

NEWSLETTER

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Beijing targets computing capacity of 200,000 PFLOPs by 2027 to fuel AI growth

Beijing plans to reach 200,000 petaflops of computing capacity by 2027 to support AI growth, building cross-regional clusters with neighboring provinces. Since 2023, the city has allocated over 700 million yuan (about \$100 million) in subsidies, cutting computing costs by more than 15 percent for nearly 100 firms and lifting utilization above 85%. **(Xinhua)**

Chinese researchers score breakthrough in general artificial intelligence logical reasoning

Chinese researchers have developed TongGeometry, an AGI (general artificial intelligence) system capable of autonomously proposing and solving mathematical problems. It outperforms DeepMind's AlphaGeometry and solves all IMO geometry problems since 2000 in under 38 minutes using a single consumer-grade GPU. The system marks progress toward small-data AGI and AI-assisted scientific discovery. **(Xinhua)**

China's 5G base stations top 4.83 million by end of 2025

China's telecom sector met 14th Five-Year Plan targets by end-2025, with 5G base stations totaling 4.838 million, or 34.4 per 10,000 people. Industry revenue reached 1.75 trillion yuan (about 250.8 billion U.S. dollars). Emerging services contributed 25.7 percent, as 5G, gigabit networks and digital infrastructure deepened integration with the real economy nationwide. **(People's Daily)**

New chip completes Alibaba's AI 'golden triangle'

A Chinese tech group has launched a high-end AI processor, completing an integrated "golden triangle" spanning AI models, cloud computing and in-house chips. Built on a proprietary architecture and software stack, the chip has been deployed in large cloud clusters, serving over 400 clients across sectors including energy, research, automotive and internet services. **(China Daily)**

AI injects new impetus into gaming sector

Artificial intelligence is accelerating game development and marketing, driving rapid growth in global distribution, industry data shows. AI-enabled tools boosted creative output and ad efficiency in 2025, with Chinese publishers capturing 35 percent of overseas user acquisition spending. Revenue from China-developed games abroad exceeded 9.5 billion U.S. dollars in the first half of 2025, up 11.07 percent year on year, led by the U.S. market. **(China Daily)**