

Redis

Overview

Thomas Darimont



Thomas Darimont

- Codes at

Pivotal™



- Speaks at



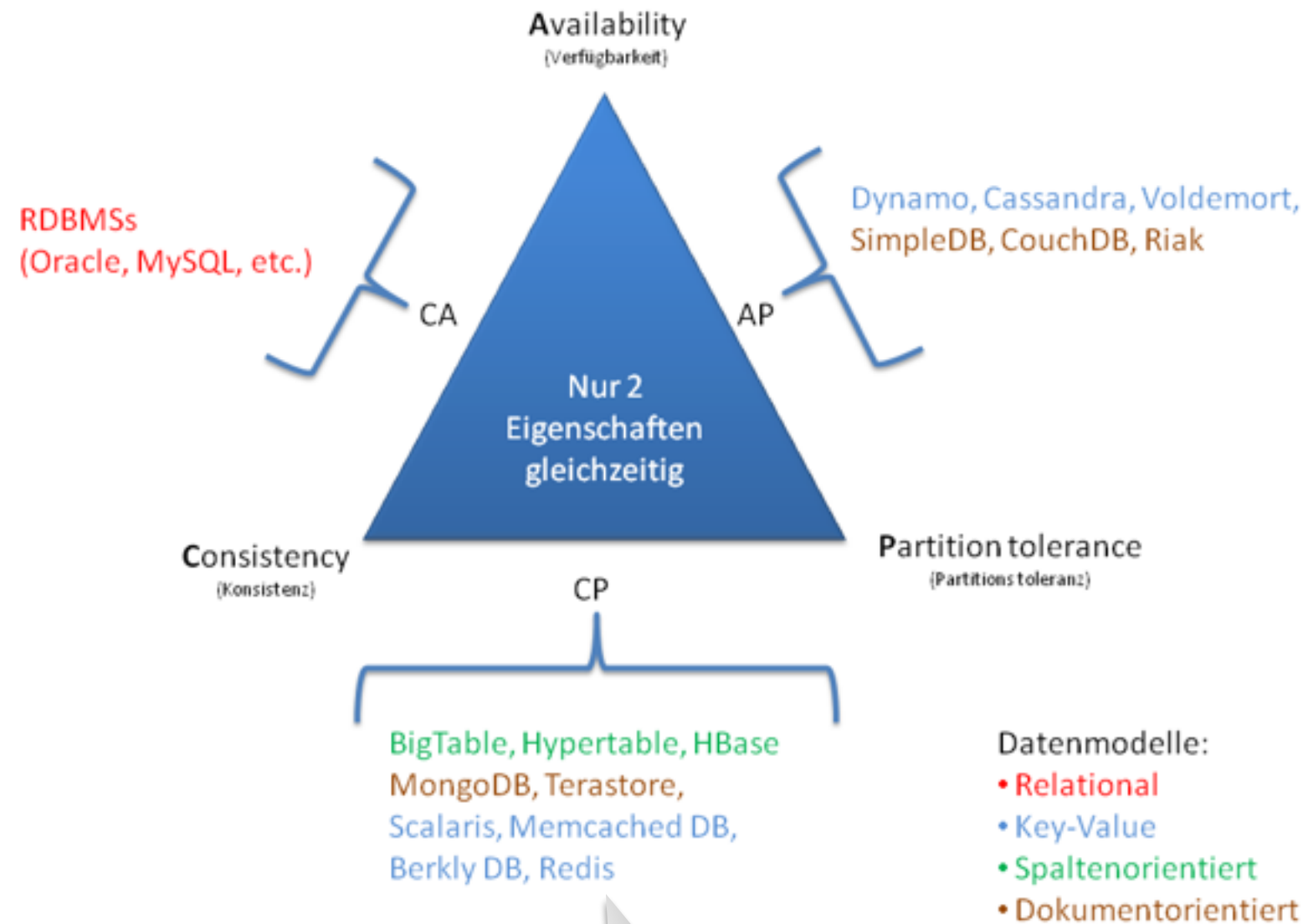
- @thomasdarimont
- +Thomas Darimont

What is Redis

- Open Source In-Memory* key-value store, <http://redis.io/>
- written in C, BSD License, <https://github.com/antirez/redis>
- Author Salvatore Sanfilippo, Sponsored by **Pivotal™**
- Values can be binary strings, lists, sets, ordered sets, hashmaps
- set / get value, append to list, test for set membership, get all keys of hash map
- Very fast: ~100k ops/sec on entry-level hardware
- Single Threaded

*) offers Persistence options

CAP



- CP: Single Server Deployment
- AP: Redis Cluster (Not there yet)

Functionality

- Flexible Key-/Value-Store
- Counters
- Messaging (Pub / Sub)
- Persistence
- Scripting (Lua)
- Transactions, ... sort of ...

Example Use cases

- Cache (HTTP Sessions, Application Objects, Images / Vides)
- Logging sink
- Base for fast Auto complete
- Counters / Statistics
- Messaging (Pub/Sub)
- Leaderboards (Players ranked by high-score)
- Relationships
- Activity Feeds

Installation

- Binary distribution
- Package Manager
 - e.g. OSX brew install redis
- build from source
 - download & make
- Runs best on Unix, unofficial Windows Ports available

Infrastructure

- Tools
 - redis-server
 - redis-cli
- Configuration

Configuration

- Command-line or redis.conf
- Live config changes
- Port (default 6739)
- Persistence
- Logging
- ...

