#	(HAISS) Similarity i.e. Distance Metrice
11	
	4 L2 Distance
	Ly Inner Product
	4 Cosine
	G COSINE
11	
	Similarity Search Methods (Indexing)
	Exact Search [uses Euclidean distance]
	Approx. Nearest Neighbor
	Suantization based
	Graph-based
	Lo GPU accelerated Indexes
	- GIU Accelerated Shack