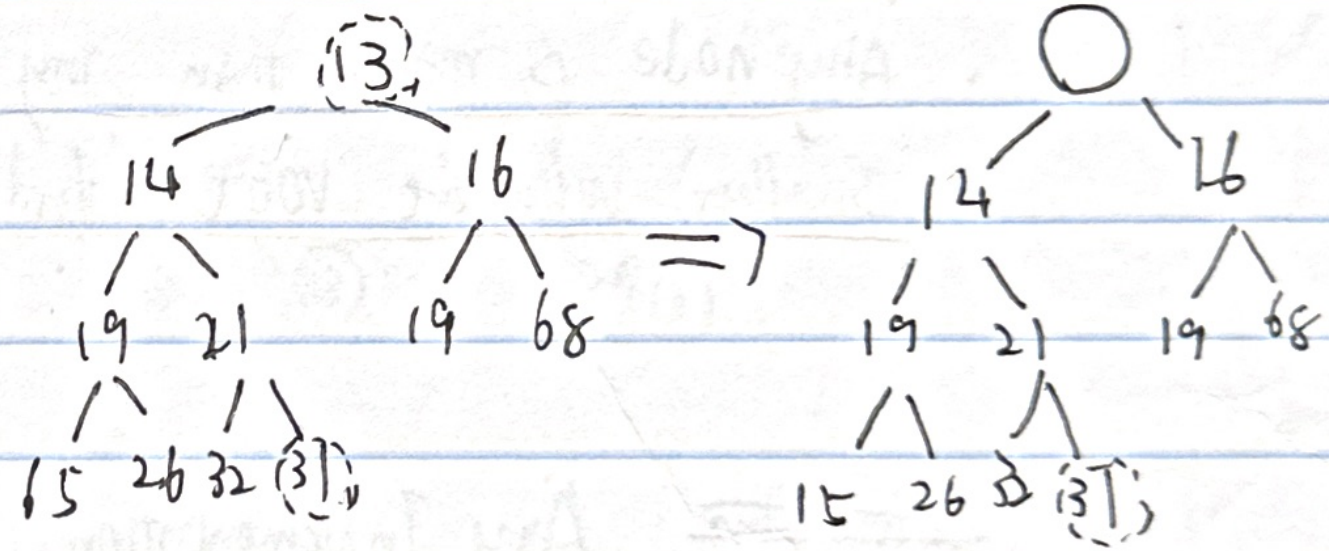
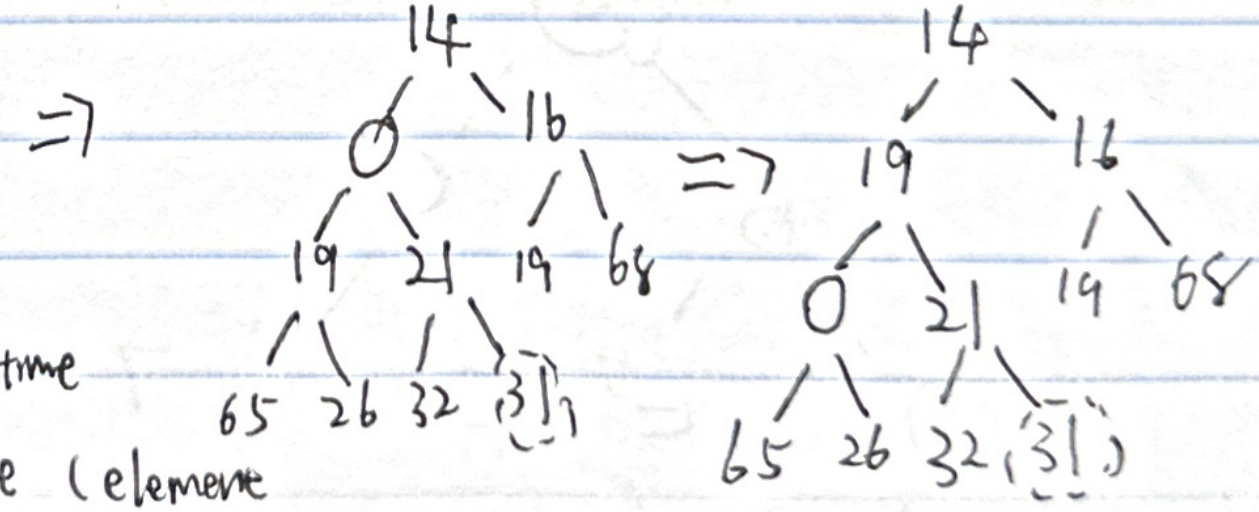
DeleteMin

1. create a hole at the root
2. Move the hole down until the last element of the heap can be placed in the hole without violating the heap order property (percolate down)

deleteMin()





Running Time

worse case = $O(\log N)$ time

on average = $O(\log N)$ time (element that is placed at the root is large, so it's percolated almost to the bottom)