



Publisher Correction: Opportunities for neuromorphic computing algorithms and applications

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Correction to: *Nature Computational Science* <https://doi.org/10.1038/s43588-021-00184-y>, published online 31 January 2022.

In the version of this article initially published, there was a miswording in the third sentence of the “Widening usability and access to hardware and simulators” section. The sentence has been clarified to now read: “Several open-source neuromorphic simulators have support for different hardware back ends, such as multinode CPUs, GPUs, and emerging neuromorphic hardware (for example, SpiNNaker¹⁰³).” The amendment has been made in the HTML and PDF versions of the article.

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