aioredis Documentation

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asyncio (PEP 3156) Redis client library.

The library is intended to provide simple and clear interface to Redis based on asyncio.
### FEATURES

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CHAPTER 2

Installation

The easiest way to install aioredis is by using the package on PyPi:

```bash
pip install aioredis
```
CHAPTER 3

Requirements

- Python 3.3 and asyncio or Python 3.4+
- hiredis
CHAPTER 4

Contribute

- Issue Tracker: https://github.com/aio-libs/aioredis/issues
- Source Code: https://github.com/aio-libs/aioredis

Feel free to file an issue or make pull request if you find any bugs or have some suggestions for library improvement.
CHAPTER 5

License

The aioredis is offered under MIT license.
Getting started

Commands Pipelining

Commands pipelining is built-in.

Every command is sent to transport at-once (of course if no TypeError/ValueError was raised).

When you making a call with `await`/`yield from` you will be waiting result, and then gather results.

Simple example show both cases (get source code):

```python
# No pipelining;
async def wait_each_command():
    val = await redis.get('foo')  # wait until 'val' is available
    cnt = await redis.incr('bar')  # wait until 'cnt' is available
    return val, cnt

# Sending multiple commands and then gathering results
async def pipelined():
    fut1 = redis.get('foo')  # issue command and return future
    fut2 = redis.incr('bar')  # issue command and return future
    # block until results are available
    val, cnt = await asyncio.gather(fut1, fut2)
    return val, cnt
```

Note: For convenience `aioredis` provides `pipeline()` method allowing to execute bulk of commands as one (get source code):

```python
# Explicit pipeline
async def explicit_pipeline():
```

---

CHAPTER 6

Contents

---
Multi/Exec transactions

`aioredis` provides several ways for executing transactions:

- when using raw connection you can issue `Multi/Exec` commands manually;
- when using `aioredis.Redis` instance you can use `multi_exec()` transaction pipeline.

`multi_exec()` method creates and returns new `MultiExec` object which is used for buffering commands and then executing them inside `MULTI/EXEC` block.

Here is a simple example (get source code):

```python
async def transaction():
    tr = redis.multi_exec()
    future1 = tr.set('foo', '123')
    future2 = tr.set('bar', '321')
    result = await tr.execute()
    assert result == await asyncio.gather(future1, future2)
    return result
```

As you can notice `await` is only used at line 5 with `tr.execute` and not with `tr.set(...) calls.

**Warning:** It is very important not to `await` buffered command (ie `tr.set('foo', '123')`) as it will block forever.

The following code will block forever:

```python
tr = redis.multi_exec()
await tr.incr('foo')  # that's all. we've stuck!
```

Pub/Sub mode

`aioredis` provides support for Redis Publish/Subscribe messaging.

To switch connection to subscribe mode you must execute `subscribe` command by yield’ing from `subscribe()` it returns a list of `Channel` objects representing subscribed channels.

As soon as connection is switched to subscribed mode the channel will receive and store messages (the `Channel` object is basically a wrapper around `asyncio.Queue`). To read messages from channel you need to use `get()` or `get_json()` coroutines.

**Note:** In Pub/Sub mode redis connection can only receive messages or issue (P)SUBSCRIBE / (P)UNSUBSCRIBE commands.
Pub/Sub example (get source code):

```python
sub = await aioredis.create_redis(
    ('localhost', 6379))

ch1, ch2 = await sub.subscribe('channel:1', 'channel:2')
assert isinstance(ch1, aioredis.Channel)
assert isinstance(ch2, aioredis.Channel)

async def async_reader(channel):
    while await channel.wait_message():
        msg = await channel.get(encoding='utf-8')
        # ... process message ...
        print("message in {}: ".format(channel.name, msg))

tsk1 = asyncio.ensure_future(async_reader(ch1))

# Or alternatively:

async def async_reader2(channel):
    while True:
        msg = await channel.get(encoding='utf-8')
        if msg is None:
            break
        # ... process message ...
        print("message in {}: ".format(channel.name, msg))

tsk2 = asyncio.ensure_future(async_reader2(ch2))
```

Pub/Sub example (get source code):

```python
async def reader(channel):
    while (await channel.wait_message()):
        msg = await channel.get(encoding='utf-8')
        # ... process message ...
        print("message in {}: ".format(channel.name, msg))

        if msg == STOPWORD:
            return

with await pool as redis:
    channel, = await redis.subscribe('channel:1')
    await reader(channel) # wait for reader to complete
    await redis.unsubscribe('channel:1')

# Explicit redis usage
redis = await pool.acquire()
try:
    channel, = await redis.subscribe('channel:1')
    await reader(channel) # wait for reader to complete
    await redis.unsubscribe('channel:1')
finally:
    pool.release(redis)
```
Python 3.5 async with / async for support

`aioredis` is compatible with PEP 492.

