



Home of Redis

# Power to the people: Redis Lua Scripts

## Redis Day TLV, March 9th, 2016

# @itamarhaber



A Redis Geek, Disque Freak...



and Lunatic!

Chief Developer Advocatique at **redis**labs

Have you signed for **redis**watch newsletter?

<http://bit.ly/RedisWatch>



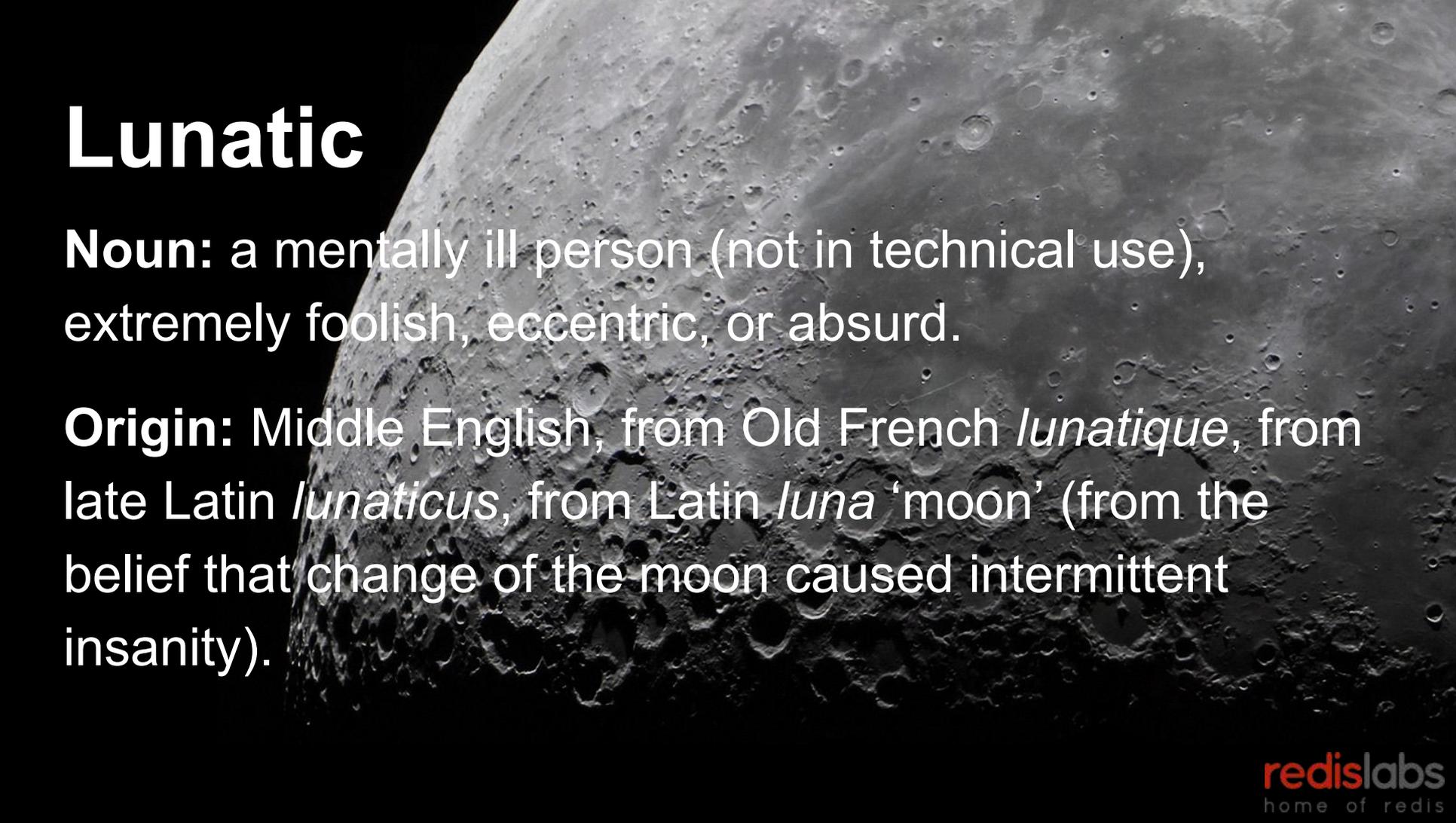
...is a powerful, fast, lightweight, embeddable scripting language.

...(pronounced LOO-ah) means "Moon" in Portuguese.

Please do not write it as "LUA", which is both ugly and confusing...

<http://www.lua.org>

# Lunatic



**Noun:** a mentally ill person (not in technical use), extremely foolish, eccentric, or absurd.

**Origin:** Middle English, from Old French *lunatique*, from late Latin *lunaticus*, from Latin *luna* 'moon' (from the belief that change of the moon caused intermittent insanity).

