

### **Algorithm <Hierarchy<Hypers>.Mixture>**

```
unsigned int maxiter = 20000;  
unsigned int burnin = 5000;  
int num_clusters;
```

```
MatrixXd data;  
vector<unsigned int> allocations;  
vector<Hierarchy<Hypers>> unique_values;
```

### **Neal2 <Hierarchy<Hypers>.Mixture>**

```
void initialize() override;  
void sample_allocations() override;  
void sample_unique_values() override;
```

### **Neal8 <Hierarchy<Hypers>.Mixture>**

```
unsigned int n_aux = 3;  
vector<Hierarchy<Hypers>> aux_unique_values;  
void sample_allocations() override;
```