## Redis:

### Swiss Army Knife

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# Key-Value store with SMARTS and SPEED

#### **SMARTS**

#### Data Structure Server



Value can be a String, List, Set, Hash, etc

### Imil keys 100MB SPEED

#### In-memory, atomic ops

50k-100k req/sec

#### <u>Basics</u>

## SET key value GET key

Best Practice for keys: "users: 123:orders"

Only ~120 more commands to learn!

#### **Basics**

```
redis> GET foo
(nil)
redis> SET foo "bar"
0K
redis> GET foo
"bar"
```

#### Recipes

SET + GET = Cache

Binary safe => JPEGs Serialized obj

#### Lists

LPUSH key value LPOP key

Swap 'R' for 'L' LRANGE key start stop LLEN key

and more...

#### <u>Lists</u>

```
redis> LPUSH mylist "hi"
(integer) 1 Length after push
redis> LPUSH mylist "bye"
(integer) 2
redis> LRANGE mylist 0 -1
                      whole list
1) "hi"
2) "bye"
```

#### List Recipes

LPUSH + BRPOP = Message
Queue

#### <u>Sets</u>

SADD key value SMEMBERS key SUNION key key2 SINTER key key2

and more...

#### Sets

```
redis> SADD myset "hello"
(integer) 1
redis> SADD myset "hello"
              Unique items only
(integer) 1
redis> SMEMBERS myset
1) "hello"
```

#### Set Recipes

```
SADD = Tagging
SPOP = Random item
SADD + SINTER = Social
Graph
```

More advanced...

Sorted Sets = Set w/ score

#### Hashes

### HSET key field value HGET key field

and more...

#### <u>Hashes</u>

```
redis> HSET user:1 name matt
(integer) 1
redis> HGET user:1 name
"matt"
```

Kind of boring - but this is how you do traditional "objects"

#### Expiry

#### EXPIRE key seconds

```
redis> SET foo bar
redis> EXPIRE foo 2
** Wait 2 seconds **
redis> GET foo
(nil)
```

#### Expiry Recipes

## DEMOTIME Let's see some code

https://github.com/swanson/redis-demos

#### Questions?

http://redis.io/

#### Good reads

http://blog.mjrusso.com/2010/10/17/redis-from-the-ground-up.html

http://simonwillison.net/static/2010/redis-tutorial/

http://www.scribd.com/doc/33531219/Redis-Presentation