# Luaphobia is pure lunacy

Redis does Lua since v2.6 (Oct 23, 2012)

Scripts are atomic, have (practically) local data access

Lua ~~is pretty and/or ugly~~ isn't perfect, but ...

... having the option to use it beats not.

(mea culpa: when all you have is a hammer)

# Lua Redis language, primer (1/2)

```
--[[  
    this is a multi-line comment  
]]  
local t = { 1, 2, foo = "bar", nil, false }  
for i, v in ipairs(KEYS)  
    if i % 2 ~= 0 then  
        redis.call('SET', ARGV[1],)  
    end  
end  
end
```

# Lua Redis libraries, primer (2/2)

*Core Lua:* base, table, string, math & ~~debug~~

*Also included:* bitop, struct, cmsgpack & cJSON

*redis library:* call, pcall, log, status\_reply,  
Error\_reply & sha1hex

*[v3.2 spoiler]:* debug, breakpoint, set\_repl &  
replicate\_commands

# Lua crash course...

*ceci n'est pas Le Voyage Dans Le Lune*

For your future reference:

RTFM - <http://www.lua.org/pil>

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

15min - <https://gist.github.com/tylerneylon/5853042>



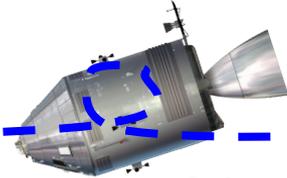
# A poor & not to scale analogy

Redis is the Sun.

Earth is your application.

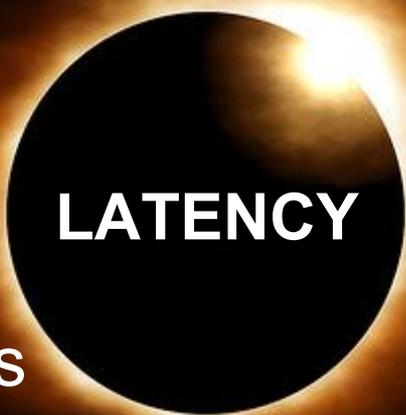
Imagine that the Moon is stuck in the middle of the Sun.

You send non-melting rockets (scripts) with robots (commands) and cargo (data) back and forth...



# A helluava use case #1

Save the bandwidth, save the



LATENCY

- Cached compiled multi-operations scripts
- **Variadic** keys & **variable arity** arguments (i.e. lots)
- Server-side processing for: exploding input, data transformation & manipulation, JSON/MessagePack (de)serialization, imploding (aggregating) output...

# UC#1 example: GEOPATHLEN

Meet <https://github.com/RedisLabs/geo.lua> (WIP)

A (metric only) helper library for Redis geospatial indices

Redis API: GEODIST key elem1 elem2  
+ GEODIST key elem2 elem3  
+ ...

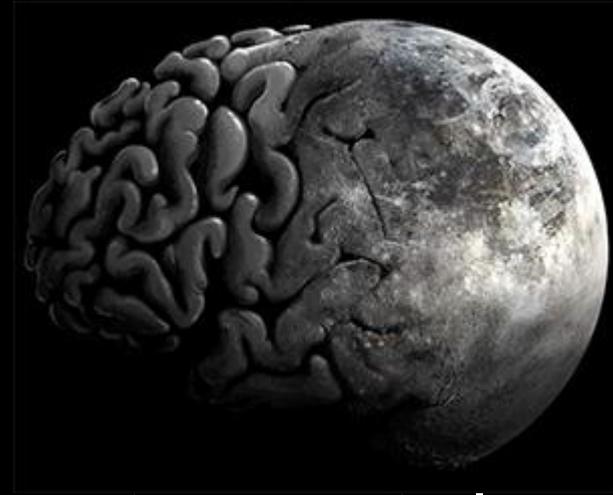
Lua library: GEOPATHLEN key elem1 elem2 elem3...

# Winning use case #2

## Transact with intelligence

- Scripts are atomic & blocking
- Comments, variables, data types, operators, control structures & (some) libraries
- Do you really want to WATCH/MULTI/DISCARD/EXEC?

