

Hello!



I am Esmaeil Kazemi

I'm interested in learning how are you?

You can find me at @eskazemi





NOSQL

VS

SQL



Redis

Redis stands for Remote Dictionary Server





eskazemi

Map Redis



1- Features

2- application

3- data type

4- Message
Queue

5- Transactions

6- Pipelining

7- Lua Scripts

8- Persistence

9- Benchmarks

10- configuration

11- ACLs

12- Redis Cluster

13- Redis vs Memcached

14- Redis vs Hazelcast

15- Redis vs RDBMS



eskazemi

سوالی که در انتها می خواهیم به آن پاسخ
بدهیم این است که کدام دیتابیس in-
memory مناسب برای ما





وجود دارد تعداد زیادی دیتابیس های in-memory

- Redis
- Memcached
- CouchDB
- Hazelcast



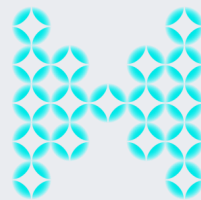
redis vs



HAZELCAST



redis VS



HAZELCAST

Architecture

Redis is an in-memory data store that supports data replication and persistence for durability.

Hazelcast is an in-memory data grid that provides distributed data structures and supports execution of distributed computations

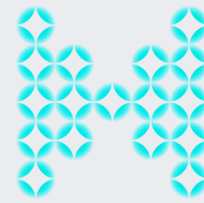
Data Model

Redis supports multiple data types such as strings, hashes, lists, and sets

Hazelcast provides distributed data structures including map, queue, multimap, topic, and lock



redis vs



HAZELCAST

Persistence

Redis supports disk persistence, which means it can store data permanently

Hazelcast supports persistence through the MapStore and QueueStore interfaces, allowing data to be stored and reloaded

Scalability

Redis offers primary-replica replication, allowing it to scale reads. With Redis Cluster, it can also scale writes.

Hazelcast is highly scalable. It allows for dynamic clustering and data partitioning, scaling well for both reads and writes.

Popular Use Cases

Redis is used by Twitter for storing user sessions and timelines, and for real-time analytics, caching, and message brokering

Hazelcast is used by financial institutions for low-latency data processing, caching, web session clustering, and distributed computing.

Thanks!



Any questions?

You can find me at:

- **@eskazemi**
- **m.esmaeilkazemi@gmail.com**



eskazemi