```
worker processes
error log logs/error.log info;
events {
    worker connections 1024;
}
http {
    server {
        listen 8080;
        location / {
            resolver 8.8.4.4; # use Google's open DNS server
            set $target '';
            access by lua '
                local key = ngx.var.http user agent
                if not key then
                    ngx.log(ngx.ERR, "no user-agent found")
                    return ngx.exit(400)
                end
                local redis = require "resty.redis"
                local red = redis:new()
                red:set timeout(1000) -- 1 second
                local ok, err = red:connect("127.0.0.1", 6379)
                if not ok then
                    ngx.log(ngx.ERR, "failed to connect to redis: ", er
                    return ngx.exit(500)
                end
                local host, err = red:get(key)
                if not host then
                    ngx.log(ngx.ERR, "failed to get redis key: ", err)
                    return ngx.exit(500)
                end
                if host == nqx.null then
                    ngx.log(ngx.ERR, "no host found for key ", key)
                    return ngx.exit(400)
                end
```

```
ngx.var.target = host
';

proxy_pass http://$target;
}
}
```

And then let's start the redis server on the localhost:6379:

```
$ ./redis-server # default port is 6379
```

and feed some keys into this using the redis-cli utility:

```
$ ./redis-cli
redis> set foo apache.org
OK
redis> set bar nginx.org
OK
```

And then let's test our nginx app!

```
$ curl --user-agent foo localhost:8080
<apache.org home page goes here>
$ curl --user-agent bar localhost:8080
<nginx.org home page goes here>
```

To further tune the performance, one could enable the connection pool for the redis connections, as documented in Lua Resty Redis Library's README.

Before you benchmarking your interface defined here, please ensure that you've raised the error log level towarn or notice in your nginx.conffile, as in

```
error_log logs/error.log warn;
```

because flushing error log is a very expensive operation and can hurt performance a lot.