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Author Correction: A dataset of eye gaze images for calibration-free eye tracking augmented reality headset

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Correction to: *Scientific Data* <https://doi.org/10.1038/s41597-022-01200-0>, published online 29 March 2022.

Equations 11 and 12 in the Technical Validation section were incomplete in the original version. The correct versions are as follows:

$$L_{\text{Training}} = \frac{1}{N} \sum (\|Y - Y_0\|_2)^2 = \frac{1}{N} \sum ((x - x_0)^2 + (y - y_0)^2), \quad (11)$$

$$L_{\text{Validating}} = \frac{1}{N} \sum \|Y - Y_0\|_2 = \frac{1}{N} \sum \sqrt{(x - x_0)^2 + (y - y_0)^2}, \quad (12)$$

These have been corrected in the pdf and HTML versions of the paper.



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