Pool can be used with async with (get source code):

```python
pool = await aioredis.create_pool(
    ('localhost', 6379))
async with pool.get() as conn:
    value = await conn.get('my-key')
    print('raw value:', value)
```

It also can be used with await:

```python
pool = await aioredis.create_pool(
    ('localhost', 6379))
# This is exactly the same as:
# with (yield from pool) as conn:
with await pool as conn:
    value = await conn.get('my-key')
    print('raw value:', value)
```

New scan-family commands added with support of async for (get source code):

```python
redis = await aioredis.create_redis(
    ('localhost', 6379))

async for key in redis.iscan(match='something*'):
    print('Matched:', key)

async for name, val in redis.ihscan(key, match='something*'):
    print('Matched:', name, '->', val)

async for val in redis.isscan(key, match='something*'):
    print('Matched:', val)

async for val, score in redis.izscan(key, match='something*'):
    print('Matched:', val, ':', score)
```

SSL/TLS support

Though Redis server does not support data encryption it is still possible to setup Redis server behind SSL proxy. For such cases `aioredis` library support secure connections through asyncio SSL support. See BaseEventLoop.create_connection for details.

aioredis — API Reference

Connection

Redis Connection is the core function of the library. Connection instances can be used as is or through `pool` or high-level API.

Connection usage is as simple as:
import asyncio
import aioredis

async def connect_tcp():
    conn = await aioredis.create_connection('localhost', 6379)
    val = await conn.execute('GET', 'my-key')

async def connect_unixsocket():
    conn = await aioredis.create_connection('/path/to/redis/socket')
    val = await conn.execute('GET', 'my-key')

asyncio.get_event_loop().run_until_complete(connect_tcp())
asyncio.get_event_loop().run_until_complete(connect_unixsocket())

coroutine aioredis.create_connection(address, *, db=0, password=None, ssl=None, encoding=None, loop=None, timeout=None)

Creates Redis connection.

Changed in version v0.3.1: timeout argument added.

Parameters

- **address** *(tuple or str)* – An address where to connect. Can be a (host, port) tuple or unix domain socket path string.
- **db** *(int)* – Redis database index to switch to when connected.
- **password** *(str or None)* – Password to use if redis server instance requires authorization.
- **ssl** *(ssl.SSLContext or True or None)* – SSL context that is passed through to asyncio.BaseEventLoop.create_connection().
- **encoding** *(str or None)* – Codec to use for response decoding.
- **loop** *(EventLoop)* – An optional event loop instance (uses asyncio.get_event_loop() if not specified).
- **timeout** *(float greater than 0 or None)* – Max time used to open a connection, otherwise raise asyncio.TimeoutError exception. None by default

Returns RedisConnection instance.

class aioredis.RedisConnection
Bases: abc.AbcConnection

Redis connection interface.

- **address**
    Redis server address; either IP-port tuple or unix socket str *(read-only)*. IP is either IPv4 or IPv6 depending on resolved host part in initial address.
    New in version v0.2.8.

- **db**
    Current database index *(read-only)*.

- **encoding**
    Current codec for response decoding *(read-only)*.
closed
Set to True if connection is closed (read-only).

in_transaction
Set to True when MULTI command was issued (read-only).

pubsub_channels
Read-only dict with subscribed channels. Keys are bytes, values are Channel instances.

pubsub_patterns
Read-only dict with subscribed patterns. Keys are bytes, values are Channel instances.

in_pubsub
Indicates that connection is in PUB/SUB mode. Provides the number of subscribed channels. Read-only.

execute (command, *args, encoding=_NOTSET)
Execute Redis command.

The method is not a coroutine itself but instead it writes to underlying transport and returns a asyncio.Future waiting for result.

Parameters
- command (str, bytes, bytearray) – Command to execute
- encoding (str or None) – Keyword-only argument for overriding response decoding. By default will use connection-wide encoding. May be set to None to skip response decoding.

Raises
- TypeError – When any of arguments is None or can not be encoded as bytes.
- aioredis.ReplyError – For redis error replies.
- aioredis.ProtocolError – When response can not be decoded and/or connection is broken.

