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	push	pop	modify	erase	join
std::priority_queue	$\lg(n)$	$\lg(n)$	$n\lg(n)$	$n\lg(n)$	$n\lg(n)$
pairing_heap_tag	1	$\lg(n)$	$\lg(n)$	$\lg(n)$	1
binary_heap_tag	$\lg(n)$	$\lg(n)$	n	n	n
binomial_heap_tag	1	$\lg(n)$	$\lg(n)$	$\lg(n)$	$\lg(n)$
rc_binomial_heap_tag	1	$\lg(n)$	$\lg(n)$	$\lg(n)$	$\lg(n)$
thin_heap_tag	1	$\lg(n)$	$\lg(n)$[ps]	$\lg(n)$	n

ps: 1 if increased_key only else $\lg(n)$

4 graph

4.1 Dijkstra's Algorithm

4.2 Tarjan's Algorithm

4.3 Jump Pointer Algorithm

5 Flow

5.1 Bipartite Matching

5.2 MaxFlow (ISAP)

5.3 MinCostMaxFlow

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5.4 BoundedMaxFlow

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