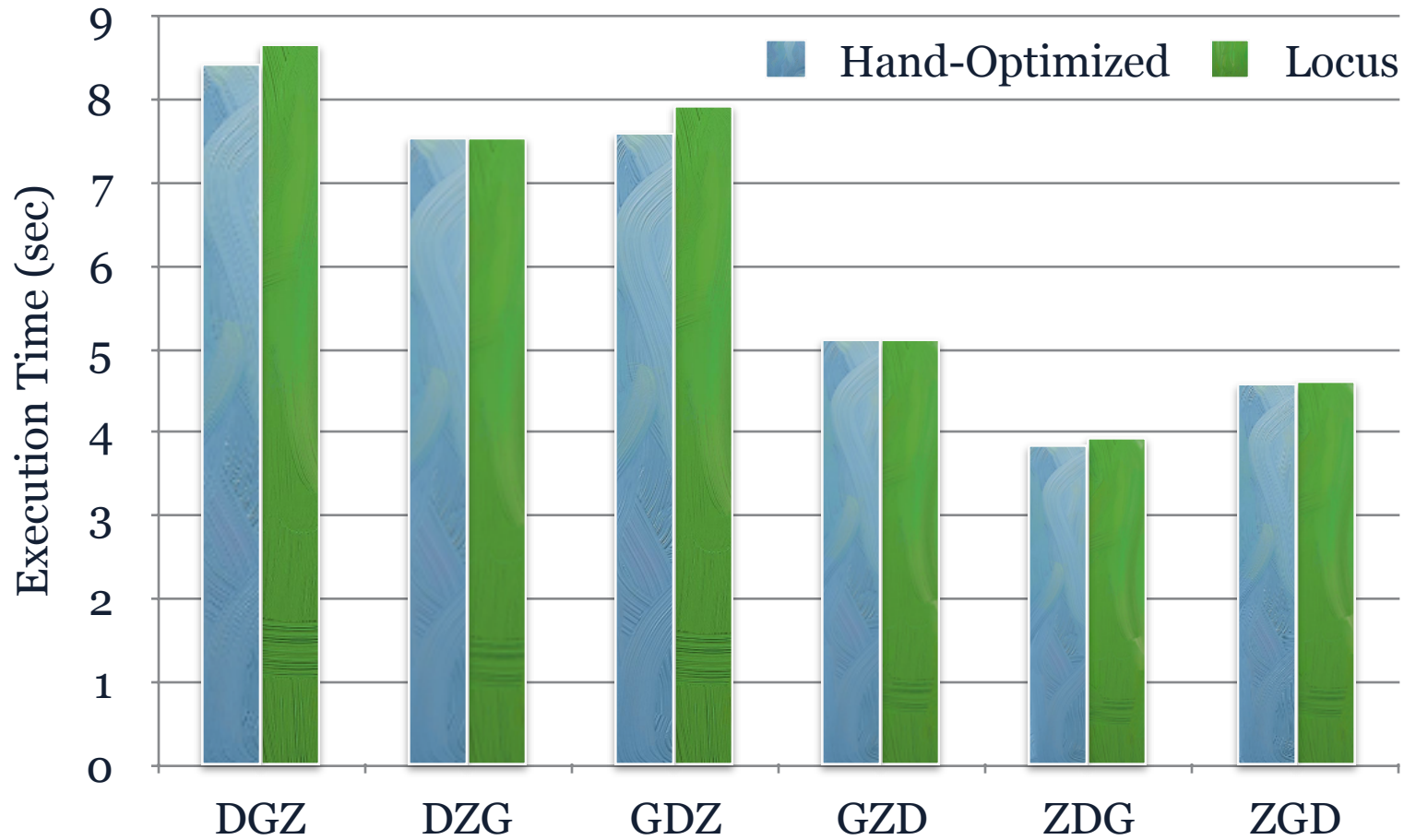# Kripke

Kripke - Scattering Kernel

```
for(int nm = 0; nm < num_moments; ++nm)
   for(int g = 0; g < num_groups; ++g)
      for(int gp = 0; gp < num_groups; ++gp)
         for(int zone = 0; zone < num_zones; ++zone)
            for(int mix = z_mixed[z]; mix < z_mixed[z]+num_mixed[z]; ++mix) {
               int material = mixed_material[mix];
               double fraction = mixed_fraction[mix];
               int n = moment_to_coeff[nm];

               #####
               # Address calculation to be included here.
               #####

               *phi_out += *sigs * *phi * fraction;
            }
```