## Strings

| | |
|---|---|
| APPEND | Append |
| BITCOUNT | Count set bits |
| BITOP | Bitwise operations |
| BITPOS | Find first set bit |
| DECR | Decrement integer |
| DECRBY | Subtract from integer |
| GET | Get by key |
| GETBIT | Get bit by index |
| GETRANGE | Get substring |
| GETSET | Set, returning old value |
| INCR | Increment integer |
| INCRBY | Add to integer |
| INCRBYFLOAT | Add to float |
| MGET | Get multiple |
| MSET | Set multiple |
| MSETNX | Set multiple if don't exist |
| PSETEX | Set with expiry (ms) |
| SET | Set |
| SETBIT | Set bit by index |
| SETEX | Set with expiry (seconds) |
| SETNX | Set if doesn't exist |
| SETRANGE | Set substring |
| STRLEN | Get length |

Strings can be used as numbers, arrays, bit sets and binary data

## Lists

| | |
|---|---|
| BLPOP | Blocking left pop |
| BRPOP | Blocking right pop |
| BRPOPLPUSH | Blocking rotate |
| LINDEX | Access by index |
| LINSERT | Insert next to |
| LLEN | Get length |
| LPOP | Pop from start |

## Lists (cont)

| | |
|---|---|
| LPUSH | Push onto start |
| LPUSHX | Push if list exists |
| LRANGE | Access range |
| LREM | Remove |
| LSET | Set item by index |
| LTRIM | Remove start and/or end items |
| RPOP | Pop from end |
| RPOPLPUSH | Rotate |
| RPUSH | Push onto end |
| RPUSHX | Push onto end if list exists |

## Client/Server

| | |
|---|---|
| AUTH | Request authentication |
| ECHO | Return message |
| PING | Test connection |
| QUIT | Close connection |
| SELECT | Set current database by index |

## Sets

| | |
|---|---|
| SADD | Add item |
| SCARD | Get size |
| SDIFF | Get difference |
| SDIFFSTORE | Store difference |
| SINTER | Intersection |
| SINTERSTORE | Store intersection |
| SISMEMBER | Check for item |
| SMEMBERS | Get all |
| SMOVE | Move item to another set |
| SPOP | Pop random item |
| SRANDMEMBER | Get random item |
| SREM | Remove matching |
| SSCAN | Iterate items |
| SUNION | Union |
| SUNIONSTORE | Store union |

## Database

| | |
|---|---|
| DEL | Delete item |
| DUMP | Serialise item |
| EXISTS | Check for key |
| EXPIRE | Set timeout on item |
| EXPIREAT | Set timeout by timestamp |
| KEYS | Get all keys matching pattern |
| MIGRATE | Transfer an item between Redis instances |
| MOVE | Transfer an item between databases |
| OBJECT | Inspect item |
| PERSIST | Remove timeout |
| PEXPIRE | Set timeout (ms) |
| PEXPIREAT | Set timeout (ms timestamp) |
| PTTL | Get item time to live (ms) |
| RANDOMKEY | Get random key |
| RENAME | Change item's key |
| RENAMENX | Change item's key if new key doesn't exist |
| RESTORE | Deserialise |
| SCAN | Iterate keys |
| SORT | Get or store sorted copy of list, set or sorted set |
| TTL | Get item time to live |
| TYPE | Get type of item |

## Scripts

| | |
|---|---|
| EVAL | Run |
| EVALSHA | Run cached |
| SCRIPT EXISTS | Check by hash |
| SCRIPT FLUSH | Clear cache |
| SCRIPT KILL | Kill running script |
| SCRIPT LOAD | Add to cache |

Lua scripts access keys through the array KEYS and additional arguments through the array ARGV.

## Hashes

| | |
|---|---|
| HDEL | Delete item |
| HEXISTS | Check for item |
| HGET | Get item |
| HGETALL | Return all items |
| HINCRBY | Add to integer value |
| HINCRBYFLOAT | Add to float value |
| HKEYS | Return all keys |
| HLEN | Get number of items |
| HMGET | Get multiple items |
| HMSET | Set multiple items |
| 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 |

## Sorted sets (cont)

| | |
|---|---|
| ZLEXRANGE | Get items within lexico-graphical range |
| ZRANGEBYSCORE | Get items within score range |
| ZRANK | Get item rank |
| ZREM | Remove item(s) |
| ZREMRANGEBYLEX | Remove items within lexico-graphical range |
| ZREMRANGEBYRANK | Remove items within rank range |
| ZREMRANGEBYSCORE | Remove items within score range |
| ZREVRANGE | ZRANGE in reverse order |
| ZREVRANGEBYSCORE | ZRANGE-BYSCORE in reverse order |
| ZREVRANK | ZRANK in reverse order |
| ZSCAN | Iterate items |
| ZSCORE | Get item score |
| ZUNIONSTORE | Store union |

Lexicographical commands require all items to have the same score

## HyperLogLogs

| | |
|---|---|
| PFADD | Add items |
| PFCOUNT | Get approximate size |
| PFMERGE | Merge HyperLogLogs |