



Home of Redis

Power to the people: Redis Lua Scripts

Redis Day TLV, March 9th, 2016

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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
```

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>



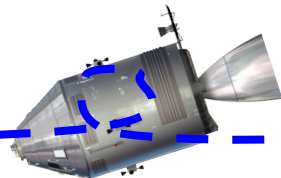
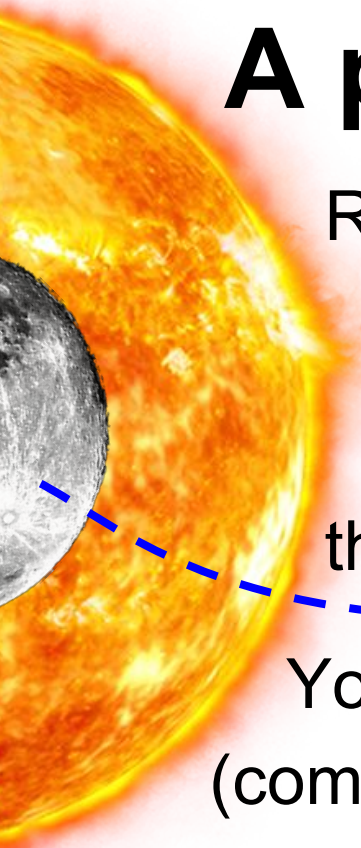
A poor & not to scale analogy

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?



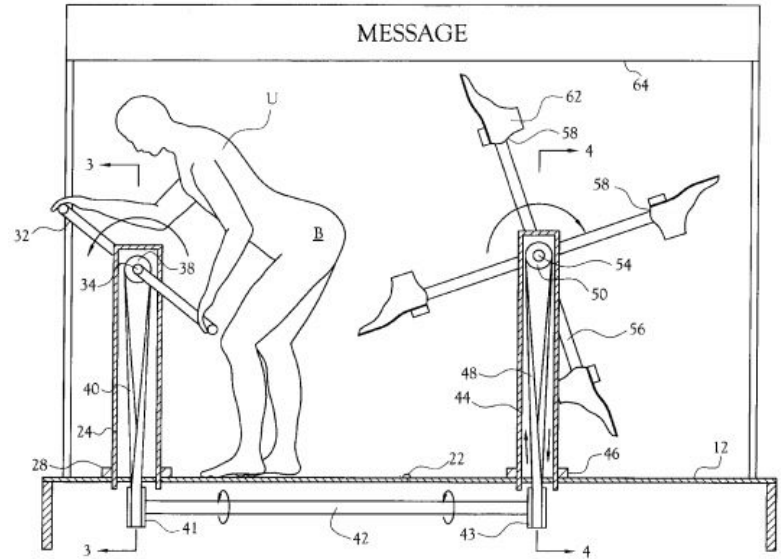
Lua.tx "recipe": 1) assert 2) process 3) check 4) commit

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

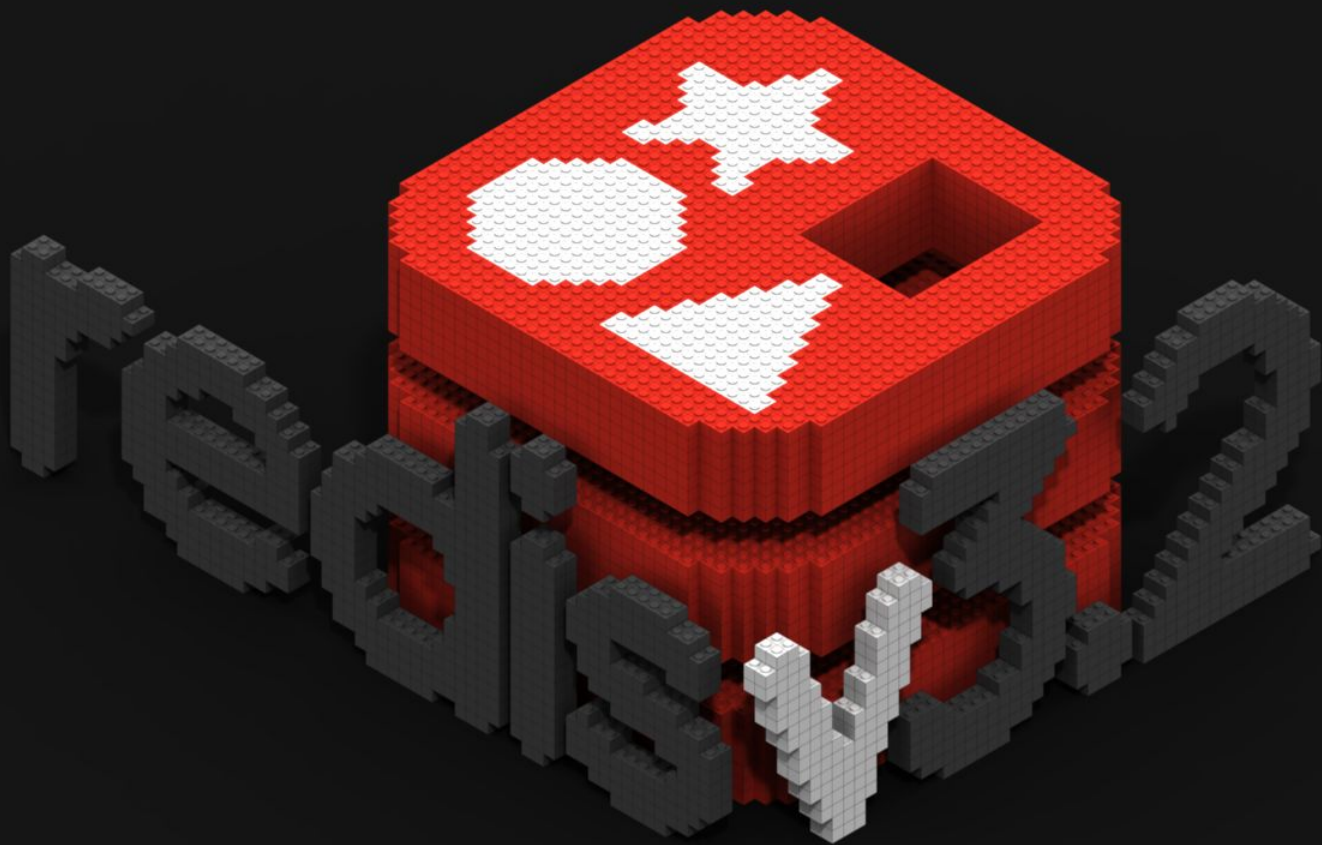
Find the geoset members in polygon p

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 ;)