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Cleaning up the code and run Severin's experiments.

Problems with making his Code GPU compatible:

- Replace reductions
- Use proper Host/Device Views
- Replace STL RNGs with Kokkos RNGs
- Restructure data dumping
- Something during the scattering process is not working as expected (maybe due to the new initialization methods)

- Analyse plots of first results running Langevin Solver on DIH
- Finalize Onesided Hessian Operator Test-Chase
- Include it in the DIH Code
- Read Severin's thesis (check correctness of scaling factor of F and D)