

B4M36DS2, BE4M36DS2: **Database Systems 2**

<http://www.ksi.mff.cuni.cz/~svoboda/courses/201-B4M36DS2/>

Practical Class 6

Redis

Martin Svoboda

martin.svoboda@fel.cvut.cz

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Charles University, Faculty of Mathematics and Physics

Czech Technical University in Prague, Faculty of Electrical Engineering

Redis

Redis

- **In-memory data structure store**
 - Open source, master-slave replication architecture, sharding, high availability, various persistence levels, ...
- <http://redis.io/>
- Developed by **Redis Labs**
- Implemented in **C**
- First release in 2009

Redis

Functionality

- Standard **key-value store**
- Support for **structured values** (e.g. lists, sets, ...)
- **Time-to-live**
- Transactions

Real-world users

- Twitter, GitHub, Pinterest, StackOverflow, Flickr, ...

Data Model

Data model

Instance → **databases** → **objects**

- **Database** = collection of objects
 - Databases do not have names but integer identifiers
- **Object** = **key-value pair**
 - Key is a **string** (i.e. any binary data)
 - Values can be...
 - Atomic: **string**
 - Structured: **list, set, sorted set, hash**

Data Types

Available **data types**

- **String**
 - The only **atomic data type**
 - May contain any binary data (e.g. string, integer counter, PNG image, ...)
 - Maximal allowed size is 512 MB
- **List**
 - **Ordered collection of strings**
 - Elements should preferably be read / written at the head / tail

Data Types

Available **data types**

- **Set**
 - **Unordered collection of strings**
 - Duplicate values are not allowed
- **Sorted set**
 - **Ordered collection of strings**
 - The order is given by a score (floating number value) associated with each element (from the smallest to the greatest score)
- **Hash**
 - **Associative map between string fields and string values**
 - Field names have to be mutually distinct

Interface

redis-cli command line client

- Two modes are available...
- **Basic**
 - Commands are passed as standard command line arguments
 - E.g. `redis-cli PING`
`redis-cli -n 16 DBSIZE`
 - Batch processing is possible as well
 - E.g. `cat script.txt | redis-cli`
- **Interactive**
 - Users type database commands at the prompt
 - `redis-cli`

RESP (RE*dis* S*erialization* P*rotocol*)

First Steps

Connect to our NoSQL server

- SSH / SFTP and PuTTY / WinSCP
- **nosql.ms.mff.cuni.cz:42222**

Check Redis status

- `redis-cli PING`

Open Redis client (interactive mode)

- `redis-cli`

Select your database

- `SELECT number`
- Your database number: sent by e-mail

First Steps

Basic Commands

- **HELP** `command`
 - Provides basic information about Redis commands
- **CLEAR**
 - Clears the terminal screen
- **FLUSHDB**
 - Deletes all the keys in the currently selected database
- **BGSAVE**
 - Saves the current dataset (asynchronously, on background)
 - I.e. stores the database snapshot to the hard drive
- **QUIT**
 - Closes the connection

Strings

Basic commands

- **SET** `key value` – inserts / replaces a given string
- **GET** `key` – returns a given string

String operations

- **STRLEN** `key` – returns a string length
- **APPEND** `key value` – appends a value at the end of a string
- **GETRANGE** `key start end` – returns a substring
 - Both the boundaries are considered to be inclusive
 - Positions start at 0
 - Negative offsets for positions starting at the end
- **SETRANGE** `key offset value` – replaces a substring
 - Binary 0 are padded when the original string is not long enough

Strings

Counter operations

- `INCR key`
`DECR key`
 - Increments / decrements a value by 1
- `INCRBY key increment`
`DECRBY key decrement`
 - Increments / decrements a value by a given amount

Objects

Object querying

- **EXISTS** *key* – determines whether a key exists
- **KEYS** *pattern* – finds all the keys matching a pattern (*, ?, ...)
 - E.g. `KEYS *`

Modification of objects

- **DEL** *key ...* – removes a given object / objects
- **RENAME** *key newkey* – changes key of a given object

Type information

- **TYPE** *key* – determines the type of a given object
 - Types: string, list, set, zset and hash

Volatile Objects

Keys with limited time to live

- When a specified timeout elapses, a given object is removed
- Works with any data type

Commands

- **EXPIRE** *key seconds*
 - Sets a timeout for a given object, i.e. makes the object volatile
 - Can be called repeatedly to change the timeout
- **TTL** *key*
 - Returns the remaining time to live for a key that has a timeout
- **PERSIST** *key*
 - Removes the existing timeout, i.e. makes the object persistent

Lists

Insertion of new elements

- `LPUSH key value`
`RPUSH key value`
 - Adds a new element to the head / tail
- `LINSERT key BEFORE|AFTER pivot value`
 - Inserts an element before / after another one

Retrieval of elements

- `LPOP key`
`RPOP key`
 - Removes and returns the first / last element

Lists

Retrieval of elements

- **LINDEX** *key index* – gets an element by its index
 - The first item is at position 0
 - Negative positions are allowed as well
- **LRANGE** *key start stop* – gets a range of elements

Removal of elements

- **LREM** *key count value*
 - Removes a given number of matching elements from a list
 - Positive / negative = moving from head to tail / tail to head
 - 0 = all the items are removed

Other operations

- **LLEN** *key* – gets the length of a list

Sets

Basic operations

- **SADD** `key value ...`
 - Adds an element / elements into a set
- **SREM** `key value ...`
 - Removes an element / elements from a set

Data querying

- **SISMEMBER** `key value`
 - Determines whether a set contains a given element
- **SMEMBERS** `key` – gets all the elements of a set

Other operations

- **SCARD** `key` – gets the number of elements in a set

Sets

Set operations

- **SUNION** *key ...*
SINTER *key ...*
SDIFF *key ...*
 - Calculates and returns a set union / intersection / difference of two or more sets

Hashes

Basic operations

- `HSET key field value` – sets the value of a hash field
- `HGET key field` – gets the value of a hash field

Batch alternatives

- `HMSET key field value`
 - Sets values of multiple fields of a given hash
- `HMGET key field ...`
 - Gets values of multiple fields of a given hash

Hashes

Field retrieval operations

- **HEXISTS** `key field` – determines whether a field exists
- **HGETALL** `key` – gets all the fields and values
 - Individual fields and values are interleaved
- **HKEYS** `key` – gets all the fields in a given hash
- **HVALS** `key` – gets all the values in a given hash

Other operations

- **HDEL** `key field ...`
 - Removes a given field / fields from a hash
- **HLEN** `key` – returns the number of fields in a given hash

Sorted Sets

Basic operations

- **ZADD** *key score value*
 - Inserts one element / multiple elements into a sorted set
- **ZREM** *key value ...*
 - Removes one element / multiple elements from a sorted set

Working with score

- **ZSCORE** *key value*
 - Gets the score associated with a given element
- **ZINCRBY** *key increment value*
 - Increments the score of a given element

Sorted Sets

Retrieval of elements

- **ZRANGE** *key start stop*
 - Returns all the elements within a given range based on positions
- **ZRANGEBYSCORE** *key min max*
 - Returns all the elements within a given range based on scores

Other operations

- **ZCARD** *key*
 - Gets the overall number of all elements
- **ZCOUNT** *key min max*
 - Counts all the elements within a given range based on score

References

Commands

- <http://redis.io/commands>

Documentation

- <http://redis.io/documentation>

Data types

- <http://redis.io/topics/data-types>