

1 AI in the news: An American story?

## 2 **Surprising Truths About a Hidden Giant**

Talent Paradox: Europe on par in "Frontier" Minds

Tech Stack Paradox: Europe as the World's AI "Trainers"

Startup Paradox: Europe Grows Them, America Owns Them

3 Where Europe can win: Picking the Right Battles

4 Way forward

# Europe is investing deeply into sovereign compute. But is that really our biggest bottleneck?

Europe hosts approximately

**16%**

of the world's data centers\*

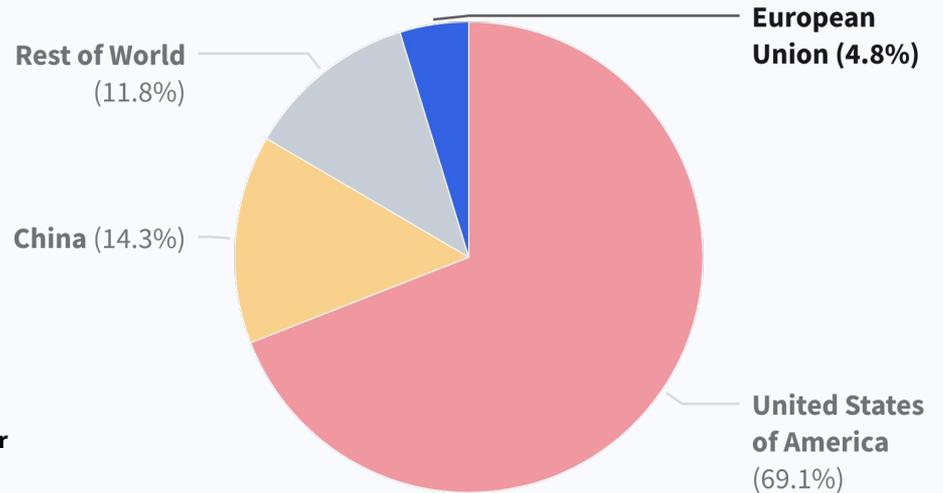
However, when focusing specifically on **AI computing infrastructure**, Europe's share is significantly lower, accounting for an estimated

**<5%**

of Global AI Compute\*\*

Nevertheless, the EU has emerged as the global leader for provision of AI Compute as a public good. The **Commission is spending €20B to build four to five large-scale AI gigafactories** equipped with approximately 100,000 next-generation AI chips each, aimed at establishing Europe as a global AI leader.

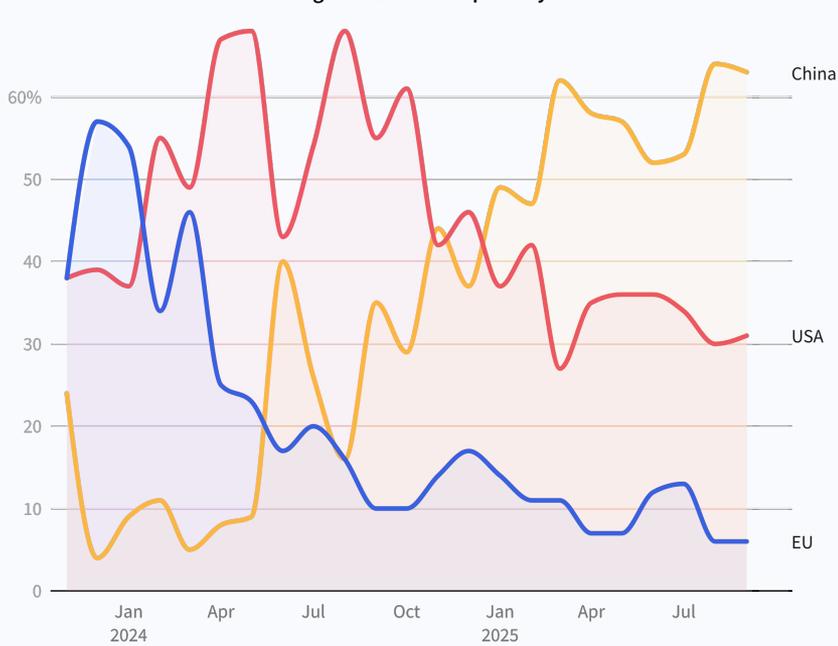
Regional Share of Global AI Compute (H100 equivalents)



# Europe has fallen behind in the Generative AI race

Europe is a distant third behind China and the US in the race to build the most advanced LLM models.

