



A deep dive into Hierarchical Navigable Small Worlds (HNSW)

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Vector Database 101 - Hierarchical Navigable Small Worlds (HNSW)

Introduction

Hey there - welcome back to Milvus tutorials. In the previous tutorial, we

In this tutorial, we'll build on top of that knowledge by looking at what is perhaps the most commonly used primary algorithm today: Hierarchical Navigable Small Worlds (HNSW).

Wrapping up

In this tutorial, we did a deep dive into

In the next tutorial, we'll continue our deep dive into indexing strategies with Approximate Nearest Neighbor Oh Yeah (Annoy) - a tree-based indexing algorithm

All code for this tutorial is freely available on Github: <https://github.com/fzliu/vector-search>.