

Supplementary Figure 1 | Test performance on different training dataset ratio. The test percentage of training data set is from 1% to 99%. Each training data set is used to train the ML model and record the model score, which is coefficient of determination (R^2). The test score R^2 exceeds 95% on the training data radio of 30%.



Supplementary Figure 2 | Scatter plots of the true coordinates (x, y) and the predicted coordinates (x, y) in CIE 1931 color space. a KRR, b DTR, c GPR and d MLPR.



Supplementary Figure 3 | The counts of regular residual of the forward KRR model according to the distance between true coordinates and predicted coordinates. a KRR, b DTR, c GPR and d MLPR.



Supplementary Figure 4 | **Three color categories (red, green, blue) in CIE 1931 color space and** *D-d* **plane** for **a** g=40 nm. **b** g=60 nm. **c** g=80 nm.



Supplementary Figure 5 | **Two color categories (qualified, unqualified) according to reflection peak intensity in CIE 1931 color space and** *D-d* **plane** for **a** *g*=60 nm. **b** *g*=80 nm. **c** *g*=100 nm.



Supplementary Figure 6 | Three color categories (red, green, blue) in CIE 1931 color space and w_1 - w_2 plane for g=30 nm.



Supplementary Figure 7 | Two color categories (qualified, unqualified) according to reflection peak intensity in CIE 1931 color space and w1-w2 plane for a g=30nm. b g=60 nm. c g=90 nm. d g=120 nm. As g increases, the interaction between adjacent resonators becomes weaker, leading to the decrease of reflection intensity.

ML model	R ²	T (s)	Advantage	Disadvantage
KRR	0.989	1.6	nonlinear relationship, regularization	
DTR	0.962	0.06	fast, no prior information	overfitting, can't handle complex nonlinear
GPR	0.988	69.9	kernel, probabilistic	not sparse
MLPR	0.979	3.1	complex nonlinear relationship	large amount of data

Supplementary Table 1 | The learning performances of four ML models. We execute one hundred times cross-validations and calculate the mean R^2 and T.

<i>g</i> (nm)	MA		
10	0.983		
20	0.993		
30	0.987		
40	0.974		
50	0.977		
60	0.98		
70	0.977		
80	0.971		
90	0.961		
100	0.968		
110	0.974		
120	0.932		

Supplementary Table 2 | The mean accuracy (MA) of the classification results for different *g* group.

Desired color (x, y)	Predefined d, g (nm)	Final D, d, g (nm)	$Color\left(x,y\right)$
	60, 60	226, 40, 60	(0.492,0.365)
(0.5,0.35)	100, 60	229, 90, 60	(0.496,0.393)
	120, 60	229.15, 60	(0.474,0.377)
	60, 60	124, 11, 60	(0.265,0.566)
(0.3,0.55)	100, 60	128, 10, 60	(0.289,0.573)
	120, 60	121.10, 60	(0.243,0.557)
	60, 60	124, 40, 60	(0.134,0.149)
(0.15,0.15)	100, 60	229, 90, 60	(0.139,0.145)
	120, 60	229.15, 60	(0.141,0.139)

Supplementary Table 3 | **Inverse design result with different predefined geometry parameters.** The reinforcement learning (RL) algorithm find different geometries with different predefined geometry parameters, which generate similar colors with the desired ones. The results show high stability under different predefined geometry parameters.