

 免费电子书

学习

StackExchange.Redis

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.....	1
1: StackExchange.Redis	2
.....	2
.....	2
.....	2
.....	2
Examples.....	2
.....	2
.....	2
.....	2
2:	4
.....	4
Examples.....	4
.....	4
.....	5
3:	6
Examples.....	6
.....	6
JSON.....	6
Protobuf.....	7
4:	9
.....	9
.....	9
.....	9
Examples.....	9
.....	9
.....	9
5:	10
Examples.....	10
.....	10
6:	11

Examples.....	11
.....	11
int.....	11
.....	12

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1: StackExchange.Redis

[Stack.change.RedisNuget Github](#) ◦

-

```
1.0.187 2014318
```

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);
    }
}
```

Redisadminrisky

```
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");
```

SSLRedis

```
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/zh-CN/stackexchange-redis/topic/1/stackexchange-redis) <https://riptutorial.com/zh-CN/stackexchange-redis/topic/1/stackexchange-redis>

2:

StackExchange.Redis `IProfilerConnectionMultiplexer.RegisterProfiler(IProfiler)`

`ConnectionMultiplexer.BeginProfiling(object)` `ConnectionMultiplexer.FinishProfiling(object)`

`object`

`IProfiler` `BeginStackExchange.RedisFinish`

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);

```

16,000IProfiledCommand - redis。

```

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 161000IProfilingCommandsThread。

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

3:

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

```
// 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)
```

```
// 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.Redispub / subprotobuf-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());
}
```

```
// 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/zh-CN/stackexchange-redis/topic/1610/>

4:

- `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** `KEYSSCAN` `SCAN` `IEnumerable<RedisKey>` `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/zh-CN/stackexchange-redis/topic/66/>

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/zh-CN/stackexchange-redis/topic/3217/>

6:

Examples

RedisRedisValue

```
//"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");
```

[StackExchange.Redis.Extensions](#)

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

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

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