Commands

- <http://redis.io/commands>
- “Currently” 152 commands (according to \$("li[data-group]").size())
- Data Structure Specific, e.g.: sadd, zadd
- Individual commands are atomic
- Grouped into
Admin, Data Structures, Messaging, TX, Scripting
- Helpful commands:
info, help, type, monitor, save, shutdown

Keys

- strings
- logical namespaces via : or -
- domain:project:object:field
- in redis-cli> keys * //lists all currently defined keys
- in redis-cli> keys rugsaar:* //lists all keys “under” “rugged:”
 - > Note there is no indexing here
 - > internally the GLOB Pattern iterates over all keys

Values

- 5 Supported Data Structures
- string
- list
- set
- zset - Sorted set
- hash - Hashtable

string

- binary strings, can be treated as integer / float
- GET my-key
- SET my-key "abc"
- DEL my-key
- projections, e.g. GETRANGE my-key 1 2 -> "bc"
- Bitwise Operations
- INCR / DECR and variants

list

- List of untyped items
- [L|R]POP my-list // **L**POP remove **L**eft item, **R**POP remove **R**ight item
- [L|R]PUSH my-list i1 i2 i3
- LINDEX my-list 1
- LRANGE my-list 0 -1 //lists all items of my-list (-1 = end)
- LLEN my-list
- “exotic” operations like RPOPLPUSH src-list dest-list
—> ask redis-cli for help ;-)

set

- Unorderd set of items
- SADD my-set i1 i2 i3
- SMOVE my-set other-set i2
- SMEMBERS my-set
- SCARD my-set
- SRANDMEMBER my-set
- Math. Set Operations (SDIFF, SINTER, SUNION)

zset

- Ordered set of items, order defined by “score”
- `ZADD my-sorted-set 42.0 i1 -2.3 i2`
- `ZCARD my-sorted-set`
- `ZCOUNT my-sorted-set -2.0 41.99`
- `ZRANGEBYSCORE my-sorted-set 0.0 42.0 LIMIT 5 10`
- `ZINCBY my-sorted-set 20.0 i2`

hash

- Assoziative Map
- HGET my-hash
- HSET my-hash key1 val1
- HGETALL my-hash
- HLEN my-hash
- HDEL my-hash key1
- HEXISTS my-hash key1
- HVALS my-hash
- HKEYS my-hash

Messaging

- Simple pub/sub Messaging Capabilities
- PUBLISH my-channel “My message” **Demo**
- SUBSCRIBE my-channel, my-other-channel
- UNSUBSCRIBE my-channel
- PSUBSCRIBE *-chan*
- PUNSUBSCRIBE my-channel

Expiration

- Time based automatic value cleanup
- TTL my-key
- PERSIST my-key
- EXPIRE my-key 10 //expire in 10 seconds
- EXPIREAT my-key 1384168184 //unix timestamp

Persistence

- 2 Options RDB and AOF
- RDB: Redis DB, periodic SNAPSHOT
- AOF: Append Only File, Logs Write Commands
- Can be combined —> Better Data Safety

Transactions

- Basically a grouping of commands
- Executed atomically
- multi ... exec
- If redis receives “multi” ... it buffers following commands and executes on receiving the “exec” command
- watch, unwatch, discard

Scaling

- Sharding (key level, twitter home grown sharing layer for timelines)
- Replication, (Master/Slave)
Write to Master, read from Slaves / Snapshots are sent to slaves
- Pipelining
- Multiple instances
- Clustering (not there yet -> <http://redis.io/topics/cluster-spec>)

Scripting

- Lua
- SCRIPT LOAD
- EVAL / EVALSHA
- Block read/write operations while running

```
local login = redis.call('hget', KEYS[1], 'login')
if not login then
    return false
end
local id = redis.call('incr', KEYS[2])
local key = string.format('status:%s', id)

redis.call('hmset', key,
    'login', login,
    'id', id,
    unpack(ARGV))
redis.call('hincrby', KEYS[1], 'posts', 1)

return id
```

(Quick) Comparison

- Memcached
 - distribution built-in -> Availability
 - only one value (byte[])
- Riak
 - More powerful query capabilities
 - Rest Interface

Connectivity

- Ruby (redis via socket, ruby wrapper for hiredis)
- C (...)
- Java (Jedis, JRedis, Lettuce, SRP)
- .Net (...)
- Node / Javascript (...)
- ...

Ruby example

```
require "redis"
```

```
redis = Redis.new
```

```
key = "rugsaar:meeting12:participant:count"
```

```
puts redis.set key, 1  
puts redis.get key  
puts redis.incr key  
puts redis.get key
```

Assessment

- Advantages
 - Speed
 - Easy installation
 - Simple / Powerful API
 - Easy Adaptation
- Disadvantages
 - RAM limitations
 - Typeless
 - No complex queries
 - No “automatic” scaling (yet,)



Spring Data Redis

- <http://projects.spring.io/spring-data-redis/>
- Provides “defacto” Standard API on TOP of multiple drivers
- RedisTemplate
 - Translates to DataAccessException hierarchy
 - Descriptive Method names, Categories
e.g., ListOps, ZSetOps, HashOps, ValueOps
 - convertAndSend(object) as XML, JSON, byte[]
- Redis backed Set, List, Map Collections and Atomic* structures
- Redis Messaging
 - RedisMessageListenerContainer analogue to (JMS) MessageListenerContainer

Questions?

