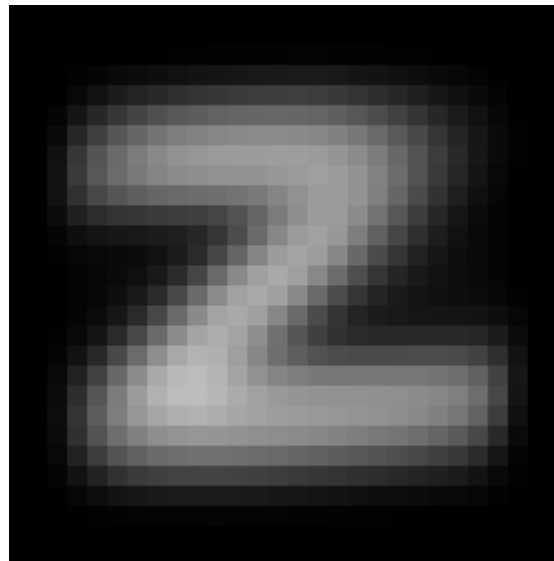# Nearest Neighbor

Disclaimer: Not an actual implementation of a nearest neighbor method. It simply resembles such a method. This was done for efficiency purposes. This method loops over the training set and creates an averaged, anticipated image of what it thinks each character should look like.

On the left we can see what the algorithm predicts the character 'z' to look like. It then finds the difference between each image in the testing set and predicts based on the least different.