Compute_kernel

```
For( i = 0; i < numX; i++)
    For( k = 0; k < numK; k ++)
        expArg = 2π *(kx[k]* x[i]+ky[k]*y[i]+kz[k]* z[i])
        cosArg = cos( expArg );
        sinArg = sin( expArg );
        phiMag = phiR[k]^2 + phiI[k]^2
        Qracc += phiMag * cosArg
        Qiacc += phiMag * sinArg
    Qr[i] = Qracc
    Qi[i] = Qiacc
```

kx
ky
kz
phiR
phiI

x
y
z

Qr
Qi