heaps

heap = yığın (priority queues)

find_min → O(1)

other operations O(logN)

complete binary tree, represented as an array (we start with index 1

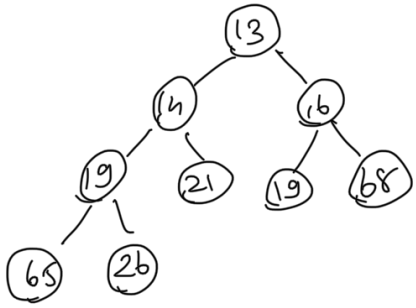
insertion (move the to the root) (parent) → moving up

- parent < children (min heap)
- parent > children (max heap)

- deletion → moving down

↳ delete the root value
move the last leaf to the root
move it down with comparing
check the balancing of the tree

ind/2 → parent



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normally N log N
build heap O(N)

search element → BST → log N
Heap → N (min O(1))