Lua.tx "recipe": 1) assert 2) process 3) check 4) commit

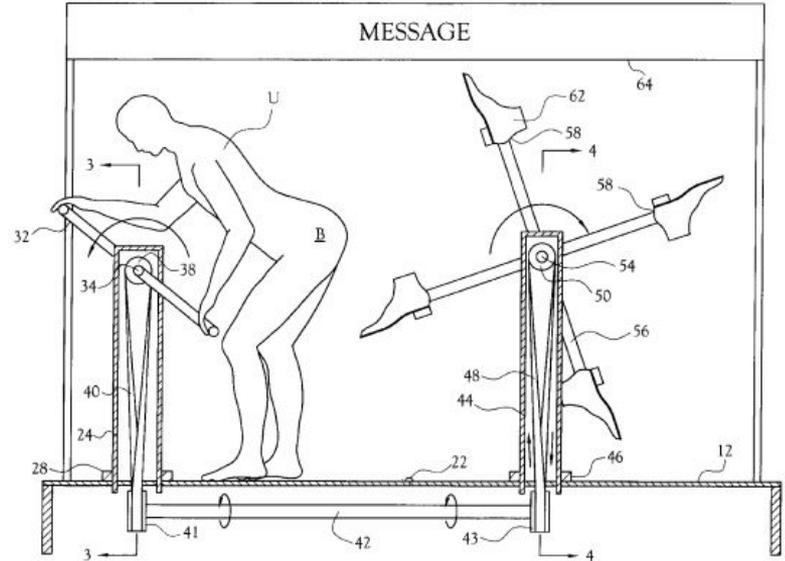


# Liberating use case #3

## Patent APIs & data structures

Remember geo.lua?

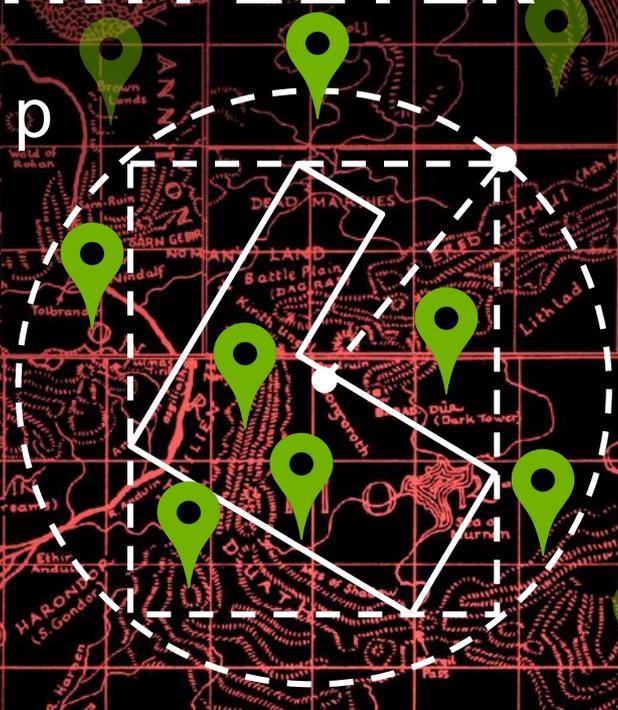
- GEODEL
- xyzsets (geosets w/ attitude)
- GeoJSON - encode/decode
- ...and ME TRY FILTER!



