**Unsupervised Nearest Neighbors :**

NearestNeighbors implements unsupervised nearest neighbors learning. It acts as a uniform interface to three different nearest neighbors algorithms: BallTree, KDTree, and a brute-force algorithm based on routines in sklearn.metrics.pairwise. The choice of neighbors search algorithm is controlled through the keyword 'algorithm', which must be one of ['auto', 'ball\_tree', 'kd\_tree', 'brute']. When the default value 'auto' is passed, the algorithm attempts to determine the best approach from the training data.

Parameters:

(1)n\_neighbors : int, default=5

Number of neighbors to use by default for kneighbors queries.

(2)algorithm : {‘auto’, ‘ball\_tree’, ‘kd\_tree’, ‘brute’}, default=’auto’

Algorithm used to compute the nearest neighbors:

‘ball\_tree’ will use BallTree

‘kd\_tree’ will use KDTree

‘brute’ will use a brute-force search.

‘auto’ will attempt to decide the most appropriate algorithm based on the values passed to fit method.