Cheatography

Redis Cheat Sheet

by James Hopkin (tasjaevan) via cheatography.com/18964/cs/2046/

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

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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

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