Finding the neighbours (k = 1):

- Find region containing **x** (starting from root node, move to child node based on node test).

- Save region point **x*** = **x₀** as current best.

- Move up tree and recursively search regions intersecting hypersphere

- Update **x*** if new nearest neighbour has been found

For k > 1:

- Same algorithm, but save **x*** as k-nearest neighbour.

- **Complexity:** O(k log N)