

 무료 전자 책

배우기

StackExchange.Redis

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1: StackExchange.Redis

StackExchange.Redis Nuget [Github](#) .

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1.0.187	2014-03-18
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Examples

```
using StackExchange.Redis;

// ...

// connect to the server
ConnectionMultiplexer connection = ConnectionMultiplexer.Connect("localhost");

// select a database (by default, DB = 0)
IDatabase db = connection.GetDatabase();

// run a command, in this case a GET
RedisValue myVal = db.StringGet("mykey");
```

```
class Program
{
    private static Lazy<ConnectionMultiplexer> _multiplexer =
        new Lazy<ConnectionMultiplexer>(
            () => ConnectionMultiplexer.Connect("localhost"),
            LazyThreadSafetyMode.ExecutionAndPublication);

    static void Main(string[] args)
    {
        IDatabase db1 = _multiplexer.Value.GetDatabase(1);
        IDatabase db2 = _multiplexer.Value.GetDatabase(2);
    }
}
```

Redis ()

```
ConfigurationOptions options = new ConfigurationOptions()
{
    EndPoints = { { "localhost", 6379} },
    AllowAdmin = true,
    ConnectTimeout = 60*1000,
};
ConnectionMultiplexer multiplexer = ConnectionMultiplexer.Connect(options);
```

```
ConnectionMultiplexer multiplexer =
    ConnectionMultiplexer.Connect("localhost:6379,allowAdmin=True,connectTimeout=60000");
```

SSL Redis

```
ConfigurationOptions options = new ConfigurationOptions()
    {
        EndPoints = { { "localhost", 6380}},
        Ssl = true,
        Password = "12345"
    };
ConnectionMultiplexer multiplexer = ConnectionMultiplexer.Connect(options);
```

```
ConnectionMultiplexer multiplexer =
    ConnectionMultiplexer.Connect("localhost:6380,ssl=True,password=12345");
```

StackExchange.Redis : <https://riptutorial.com/ko/stackexchange-redis/topic/1/stackexchange-redis->

2:

Examples

`ISubscriber.Publish` .

```
// grab an instance of an ISubscriber
var subscriber = connection.GetSubscriber();

// publish a message to the 'chat' channel
subscriber.Publish("chat", "This is a message")
```

`ISubscriber.Subscribe` . .

```
// grab an instance of an ISubscriber
var subscriber = connection.GetSubscriber();

// subscribe to a messages over the 'chat' channel
subscriber.Subscribe("chat", (channel, message) => {
    // do something with the message
    Console.WriteLine((string)message);
});
```

(JSON)

`serialize` .

```
// definition of a message
public class ChatMessage
{
    public Guid Id { get; set; }
    public string User { get; set; }
    public string Text { get; set; }
}

// grab an instance of an ISubscriber
var subscriber = connection.GetSubscriber();

var message = new ChatMessage
{
    Id = Guid.NewGuid(),
    User = "User 1234",
    Text = "Hello World!"
};

// serialize a ChatMessage
// this uses JIL to serialize to JSON
var json = JSON.Serialize(message);

// publish the message to the 'chat' channel
subscriber.Publish("chat", json)
```

`deserialize`.

```
// grab an instance of an ISubscriber
var subscriber = connection.GetSubscriber();

// subscribe to messages over the 'chat' channel
subscriber.Subscribe("chat", (channel, json) => {
    var message = JSON.Deserialize<ChatMessage>(json);

    // do something with the message
    Console.WriteLine($"{message.User} said {message.Text}");
});
```

(Protobuf)

StackExchange.Redis pub / sub . [protobuf-net](#) .

```
// definition of a message (marked up with Protobuf attributes)
[ProtoContract]
public class ChatMessage
{
    [ProtoMember(1)]
    public Guid Id { get; set; }
    [ProtoMember(2)]
    public string User { get; set; }
    [ProtoMember(3)]
    public string Text { get; set; }
}

// grab an instance of an ISubscriber
var subscriber = connection.GetSubscriber();

var message = new ChatMessage
{
    Id = Guid.NewGuid(),
    User = "User 1234",
    Text = "Hello World!"
};

using (var memoryStream = new MemoryStream())
{
    // serialize a ChatMessage using protobuf-net
    Serializer.Serialize(memoryStream, message);

    // publish the message to the 'chat' channel
    subscriber.Publish("chat", memoryStream.ToArray());
}
```

deserialize.

```
// grab an instance of an ISubscriber
var subscriber = connection.GetSubscriber();

// subscribe to messages over the 'chat' channel
subscriber.Subscribe("chat", (channel, bytes) => {
    using (var memoryStream = new MemoryStream(bytes))
    {
        var message = Serializer.Deserialize<ChatMessage>(memoryStream);

        // do something with the message
    }
});
```



```
        Console.WriteLine($"{message.User} said {message.Text}");  
    }  
});
```

: [https://riptutorial.com/ko/stackexchange-redis/topic/1610/-](https://riptutorial.com/ko/stackexchange-redis/topic/1610/)

3:

- `public IEnumerable<RedisKey> Keys(int database = 0, RedisValue pattern = default(RedisValue), int pageSize = CursorUtils.DefaultPageSize, long cursor = CursorUtils.Origin, int pageOffset = 0, CommandFlags flags = CommandFlags.None)`

