

Redis Stream and Cache for IoT Devices







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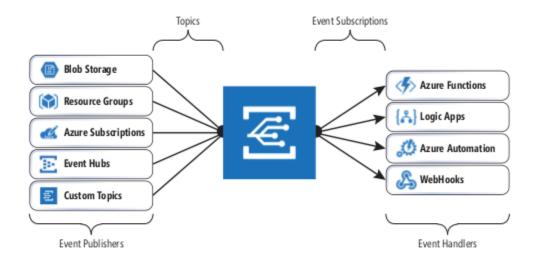
Di cosa non parleremo

LRabbitMQ

50K msg per second AMQP



Azure Service Bus molti meno



Only Azure N Million messages per second





Messages in IoT – Rabbit Stream (new)



- RabbitMQ 3.9 introduces a new type of data structure: streams.
- A RabbitMQ stream models an appendonly log with non-destructive consuming semantics. This means that – contrary to traditional queues in RabbitMQ – consuming from a stream does not remove messages.



Messages in IoT – Redis PubSub vs Stream



- Redis 5 introduce Streams
- Redis have already Pub/Sub in memory



Messages in IoT – Choice (Stream)







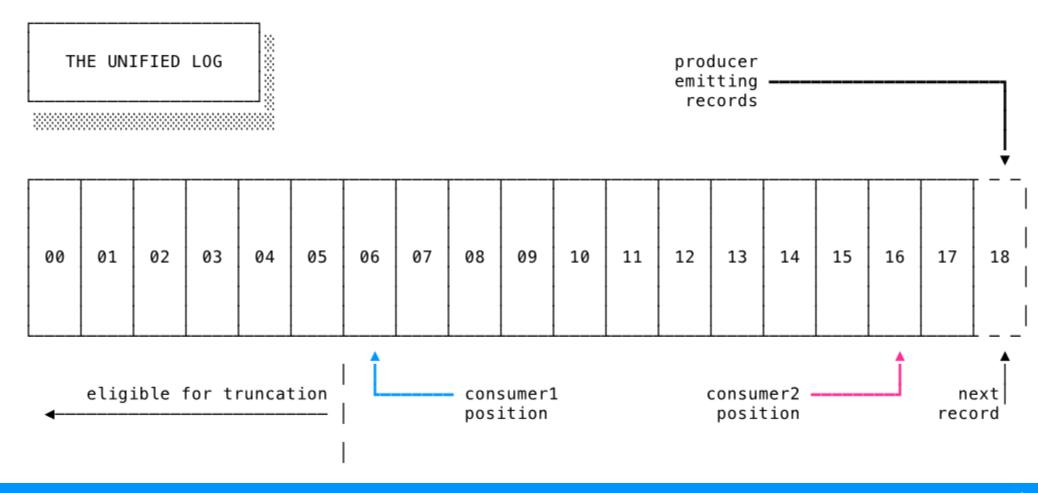
What are streams good for

- large fan-outs: where many applications need to read the same messages
- replay & time-traveling: consumers can attach anywhere in a stream, using an absolute offset or a timestamp, and they can read and re-read the same data
- redis high throughput: streams are super fast compared to traditional queues, several orders of magnitude faster





How to work stream









Swarm Manager:

- Desktop Intel i5 Skylake
- OS Ubuntu 16.04.3 LTS
- Docker 17.05.0-ce
- Consul (Service Discovery KV store)

Worker #1:

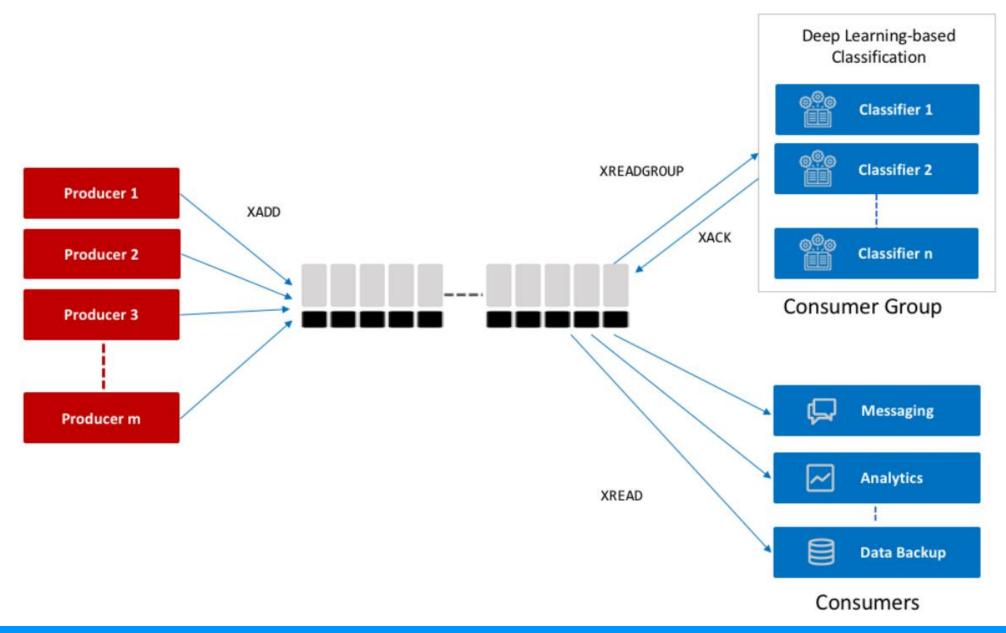
- ARM SBC (Raspberry Pi 2 Model: B
- OS Raspbian Pixelview (Jessie)
- Docker 17.05.0-ce

Redis Rpi:

- Need to build it from source
- Build & run should happen in container
- Push the container as a new Image for future replications

Feature	Stream	List, Pub/Sub, Zset
Complexity of seeking items	O(log(N))	List: O(N)
Offset	Supported. Each item has a unique ID. The ID is not changed as other items are added or evicted.	List: Not supported. If an item is evicted, the latest item cannot be located.
Data persistence	Supported. Streams are persisted into AOF and RDB files.	Pub/Sub: Not supported.
Consumer group	Supported.	Pub/Sub: Not supported.
Acknowledgement	Supported.	Pub/Sub: Not supported.
Performance	Not related to the number of consumers.	Pub/Sub: Positively related to the number of clients.
Eviction	Streams are memory efficient by blocking to evict the data that is too old and using a radix tree and listpack.	Zset consumes more memory because it does not support inserting same items, blocking, or evicting data
Randomly deleting items	Not supported.	Zset: Supported.













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https://github.com/andreatosato/RedisLabDotNet



