

TechZone

When AI Learns From Books It Didn't Own

Anthropic's \$1.5 billion copyright settlement exposes the hidden battle over what AI is allowed to learn from.

Artificial intelligence can write, summarise and create in seconds — but one question remains difficult: where does AI get the knowledge it learns from, and who owns it?

That question became the centre of a landmark case involving AI company Anthropic, the maker of Claude. Authors accused the company of using copyrighted books without permission to train its AI systems. Court proceedings revealed that Anthropic had obtained millions of books, including material from unauthorised sources, as it built its training datasets.

One of the most striking parts of the case was Project Panama, an effort in which physical books were purchased, their spines removed, and their pages scanned for digital use. The physical copies were then discarded or recycled.

In July 2026, a US federal judge gave final approval to a \$1.5 billion settlement be-



tween Anthropic and authors and publishers. It became the

largest known US copyright settlement, with compensation calculated on eligible works.

The case is important because it separates two questions: can AI learn from copyrighted material, and can companies obtain that material illegally? A previous court ruling found that training on books could qualify as fair use, while Anthropic's storage of pirated copies created a separate copyright problem.

POCO's new flagship challenges F9 Pro & Ultra

POCO has launched the F9 Pro and F9 Ultra, bringing high-end performance and gaming-focused features to its latest F-series smartphones.

Both models feature 185Hz AMOLED displays, a 200MP main camera and dedicated VisionBoost D8 graphics hardware designed to improve gaming performance.

The F9 Pro comes with a 6.59-inch display, Snapdragon 8 Elite Gen 5 V-series processor, 6,330mAh battery and 100W wired charging, alongside 50W wireless charging. The F9 Ultra steps up to a 6.9-inch display, an 8,050mAh battery, 100W charging and a 50MP periscope telephoto camera.

The phones are aimed particularly at gamers, with high refresh rates and dedicated graphics processing helping deliver smoother gameplay and



faster visuals. The Ultra also adds a Bose-tuned subwoofer for enhanced audio, making it a more immersive option for gaming and entertainment.

Beyond gaming, the F9 series combines large batteries, high-resolution cameras, and fast charging with powerful processors. POCO is clearly positioning both models to compete with more expensive premium smartphones while maintaining the performance-focused identity that has defined the F-series.

With the F9 Pro and F9 Ultra, POCO is expanding its ambitions beyond affordable performance phones and further into the flagship smartphone market.

Huawei accelerates AI chip race against Nvidia

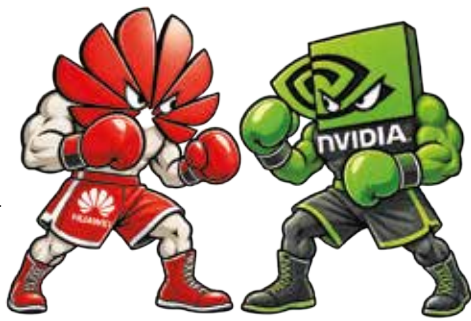
Huawei is bringing its next-generation Ascend 960DT AI chip to market earlier than planned, with a launch now targeted for the first quarter of 2027. The chip was previously expected later in 2027, highlighting Huawei's push to strengthen its position in the fast-growing AI computing market.

Huawei also plans to launch the Ascend 960PR in the third quarter of 2027. The company says its new generation is designed to deliver significantly higher computing performance, while its

broader strategy focuses on connecting large numbers of processors into powerful AI computing systems.

Huawei is developing its Peerium computing architecture and UnifiedBus technology to link thousands of AI processors. Its planned systems could eventually connect hundreds of thousands of processors, helping compensate for the performance gap between individual chips.

Nvidia, however, retains a major advantage in AI soft-



ware, particularly through its widely used CUDA ecosystem. Huawei is therefore competing not only on chip performance, but also on the wider hardware-and-software infrastructure surrounding AI.

The race is no longer just about who makes the fastest chip — it is about who can build the complete AI computing platform.

Apple finally folds: Is the iPhone Duo too late?

Apple has finally entered the foldable smartphone race with the iPhone Duo, nearly a decade after the technology began moving from experimental concept to commercial product. The question now is not whether Apple can build a foldable phone, but whether it can make the format feel new again.

The iPhone Duo opens into a 7.6-inch OLED display and closes into a 5.4-inch phone. It uses a titanium foldable design, a precision hinge and Apple's new A20 Pro chip, with a dual-battery system and thermal management designed to support demanding workloads. Apple says the inner screen is 50% larger than the iPhone 18 Pro Max's display.



But Apple is entering a market others have already spent years developing. Samsung launched its first Galaxy Fold in 2019, and has since refined the design through multiple generations. Huawei and Xiaomi have also continued experimenting with different foldable formats, including tri-fold designs.

Apple's advantage may be its ecosystem. The company has redesigned iOS 27 for the two-screen experience, while features such as Apple In-

telligence, multitasking and new camera functions are designed around the larger display.

The biggest obstacle could be the price. The iPhone Duo starts at \$1,999 in the US, making it significantly more expensive than conventional

flagship phones. In the UAE, it starts at AED 8,499.

So, is Apple late? Technically, yes. But arriving later also allows Apple to learn from the industry's first generation of foldables. The real test will be whether the Duo can turn a technology that has existed for years into something mainstream.

Apple may be late to folding — but it could still change how the world sees foldable phones.

MediaTek unveils 2nm smartphone chip

MediaTek has unveiled its Dimensity 9600 Pro, a flagship smartphone processor built using TSMC's advanced 2nm process. The chip is designed to deliver higher

performance while reducing power consumption, with MediaTek reporting up to a 61% reduction in multi-core power consumption. Its dual-NPU architecture also boosts on-device generative

AI performance by 51%. The first smartphones powered by the new chip are expected to launch this quarter.



Meta's AI agent can now do the work for you

Meta has launched Muse, a new personal AI agent designed to move beyond answering questions and actually complete tasks on a user's behalf. Unlike a traditional chatbot, Muse can interact with other apps to handle activities such as sending emails, booking travel and managing online tasks.

Meta says Muse runs inside a dedicated secure virtual machine, separating the AI from a user's personal computer while allowing it to access approved apps and information. Users can control how much access the agent receives.

The launch highlights a major shift in consumer AI: assistants are becoming agents that act, rather than tools that sim-



ply respond. But the technology also raises questions about privacy, security and what happens when an AI is given permission to make decisions

or take actions independently. The big idea: Your next AI assistant may not just tell you what to do — it may do it for you.



The first computer hard drive weighed more than a tonne.



IBM's RAMAC 305, introduced in 1956, was the world's first commercial computer to use a hard disk drive. The system contained 50 magnetic disks, each measuring 24 inches

across, and could store around 5 megabytes of data.

The enormous machine required a dedicated room and was vastly different from the tiny storage devices we use today. A modern microSD

card, small enough to fit on a fingertip, can store hundreds of gigabytes of data — tens of thousands of times more than RAMAC's original capacity.

What makes the story even more remarkable is how quickly storage technology has evolved. From magnetic disks that filled an entire room to solid-state drives and tiny memory cards, engineers have dramatically increased storage capacity while shrinking physical size.

TechZone fact: Today, a single smartphone can carry more data than many early computers could store in their entire systems.