Global regional model adoption by month



Mistral is the only European organization with notable LLM Model release

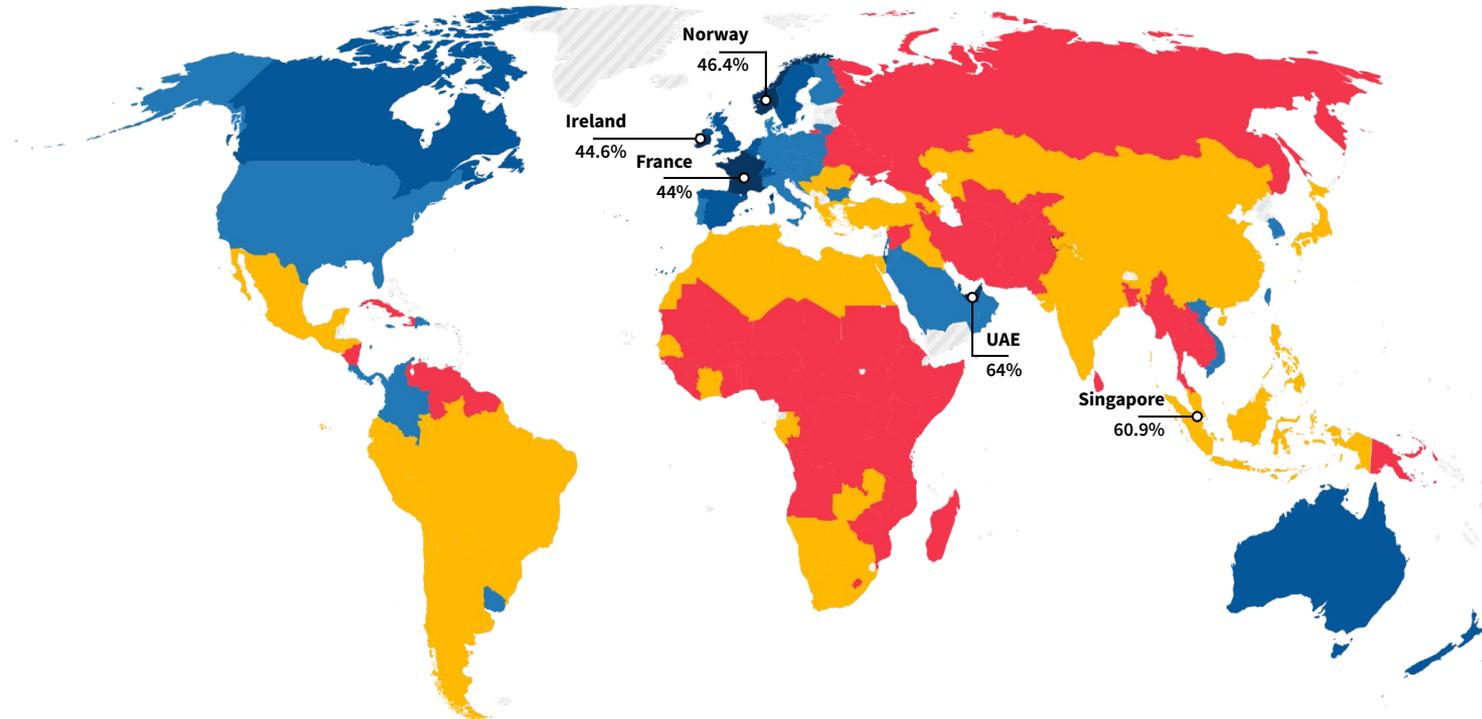
Number of notable AI models by organization, 2024



