can narrate this for use by the visually impaired.

We are also fine-tuning these experiences by building better sensors, improving optics and beefing up graphic processing. As those improve so too will the breadth of experiences Google will offer.

Virtual reality and augmented reality are not an escape from reality. Instead they offer a chance to experience a reality that many of us couldn't or wouldn't be able to go through in any other way.

Seeing, sensing, and feeling can translate into empathy, understanding and beauty. And that's when things get real.

And friends, things are real right now. We are no longer living in a world where virtual reality is synonymous with flying cars. We are now flying to Mars, visiting the Sistine Chapel, and sailing through the Seven Wonders of the World with these technologies.

Come join our virtual revolution. Now, or in the future. Either way, we'll be there.