

Basic HDT
<ul style="list-style-type: none"> <li>- Basic Refraction Dictionary * dictionary</li> <li>- Triples * triple</li> </ul>
<pre> + Basic HDT() { createComponents(); } - createComponents() {     dictionary = new QueueRefractionDictionary();     triples = new ArrayListTriples();     triples -&gt; addRefractionFunction();     dictionary -&gt; addRefractionFunction();     triples -&gt; addRefractionFunction();     dictionary -&gt; addRefractionFunction(); } </pre>

Basic Refraction Dictionary
<pre> + nodeIDToGlobalID() + globalIDToNodeID() + BasicRefractionDictionary() {     toGlobalID = nodeIDToGlobalID     toNodeID = globalIDToNodeID } </pre>

Triples Transformation
<pre> # toGlobalID # toNodeID + getToGlobalIDFunction() + getToNodeIDFunction() + addToGlobalIDFunction() + addToNodeIDFunction() </pre>

Triples

Triple to Node ID

Triple to Node ID Transformation
<pre> - Triple to Node ID * triple -&gt; id - convertToNodeID(TriplesID &amp; id) {     id = TriplesID(         toNodeID(id, globally SUBJECT),         toNodeID(id, globally PREDICATE),         toNodeID(id, globally OBJECT)); } - convertToGlobalID(TriplesID &amp; id) {     id = TriplesID(         toGlobalID(id, globally SUBJECT),         toGlobalID(id, globally PREDICATE),         toGlobalID(id, globally OBJECT)); } </pre>