Chapter 1

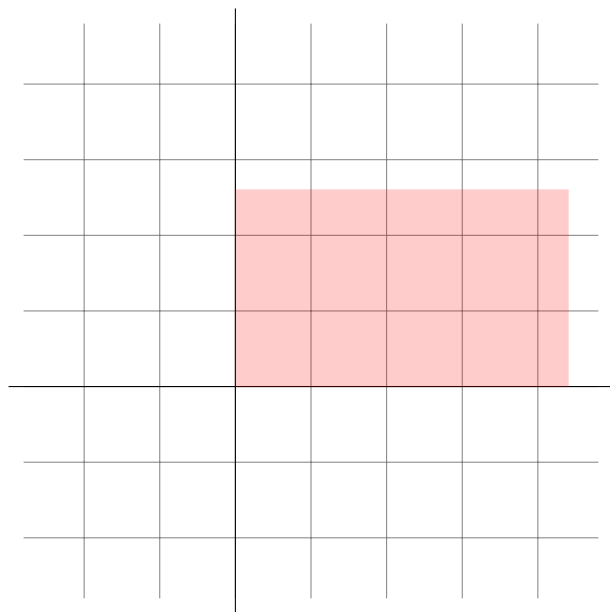# The Probably Approximately Correct Learning Model

1.1 A Rectangular Learning Game

Figure 1.1: A rectangular learning game