



Correction

Correction: Li et al. A Learning Game-Based Approach to Task-Dependent Edge Resource Allocation. *Future Internet* 2023, 15, 395

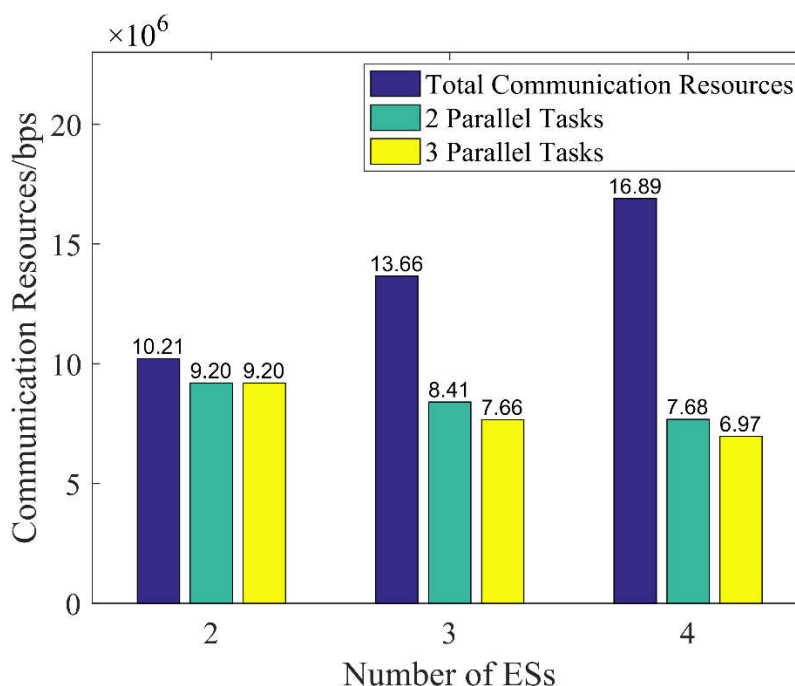
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In the original publication [1], there was a mistake in Figure 7 as published. Due to an oversight by the authors, Figure 7b displayed the same content as that in Figure 7a. The correct Figure 7b appears below.



Citation: Li, Z.; Ju, H.; Ren, Z.

Correction: Li et al. A Learning Game-Based Approach to Task-Dependent Edge Resource Allocation. *Future Internet* 2023, 15, 395. *Future Internet* 2024, 16, 141. <https://doi.org/10.3390/fi16040141>

Received: 11 April 2024

Accepted: 12 April 2024

Published: 22 April 2024



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The authors state that the scientific conclusions are unaffected. This correction was approved by the Academic Editor. The original publication has also been updated.

Reference

1. Li, Z.; Ju, H.; Ren, Z. A Learning Game-Based Approach to Task-Dependent Edge Resource Allocation. *Future Internet* 2023, 15, 395. [[CrossRef](#)]

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