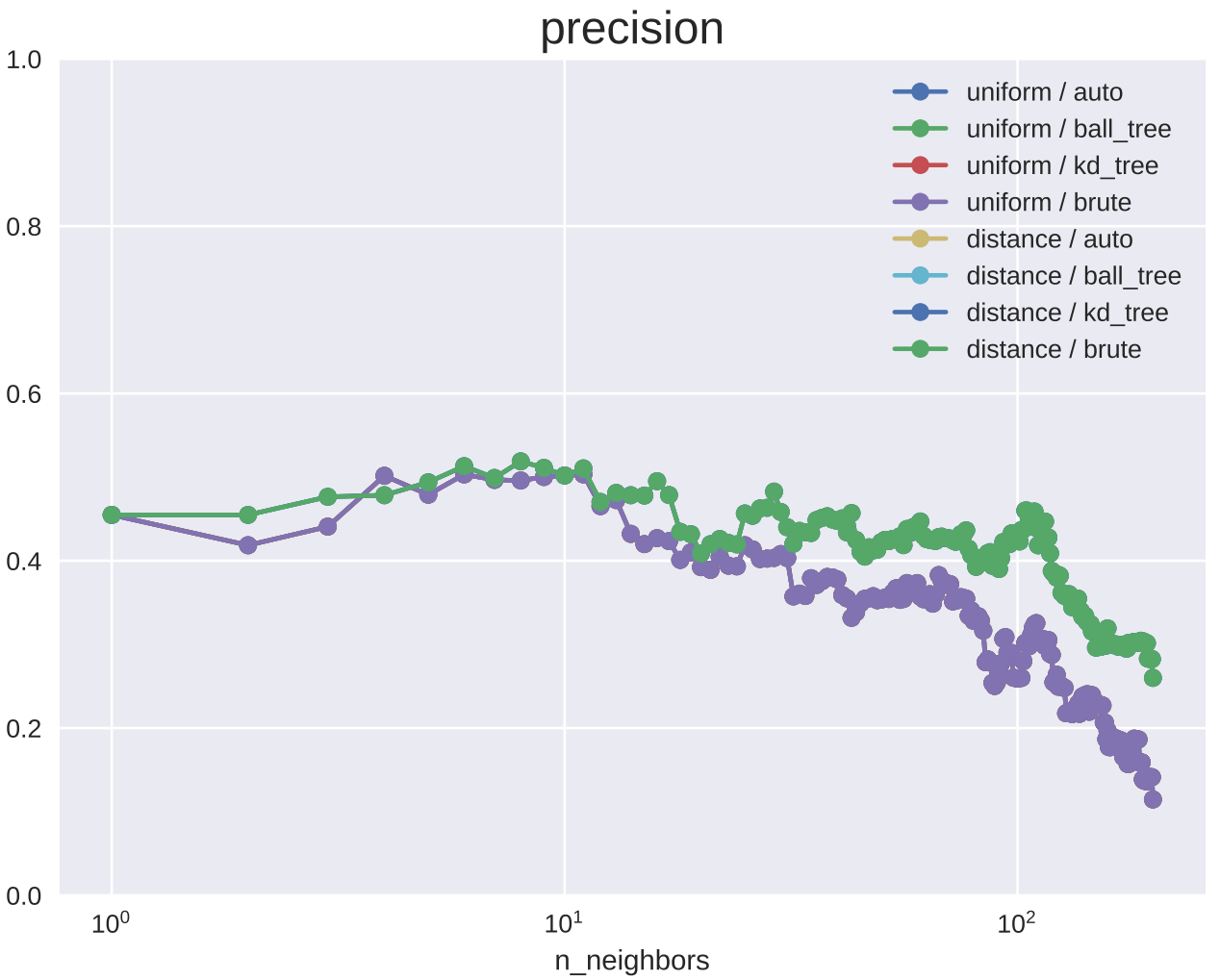
precision
1.0
0.8
0.6
0.4
0.2
0.0
10^0
10^1
10^2
n_neighbors
uniform / auto
uniform / ball_tree
uniform / kd_tree
uniform / brute
distance / auto
distance / ball_tree
distance / kd_tree
distance / brute