void killChildren(Program & program, size\_t rootI) {

auto levels = getLevelStarts(program);

levels.push\_back(program.size());

size\_t levelI = 0;

while (rootI >= levels[levelI + 1]) {

++levelI;

}

std::vector<size\_t> toKill;

size\_t left = rootI;

size\_t right = rootI + 1;

while (levelI + 1 < levels.size() - 1) {

++levelI;

auto prevLeft = left;

auto prevRight = right;

left = levels[levelI];

for (auto i = levels[levelI - 1]; i < prevLeft; ++i) {

left += arities[program[i]];

}

right = left;

for (auto i = prevLeft; i < prevRight; ++i) {

right += arities[program[i]];

}

toKill.push\_back(left);

toKill.push\_back(right);

}

for (int i = toKill.size() - 2; i >= 0; i -= 2) {

program.erase(program.begin() + toKill[i], program.begin() + toKill[i + 1]);

}

}