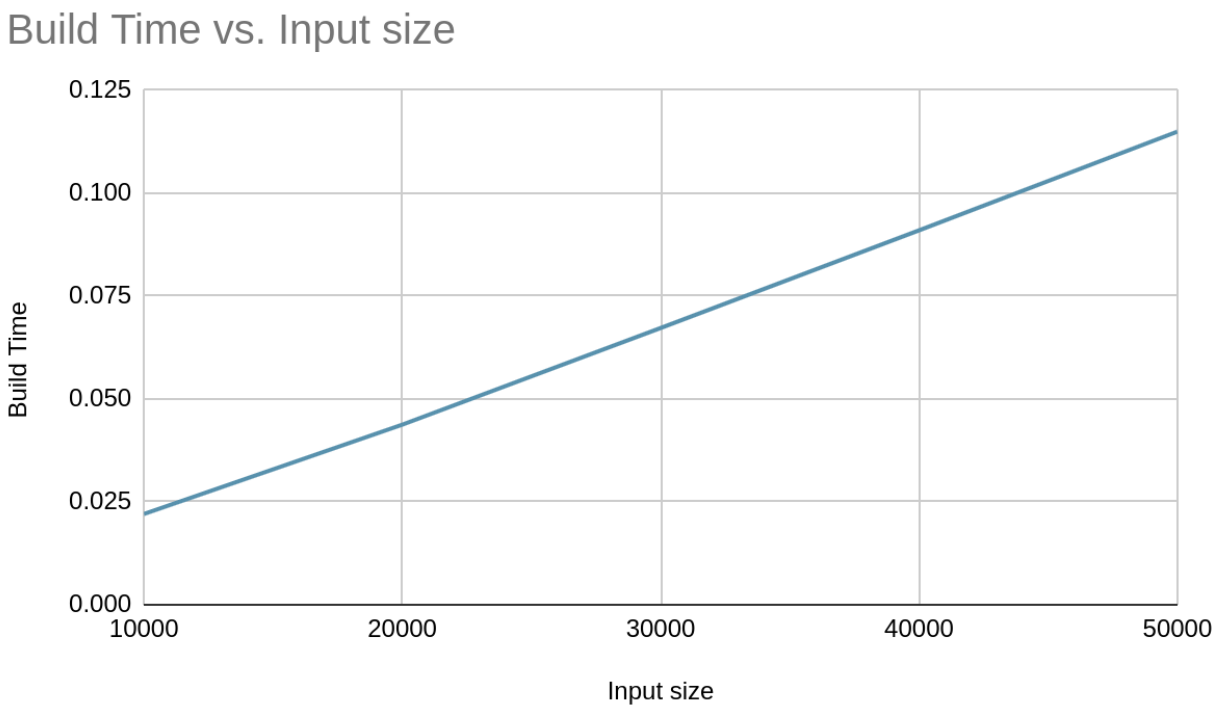
| Input Size | 10,000 | 20,000 | 30,000 | 40,000 | 50,000 |
|---|---|---|---|---|---|
| Build | 0.0220296 | 0.0437506 | 0.0672148 | 0.090957 | 0.114952 |
| Find Min | 1.6e-6 | 1.8e-6 | 1.8e-6 | 1.6e-6 | 1.8e-6 |
| Find Max | 1.8e-6 | 2e-6 | 1.4e-6 | 1.6e-6 | 2e-6 |
| Delete Min | 3.6e-6 | 3.6e-6 | 3.6e-6 | 3.6e-6 | 4e-6 |
| Delete Max | 2.4e-6 | 2.4e-6 | 2.2e-6 | 2.4e-6 | 2.4e-6 |




The find min/max and delete min/max give me pretty much no useful information. If we had ran these functions many times (say, until the tree was empty) we would've probably seen the time increase as input size grew.

Since we *inserted* many times for the build, the time complexity of insert became apparent. It looks very linear but we know theoretically that it is slightly superlinear, O(nlogn).