0.0.1 System: The 2D Ising model

```
import numpy as np
     from numba.experimental import jitclass
     from numba import int64
     integer = int64
     __all__ = ['IsingModel']
     @jitclass([
         ('spins', integer[:,:]),
         ('L', integer),
         ('sweep_steps', integer),
         ('E', integer),
         ('Ev', integer),
         ('dE', integer),
         ('i', integer),
         ('j', integer)
     ])
11
12
     class IsingModel:
         def __init__(self, spins):
13
             shape = np.shape(spins)
14
             if len(shape) \neq 2 or shape[0] \neq shape[1]:
                 raise ValueError('IsingModel spin array is not a square.')
16
             self.spins = spins
17
             self.L = shape[0]
18
             self.sweep_steps = shape[0]**2
             self.E = self.energy()
             self.Ev = self.E
21
            self.dE = 0
             self.i = 0
23
             self.j = 0
         def state(self):
             return (self.spins.copy(),)
         def state_names(self):
            return ('spins',)
28
         def copy(self):
             return IsingModel(*self.state())
30
         def energy_bins(self):
31
            Ex = 2 * self.L**2
             \Delta E = 4
33
             Es = np.arange(-Ex, Ex + \DeltaE + 1, \DeltaE)
             # Penultimate indices are not attainable energies
35
             return np.delete(Es, [1, -3])
36
         def neighbors(self, i, j):
             return np.array([
38
                 self.spins[i-1, j],
                 self.spins[(i+1) % self.L, j],
41
                 self.spins[i, j-1],
                 self.spins[i, (j+1) % self.L],
42
             ])
43
         def energy(self):
             E = 0
45
             for i in range(self.L):
                 for j in range(self.L):
                     E -= np.sum(self.spins[i, j] * self.neighbors(i, j))
             return E // 2
         def propose(self):
50
             i, j = np.random.randint(self.L), np.random.randint(self.L)
```

```
self.i, self.j = i, j
dE = 2 * np.sum(self.spins[i, j] * self.neighbors(i, j))
self.dE = dE
self.Ev = self.E + dE
def accept(self):
self.spins[self.i, self.j] *= -1
self.E = self.Ev
```