# GEORADIUS -> GEOMETRYFILTER

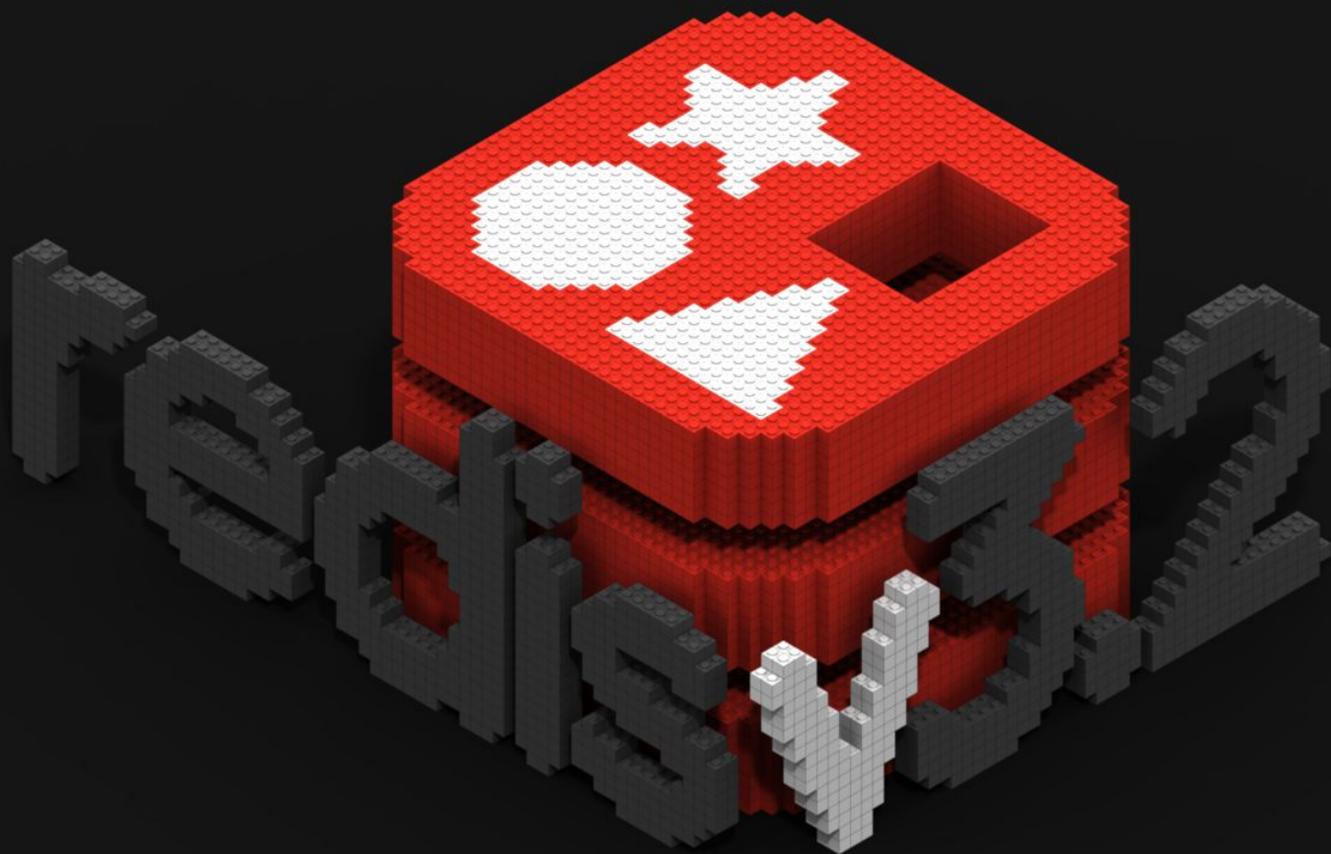
Find the geoset members in polygon p

1. Read p's definition from geomash
2. Compute p's bounding box
3. Radius search from pbb's center
4. Filter anything out of pbb
5. Use a semi-infinite ray (PNPOLY)



# Lua ain't only green cheese

- Massive number crunching? Nah: [redimension's](#) benchmark
- Lua's operators (no ternary?), strings (no split?), patterns (no regex?), tables (no zip?)...
- Only 32-bit bit operations
- Redis' sandboxing means no external packages
- Access to data **not** totally inexpensive
- Beware of returning doubles, associative arrays,



# SCRIPT DEBUG, YES PLEASE!

```
Terminal - itamar@ubuntu:~  
itamar@ubuntu:~$ redis-cli --ldb --eval 42.lua  
Lua debugging session started, please use:  
quit -- End the session.  
restart -- Restart the script in debug mode again.  
help -- Show Lua script debugging commands.  
  
* Stopped at 1, stop reason = step over  
-> 1 local answer = tonumber(42, 13)  
lua debugger> n  
* Stopped at 3, stop reason = step over  
-> 3 return 6*9 == answer  
lua debugger> p answer  
<value> 54  
lua debugger> █
```

[Integral Redis Lua scripts debugger](#)

```
ZeroBrane Studio - /home/itamar/42.lua  
File Edit Search View Project Help  
42.lua X  
1 local answer = tonumber(42, 13)  
2  
3 return 6*9 == answer  
4  
Watch  
Stack  
main chunk at line 3  
answer = 54
```

[ZeroBrane Studio Plugin for Redis](#)

# Lua replication < v3.2



Script source is sent to slaves, reduces wire traffic:

```
for i = 1, 100 do
    redis.call('INCR', KEYS[1])
end
```

**Disadvantages:** wasteful (1 + n slaves), long recovery from AOF, no non-determinism, no "transient" keys

# Effects & target replication 3.2

```
-- succeeds if called before any write  
redis.replicate_commands()  
-- optionally, change replication target  
redis.set_repl(redis.REPL_NONE)  
-- or redis.REPL_AOF, redis.REPL_SLAVE  
-- or redis.REPL_ALL (the default)  
redis.call('TIME') -- random prize!
```



## Lua versions

- Redis: 5.1.5 2012-02-17
- Current: 5.3.2 2015-11-30
- No major changes to language, upgrade TBD soon™

## Scripts graveyard:

[infospect.lua](#), [hitman.lua](#) and [redis-lua-debugger](#)... but I can still [add port 6379 to /etc/services](#) with [Lua](#) though ;)