

```
def compute_partition_function(prbm, num_of_node_per_partition, device, batch_size=1024):
    # Calculate the total number of iterations
    total_states = 2 ** (num_of_node_per_partition * 4)

    # Determine batch size
    if batch_size > total_states:
        batch_size = total_states

    # Initialize the partition function's statistical value
    partition_stats = 0.0

    # Create a generator for all possible states
    all_states = itertools.product([0, 1], repeat=num_of_node_per_partition * 4)

    # Use tqdm to create a progress bar
    generator = tqdm(range(0, total_states, batch_size), desc='Computing partition function')

    for _ in generator:
        # Get the current batch of states
        states = [next(all_states) for _ in range(batch_size)]

        # Convert states into a tensor and send to the GPU
        states_tensor = torch.tensor(states, dtype=torch.float).to(device)

        # Split the state tensor to match each partition
        p_states = [states_tensor[:, i*num_of_node_per_partition:(i+1)*num_of_node_per_partition] for i in range(4)]

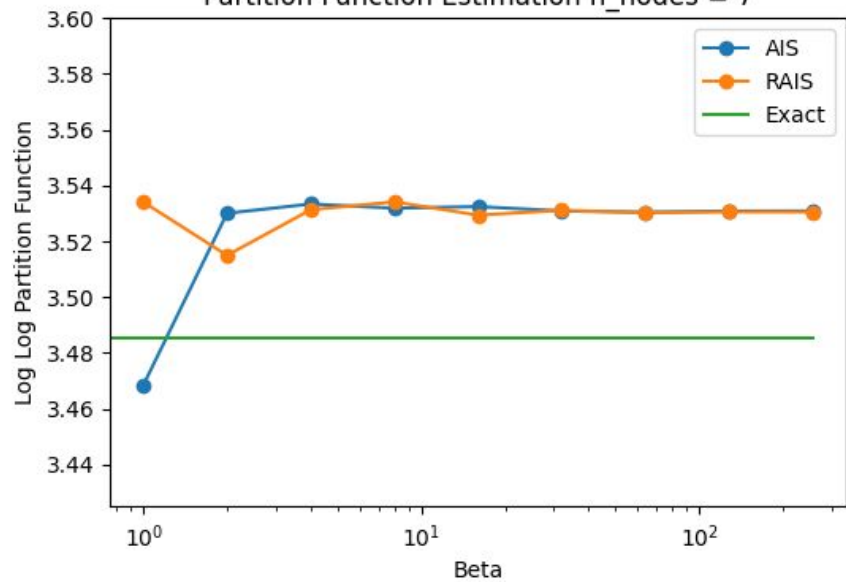
        # Compute the energy for the entire batch
        weight = prbm.weight_dict
        bias = prbm.bias_dict
        batch_energy = energy_exp(*p_states, weight, bias) # Assuming energy_exp is defined elsewhere

        # Compute and update the partition function's statistical value
        exp_neg_energy = torch.exp(-batch_energy).sum().item()
        partition_stats += exp_neg_energy

        # Update the progress bar's postfix information (optional)
        generator.set_postfix(Partition=partition_stats)

    return partition_stats
```


Partition Function Estimation $n_{\text{nodes}} = 7$



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