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**From:** David Gelernter  
**Sent:** Wed 6/29/2011 1:15:43 PM  
**Subject:** big

Know yr busy, but here's a graf by Eric on car streams. It's hard to think of anything bigger in the tech world, not only b/c cars worldwide are a virgin market wrt drive-by computing, but b/c people depending on an in-car stream interface will want the same thing on phones, pads etc -- just as they now want app screens on desktop PCs.

But the very bigness of this thing means that it won't & can't be done by ordinary people; only someone who thinks v big & operates v big could make it happen. There aren't many candidates, & yr way ahead of the other dozen or two (worldwide, at most).

Why not stop by this weekend?

Sorry to be a pain.

David

Chip manufacturers, automobile makers and aftermarket suppliers are producing in-car infotainment systems to allow automobiles to participate in on-demand media, information services, messaging systems, games, and game economies. Missing from their current offerings is a central organizing system and interface--in particular, one that's well suited to the constraints of a car (including the largest constraint--drivers can't be engaged in visual interfaces while driving). Lifestreams is a new interface that's suitable to auditory control (first described in '96) and powerful enough to enable access to info and news feeds, email, media browsing, on the fly organizing and summarizing services--all by voice.

StreamEngine, a cloud-based stream storage system and programmer interface, can support many different interfaces for stream-based infotainment and computing. StreamEngine will be based on open standards, but can be adapted to private-label offerings.