n_neighbors: int, optional (default = 5)

Number of neighbors to use by default for k neighbors queries.

weights : optional (default = 'uniform')

'uniform': uniform weights. All points in each neighborhood are weighted equally.

'distance': weight points by the inverse of their distance. in this case, closer neighbors of a query point will have a greater influence than neighbors which are further away.

algorithm : {'auto', 'ball_tree', 'kd_tree', 'brute'},
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.

leaf_size : int, optional (default = 30)

Leaf size passed to BallTree or KDTree. This can affect the speed of the construction and query, as well as the memory required to store the tree. The optimal value depends on the nature of the problem.

 \mathbf{p} : integer, optional (default = 2)

• Power parameter for the Minkowski metric. When p = 1, this is equivalent to using manhattan_distance, and euclidean_distance, for p = 2.

metric: string or callable, default 'minkowski'

the distance metric to use for the tree. The default metric is minkowski, and with p=2 is equivalent to the standard Euclidean metric. See the documentation of the DistanceMetric class for a list of available metrics.

metric_params : dict, optional (default = None)

Additional keyword arguments for the metric function.

n_jobs : int or None, optional (default=None)

The number of parallel jobs to run for neighbors search.