Returns
Returns bytes or int reply (or str if encoding was set)

execute_pubsub (command, *channels_or_patterns)
Method to execute Pub/Sub commands. The method is not a coroutine itself but returns a asyncio.gather() coroutine. Method also accept aioredis.Channel instances as command arguments:

```python
>>> ch1 = Channel('A', is_pattern=False, loop=loop)
>>> await conn.execute_pubsub('subscribe', ch1)
[[b'subscribe', b'A', 1]]
```

Changed in version v0.3: The method accept Channel instances.

Parameters
- command (str, bytes, bytearray) – One of the following Pub/Sub commands: subscribe, unsubscribe, psubscribe, punsubscribe.
- *channels_or_patterns – Channels or patterns to subscribe connection to or unsubscribe from. At least one channel/pattern is required.

Returns
Returns a list of subscribe/unsubscribe messages, ex:

```python
>>> await conn.execute_pubsub('subscribe', 'A', 'B')
[[b'subscribe', b'A', 1], [b'subscribe', b'B', 2]]
```
close()
Closes connection.
Mark connection as closed and schedule cleanup procedure.

wait_closed()
Coroutine waiting for connection to get closed.

select (db)
Changes current db index to new one.

Parameters db (int) – New redis database index.

Raises
- TypeError – When db parameter is not int.
- ValueError – When db parameter is less than 0.

Return True Always returns True or raises exception.

auth (password)
Send AUTH command.

Parameters password (str) – Plain-text password

Return bool True if redis replied with ‘OK’.

Connections Pool

The library provides connections pool. The basic usage is as follows:

```python
import asyncio
import aioredis

async def sample_pool():
    pool = await aioredis.create_pool(('localhost', 6379))
    val = await pool.execute('get', 'my-key')
```

aioredis.create_pool (address, *, db=0, password=None, ssl=None, encoding=None, minsize=1, maxsize=10, commands_factory=_NOTSET, loop=None)
A coroutine that instantiates a pool of RedisConnection.

By default it creates pool of Redis instances, but it is also possible to create plain connections pool by passing lambda conn: conn as commands_factory.

Changed in version v0.2.7: minsize default value changed from 10 to 1.

Changed in version v0.2.8: Disallow arbitrary RedisPool maxsize.

Deprecated since version v0.2.9: commands_factory argument is deprecated and will be removed in v0.3.

Changed in version v0.3.1: create_connection_timeout argument added.

Parameters
- address (tuple or str) – An address where to connect. Can be a (host, port) tuple or unix domain socket path string.
- db (int) – Redis database index to switch to when connected.
• **password** *(str or None)* – Password to use if redis server instance requires authorization.

• **ssl** *(ssl.SSLContext or True or None)* – SSL context that is passed through to asyncio.BaseEventLoop.create_connection().

• **encoding** *(str or None)* – Codec to use for response decoding.

• **minsize** *(int)* – Minimum number of free connection to create in pool. 1 by default.

• **maxsize** *(int)* – Maximum number of connection to keep in pool. 10 by default. Must be greater then 0. None is disallowed.

• **commands_factory** *(callable)* – A factory to be passed to create_redis call. Redis by default. Deprecated since v0.2.8

• **loop** *(EventLoop)* – An optional event loop instance (uses asyncio.get_event_loop() if not specified).

• **create_connection_timeout** *(float greater than 0 or None)* – Max time used to open a connection, otherwise raise an asyncio.TimeoutError. None by default.

Returns RedisPool instance.

class aioredis.RedisPool
Redis connections pool.

**minsize**
A minimum size of the pool *(read-only)*.

**maxsize**
A maximum size of the pool *(read-only)*.

**size**
Current pool size — number of free and used connections *(read-only)*.

**freesize**
Current number of free connections *(read-only)*.

**db**
Currently selected db index *(read-only)*.

**encoding**
Current codec for response decoding *(read-only)*.

**closed**
True if pool is closed.

New in version v0.2.8.

coroutine **clear**()
Closes and removes all free connections in the pool.

coroutine **select**(db)
Changes db index for all free connections in the pool.

Parameters **db** *(int)* – New database index.

coroutine **acquire**()
Acquires a connection from free pool. Creates new connection if needed.

Raises **aioredis.PoolClosedError** – if pool is already closed

coroutine **release**(conn)
Returns used connection back into pool.
When returned connection has db index that differs from one in pool the connection will be dropped. When queue of free connections is full the connection will be dropped.

**Note:** This method is **not a coroutine**.

**Parameters**

**conn** *(aioredis.RedisConnection)* – A RedisConnection instance.

**close()**

Close all free and in-progress connections and mark pool as closed.

