

# Redis Cheat Sheet

Strings		Lists (cont)		Database	
APPEND	Append	LPUSH	Push onto start	DEL	Delete item
BITCOUNT	Count set bits	LPUSHX	Push if list exists	DUMP	Serialise item
BITOP	Bitwise operations	LRANGE	Access range	EXISTS	Check for key
BITPOS	Find first set bit	LREM	Remove	EXPIRE	Set timeout on item
DECR	Decrement integer	LSET	Set item by index	EXPIREAT	Set timeout by timestamp
DECRBY	Subtract from integer	LTRIM	Remove start and/or end items	KEYS	Get all keys matching pattern
GET	Get by key	RPOP	Pop from end	MIGRATE	Transfer an item between Redis instances
GETBIT	Get bit by index	RPOPLPUSH	Rotate	MOVE	Transfer an item between databases
GETRANGE	Get substring	RPUSH	Push onto end	OBJECT	Inspect item
GETSET	Set, returning old value	RPUSHX	Push onto end if list exists	PERSIST	Remove timeout
INCR	Increment integer	Client/Server		PEXPIRE	Set timeout (ms)
INCRBY	Add to integer	AUTH	Request authentication	PEXPIREAT	Set timeout (ms timestamp)
INCRBYFLOAT	Add to float	ECHO	Return message	PTTL	Get item time to live (ms)
MGET	Get multiple	PING	Test connection	RANDOMKEY	Get random key
MSET	Set multiple	QUIT	Close connection	RENAME	Change item's key
MSETNX	Set multiple if don't exist	SELECT	Set current database by index	RENAMENX	Change item's key if new key doesn't exist
PSETEX	Set with expiry (ms)	Sets		RESTORE	Deserialise
SET	Set	SADD	Add item	SCAN	Iterate keys
SETBIT	Set bit by index	SCARD	Get size	SORT	Get or store sorted copy of list, set or sorted set
SETEX	Set with expiry (seconds)	SDIFF	Get difference	TTL	Get item time to live
SETEX	Set if doesn't exist	SDIFFSTORE	Store difference	TYPE	Get type of item
SETRANGE	Set substring	SINTER	Intersection		
STRLEN	Get length	SINTERSTORE	Store intersection		
Strings can be used as numbers, arrays, bit sets and binary data		SISMEMBER	Check for item		
Lists		SMEMBERS	Get all		
BLPOP	Blocking left pop	SMOVE	Move item to another set		
BRPOP	Blocking right pop	SPOP	Pop random item		
BRPOPLPUSH	Blocking rotate	SRANDMEMBER	Get random item		
LINDEX	Access by index	SREM	Remove matching		
LINSERT	Insert next to	SSCAN	Iterate items		
LLEN	Get length	SUNION	Union		
LPOP	Pop from start	SUNIONSTORE	Store union		

# Redis Cheat Sheet

Scripts		Sorted sets (cont)	
EVAL	Run	ZLEXRANGE	Get items within lexicographical range
EVALSHA	Run cached	ZRANGEBYSCORE	Get items within score range
SCRIPT EXISTS	Check by hash	ZRANK	Get item rank
SCRIPT FLUSH	Clear cache	ZREM	Remove item(s)
SCRIPT KILL	Kill running script	ZREMRANGEBYLEX	Remove items within lexicographical range
SCRIPT LOAD	Add to cache	ZREMRANGEBYRANK	Remove items within rank range
Lua scripts access keys through the array KEYS and additional arguments through the array ARGV.		ZREMRANGEBYSCORE	Remove items within score range
Hashes		ZREVRANGE	ZRANGE in reverse order
HDEL	Delete item	ZREVRANGEBYSCORE	ZRANGEBYSCORE in reverse order
HEXISTS	Check for item	ZREVRANK	ZRANK in reverse order
HGET	Get item	ZSCAN	Iterate items
HGETALL	Return all items	ZSCORE	Get item score
HINCRBY	Add to integer value	ZUNIONSTORE	Store union
HINCRBYFLOAT	Add to float value	Lexicographical commands require all items to have the same score	
HKEYS	Return all keys	HyperLogLogs	
HLEN	Get number of items	PFADD	Add items
HMGET	Get multiple items	PFCOUNT	Get approximate size
HMSET	Set multiple items	PFMERGE	Merge HyperLogLogs
HSCAN	Iterate items		
HSET	Set item		
HSETNX	Set item if doesn't exist		
HVALS	Return all values		
Sorted sets			
ZADD	Add item		
ZCARD	Get number of items		
ZCOUNT	Number of items within score range		
ZINCRBY	Add to score		
ZINTERSTORE	Store intersection		
ZLEXCOUNT	Lexicographical range count		
ZRANGE	Get items within rank range		