Redis	
pageOffset	

`Keys()` **Redis** `KEYS SCAN . IEnumerable<RedisKey> SCAN . KEYS .`

Examples

```
// Connect to a target server using your ConnectionMultiplexer instance
IServer server = conn.GetServer("localhost", 6379);

// Write out each key in the server
foreach(var key in server.Keys()) {
    Console.WriteLine(key);
}
```

```
// Connect to a target server using your ConnectionMultiplexer instance
IServer server = conn.GetServer("localhost", 6379);

var seq = server.Keys();
IScanningCursor scanningCursor = (IScanningCursor)seq;

// Use the cursor in some way...
```

: <https://riptutorial.com/ko/stackexchange-redis/topic/66/>

4:

Examples

Redis RedisValue .

```
/"myvalue" here is implicitly converted to a RedisValue type
//The RedisValue type is rarely seen in practice.
db.StringSet("key", "aValue");
```

int

```
db.StringSet("key", 11021);
int i = (int)db.StringGet("key");
```

Using [StackExchange.Redis.Extensions](#) :

```
db.Add("key", 11021);
int i = db.Get<int>("key");
```

: <https://riptutorial.com/ko/stackexchange-redis/topic/11/>

5:

Examples

```
var multiplexer = ConnectionMultiplexer.Connect("localhost");
IDatabase db = multiplexer.GetDatabase();

// initialize key with empty string
await db.StringSetAsync("key", "");

// create transaction that utilize multiplexing and pipelining
ITransaction transacton = db.CreateTransaction();
Task<long> appendA = transacton.StringAppendAsync("key", "a");
Task<long> appendB = transacton.StringAppendAsync("key", "b");

if (await transacton.ExecuteAsync()) // sends "MULTI APPEND KEY a APPEND KEY b EXEC
// in single request to redis server
{
    // order here doesn't matter, result is always - "abc".
    // 'a' and 'b' append always together in isolation of other Redis commands
    // 'c' appends to "ab" because transaction is already executed successfully
    await appendA;
    await db.StringAppendAsync("key", "c");
    await appendB;
}

string value = db.StringGet("key"); // value is "abc"
```

: <https://riptutorial.com/ko/stackexchange-redis/topic/3217/>

6:

```
StackExchange.Redis IProfiler ConnectionMultiplexer.RegisterProfiler(IProfiler) ,  
ConnectionMultiplexer.BeginProfiling(object) , ConnectionMultiplexer.FinishProfiling(object) .
```

```
object .
```

```
, IProfiler . Begin StackExchange.Redis Finish .
```

Examples

```
class ToyProfiler : IProfiler  
{  
    public ConcurrentDictionary<Thread, object> Contexts = new ConcurrentDictionary<Thread,  
object>();  
  
    public object GetContext()  
    {  
        object ctx;  
        if(!Contexts.TryGetValue(Thread.CurrentThread, out ctx)) ctx = null;  
  
        return ctx;  
    }  
}  
  
// ...  
  
ConnectionMultiplexer conn = /* initialization */;  
var profiler = new ToyProfiler();  
var thisGroupContext = new object();  
  
conn.RegisterProfiler(profiler);  
  
var threads = new List<Thread>();  
  
for (var i = 0; i < 16; i++)  
{  
    var db = conn.GetDatabase(i);  
  
    var thread =  
        new Thread(  
            delegate()  
            {  
                var threadTasks = new List<Task>();  
  
                for (var j = 0; j < 1000; j++)  
                {  
                    var task = db.StringSetAsync("" + j, "" + j);  
                    threadTasks.Add(task);  
                }  
  
                Task.WaitAll(threadTasks.ToArray());  
            }  
        );  
}
```

```

        }
    );

    profiler.Contexts[thread] = thisGroupContext;

    threads.Add(thread);
}

conn.BeginProfiling(thisGroupContext);

threads.ForEach(thread => thread.Start());
threads.ForEach(thread => thread.Join());

IEnumerable<IProfiledCommand> timings = conn.FinishProfiling(thisGroupContext);

```

, 16,000 IProfiledCommand .

```

ConnectionMultiplexer conn = /* initialization */;
var profiler = new ToyProfiler();

conn.RegisterProfiler(profiler);

var threads = new List<Thread>();

var perThreadTimings = new ConcurrentDictionary<Thread, List<IProfiledCommand>>();

for (var i = 0; i < 16; i++)
{
    var db = conn.GetDatabase(i);

    var thread =
        new Thread(
            delegate()
            {
                var threadTasks = new List<Task>();

                conn.BeginProfiling(Thread.CurrentThread);

                for (var j = 0; j < 1000; j++)
                {
                    var task = db.StringSetAsync("" + j, "" + j);
                    threadTasks.Add(task);
                }

                Task.WaitAll(threadTasks.ToArray());

                perThreadTimings[Thread.CurrentThread] =
conn.FinishProfiling(Thread.CurrentThread).ToList();
            }
        );

    profiler.Contexts[thread] = thread;

    threads.Add(thread);
}

threads.ForEach(thread => thread.Start());
threads.ForEach(thread => thread.Join());

```

perThreadTimings

1,000 IProfilingCommands 16 .

: <https://riptutorial.com/ko/stackexchange-redis/topic/4/>-

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