New in version v0.2.8.

**coroutine wait_closed()**

Wait until pool gets closed (when all connections are closed).

New in version v0.2.8.

---

**Pub/Sub Channel object**

Channel object is a wrapper around queue for storing received pub/sub messages.

**class** aioredis.Channel *(name, is_pattern, loop=None)*

**Bases:** abc.AbcChannel

Object representing Pub/Sub messages queue. It’s basically a wrapper around asyncio.Queue.

**name**

Holds encoded channel/pattern name.

**is_pattern**

Set to True for pattern channels.

**is_active**

Set to True if there are messages in queue and connection is still subscribed to this channel.

**coroutine get (**, encoding=None, decoder=None)**

Coroutine that waits for and returns a message.

Return value is message received or None signifying that channel has been unsubscribed and no more messages will be received.

**Parameters**

- **encoding** *(str)* – If not None used to decode resulting bytes message.
- **decoder** *(callable)* – If specified used to decode message, ex. json.loads()

**Raises** aioredis.ChannelClosedError – If channel is unsubscribed and has no more messages.

**get_json (**, encoding="utf-8")**

Shortcut to get(encoding="utf-8", decoder=json.loads)

**coroutine wait_message()**

Waits for message to become available in channel.

Main idea is to use it in loops:
coroutine **async-for iter()**

Same as `get()` method but it is a native coroutine.

Usage example:

```python
>>> async for msg in ch.iter():
...     print(msg)
```

New in version 0.2.5: Available for Python 3.5 only

### Exceptions

**exception** aioredis.RedisError

Base exception class for aioredis exceptions.

**exception** aioredis.ProtocolError

Raised when protocol error occurs. When this type of exception is raised connection must be considered broken and must be closed.

**exception** aioredis.ReplyError

Raised for Redis error replies.

**exception** aioredis.ConnectionClosedError

Raised if connection to server was lost/closed.

**exception** aioredis.PipelineError

Raised from `pipeline()` if any pipelined command raised error.

**exception** aioredis.MultiExecError

Same as PipelineError but raised when executing multi_exec block.

**exception** aioredis.WatchVariableError

Raised if watched variable changed (EXEC returns None). Subclass of MultiExecError.

**exception** aioredis.ChannelClosedError

Raised from `aioredis.Channel.get()` when Pub/Sub channel is unsubscribed and messages queue is empty.

**exception** aioredis.PoolClosedError

Raised from `aioredis.RedisPool.acquire()` when pool is already closed.

### Exceptions Hierarchy

```
Exception
    RedisError
        ProtocolError
        ReplyError
            PipelineError
                MultiExecError
                WatchVariableError
        ChannelClosedError
```
ConnectionClosedError
PoolClosedError

Commands Interface

The library provides high-level API implementing simple interface to Redis commands.

**coroutine** aioredis.create_redis (*address*, *db=0*, *password=None*, *ssl=None*, *encoding=None*,
*commands_factory=Redis*, *loop=None*)

This coroutine creates high-level Redis interface instance.

**Parameters**

- **address (tuple or str)** – An address where to connect. Can be a (host, port) tuple or unix domain socket path string.
- **db (int)** – Redis database index to switch to when connected.
- **password (str or None)** – Password to use if redis server instance requires authorization.
- **ssl (ssl.SSLContext or True or None)** – SSL context that is passed through to asyncio.BaseEventLoop.create_connection().
- **encoding (str or None)** – Codec to use for response decoding.
- **commands_factory (callable)** – A factory accepting single parameter – RedisConnection instance and returning an object providing high-level interface to Redis. Redis by default.
- **loop (EventLoop)** – An optional event loop instance (uses asyncio.get_event_loop() if not specified).

**coroutine** aioredis.create_reconnecting_redis (*address*, *db=0*, *password=None*, *ssl=None*,
*encoding=None*, *commands_factory=Redis*, *loop=None*)

Like create_redis() this coroutine creates high-level Redis interface instance that may reconnect to redis server between requests. Accepts same arguments as create_redis().

The reconnect process is done at most once, at the start of the request. So if your request is broken in the middle of sending or receiving reply, it will not be repeated but an exception is raised.

**Note:** There are two important differences between create_redis() and create_reconnecting_redis():

1. The create_reconnecting_redis() does not establish connection “right now”, it defers connection establishing to the first request.
2. Methods of Redis() factory returned do not buffer commands until you yield from it. I.e. they are real coroutines not the functions returning future. It may impact your pipelining.