# Europeans lead in the application of AI

AI adoption ('Diffusion') by country, H2 2025

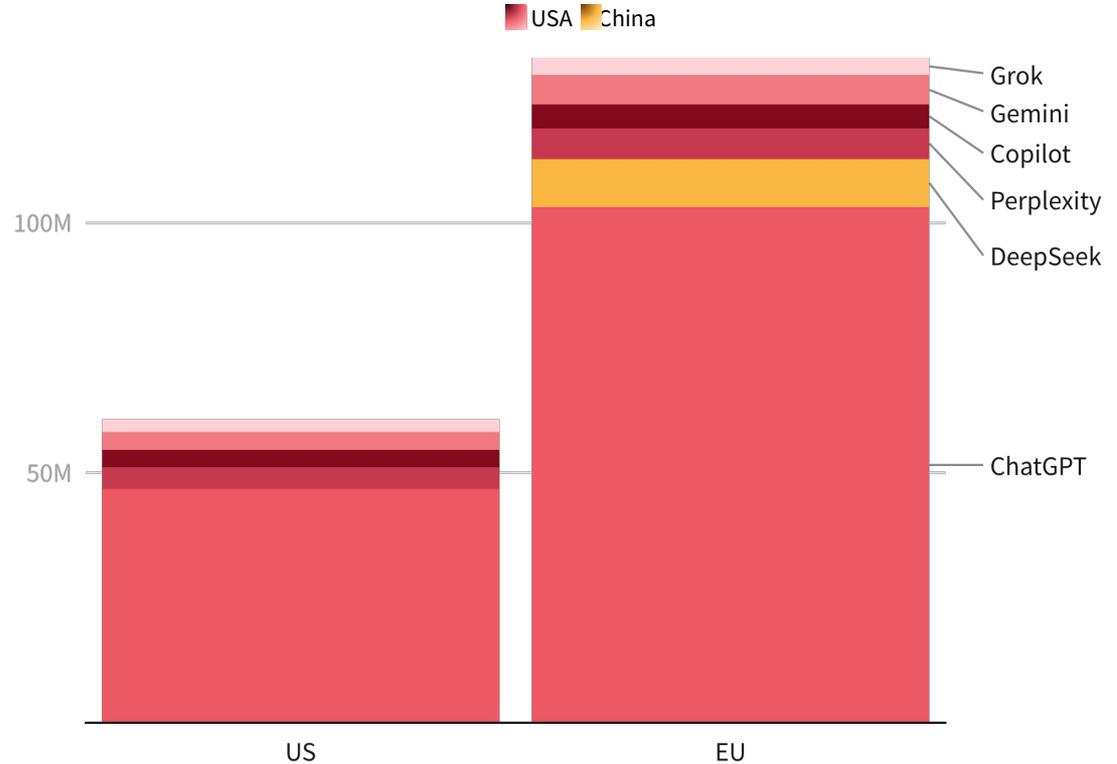
■ +40% ■ 30-40% ■ 20-30% ■ 10-20% ■ 0-10% ■ Insufficient Data



# Europeans consume AI brilliantly, but we train the algorithms owned by others.

There are significantly more users of LLMs in Europe than in the USA.

Monthly average (MAU) users of LLMs (Jul 2024 - Sept 2025)



# As AI models mature it will be about distribution.

Europe relies on foreign apps for most of its daily lives.

As AI gets embedded into the fabric of these apps, everything we buy and say and hear online will be shaped by models trained abroad.

Total Monthly Average Users (MAU) for vertical apps in Europe (by the apps' region of origin), Jul 2024 - Sep 2025

