



Nodes	Incoming Edges	Outgoing Edges	Type
X_0	0	$2(X_1, X_3)$	Fork
X_1	$1(X_0)$	$1(X_2)$	Chain
X_2	$1(X_1)$	$1(X_4)$	Chain
X_3	$1(X_0)$	$1(X_4)$	Chain
X_4	$2(X_2, X_3)$	0	Collider