

## Author Correction: Self-play reinforcement learning guides protein engineering

Correction to: *Nature Machine Intelligence*  
<https://www.nature.com/articles/s42256-023-00691-9>. Published 20 July 2023.

<https://doi.org/10.1038/s42256-023-00713-6>

Published online: 8 August 2023

 Check for updates

Yi Wang , Hui Tang , Lichao Huang , Lulu Pan, Lixiang Yang ,  
Huanming Yang, Feng Mu  & Meng Yang 

In the version of this article initially published, there were errors in Fig. 3f where the colours of the native and designed peptide were switched for both EvoPlay and EvoBind, and the native peptide in EvoPlay's superposition should have been the same as EvoBind's. The original and corrected Fig. 3f appear as Fig. 1, below. The figure has now been corrected in the HTML and PDF versions of the article.

© The Author(s), under exclusive licence to Springer Nature Limited 2023

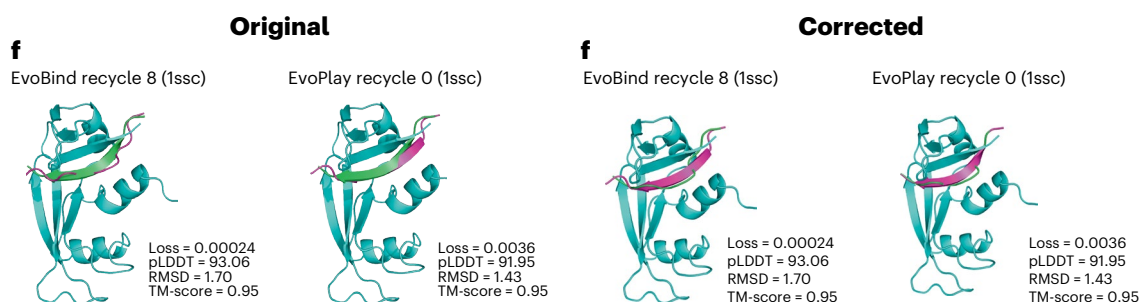


Fig. 1 | Original and revised Fig 3f.