

Repaso de Metropolis para Ising

El algoritmo básico:

```
for (i=0;i<N;i++)  
{  
    ii = rand()%L;  
    jj = rand()%L;  
    s = *(red+L*ii+jj);  
    s1 = *(red+L*((ii-1)+L)%L+jj);    s2 = ... ;  
    h = 2*[(-s-s)+2]+2+(-s-s)*(s1+s2+s3+s4)/4;  
    w = *(tabla+h);  
    p = myrand();  
    if (p<w) *(red+L*ii+jj) = -s;  
}
```