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Chapter 1

The Probably Approximately Correct Learning Model

1.1 A Rectangle Learning Game

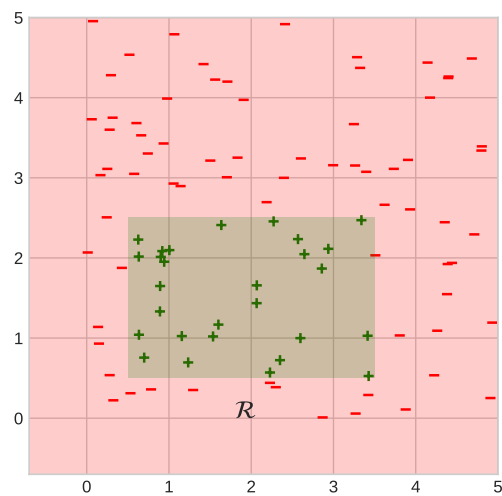


Figure 1.1: The target triangle along with a labeled sample of points