Initialization

1. Assign tokens uniformly to processors
2. Randomly initialize restaurants on each processor:
   - table assignments (uniform)
   - dishes (uniform)
3. Update base H with initial dish counts
4. Resample H

Until convergence

1. Send the new sampled H to processors
2. Resample restaurants on each processor:
   - table assignments (CRP)
   - dishes ~ H
3. Update base H with new dish counts
4. Resample H

Occasionally:

1. Collect tables from all processors
2. Do Metropolis-Hastings step to reassign tables
3. Send grouped tables to their assigned processors

Legend

Message passing
- to slaves
- to master

Global step

||| Local step (parallel)