**class** aioredis.Redis (*connection*)

High-level Redis commands interface.

For details see mixins reference.
**aioredis.Redis — Commands Mixins Reference**

This section contains reference for mixins implementing Redis commands. Descriptions are taken from docstrings so may not contain proper markup.

```python
class aioredis.Redis(connection)
    High-level Redis interface.
    Gathers in one place Redis commands implemented in mixins.
    For commands details see: http://redis.io/commands/#connection

    auth(password)
        Authenticate to server.
        This method wraps call to aioredis.RedisConnection.auth()

    closed
        True if connection is closed.

    connection
        aioredis.RedisConnection instance.

    db
        Currently selected db index.

    echo(message, *, encoding=<object object>)
        Echo the given string.

    encoding
        Current set codec or None.

    in_transaction
        Set to True when MULTI command was issued.

    ping(*, encoding=<object object>)
        Ping the server.

    quit()
        Close the connection.

    select(db)
        Change the selected database for the current connection.
        This method wraps call to aioredis.RedisConnection.select()
```

**Generic commands**

```python
class aiorediscommands.GenericCommandsMixin
    Generic commands mixin.
    For commands details see: http://redis.io/commands/#generic

    delete(key, *keys)
        Delete a key.

    dump(key)
        Dump a key.
```
exists (key, *keys)
   Check if key(s) exists.
   Changed in version v0.2.9: Accept multiple keys; return type changed from bool to int.

expire (key, timeout)
   Set a timeout on key.
   if timeout is float it will be multiplied by 1000 coerced to int and passed to pexpire method.
   Otherwise raises TypeError if timeout argument is not int.

expireat (key, timestamp)
   Set expire timestamp on key.
   if timeout is float it will be multiplied by 1000 coerced to int and passed to pexpire method.
   Otherwise raises TypeError if timestamp argument is not int.

iscan (*, match=None, count=None)
   Incrementally iterate the keys space using async for.
   Usage example:

   >>> async for key in redis.iscan(match='something*'):
   ...     print('Matched:', key)

keys (pattern, *, encoding=<object object>)
   Returns all keys matching pattern.

migrate (host, port, key, dest_db, timeout, copy=False, replace=False)
   Atomically transfer a key from a Redis instance to another one.

move (key, db)
   Move key from currently selected database to specified destination.
   Raises
   - **TypeError** – if db is not int
   - **ValueError** – if db is less then 0

object_encoding (key)
   Returns the kind of internal representation used in order to store the value associated with a key (OBJECT ENCODING).

object_idletime (key)
   Returns the number of seconds since the object is not requested by read or write operations (OBJECT IDLETIME).

object_refcount (key)
   Returns the number of references of the value associated with the specified key (OBJECT REFCOUNT).

persist (key)
   Remove the existing timeout on key.

pexpire (key, timeout)
   Set a milliseconds timeout on key.
   Raises **TypeError** – if timeout is not int

pexpireat (key, timestamp)
   Set expire timestamp on key, timestamp in milliseconds.
   Raises **TypeError** – if timeout is not int

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pttl(key)
    Returns time-to-live for a key, in milliseconds.
    Special return values (starting with Redis 2.8):
    • command returns -2 if the key does not exist.
    • command returns -1 if the key exists but has no associated expire.

randomkey(*, encoding=<object object>)
    Return a random key from the currently selected database.

rename(key, newkey)
    Renames key to newkey.
    Raises ValueError – if key == newkey

renamenx(key, newkey)
    Renames key to newkey only if newkey does not exist.
    Raises ValueError – if key == newkey

restore(key, ttl, value)
    Creates a key associated with a value that is obtained via DUMP.

scan(cursor=0, match=None, count=None)
    Incrementally iterate the keys space.
    Usage example:
    >>> match = 'something*'
    >>> cur = b'0'
    >>> while cur:
    ...     cur, keys = await redis.scan(cur, match=match)
    ...     for key in keys:
    ...         print('Matched:', key)

sort(key, *get_patterns, by=None, offset=None, count=None, asc=None, alpha=False, store=None)
    Sort the elements in a list, set or sorted set.

ttl(key)
    Returns time-to-live for a key, in seconds.
    Special return values (starting with Redis 2.8): * command returns -2 if the key does not exist. * command returns -1 if the key exists but has no associated expire.

type(key)
    Returns the string representation of the value’s type stored at key.

Python 3.5 async/await support

class aioredis.commands.GenericCommandsMixin

    async-for iscan(*, match=None, count=None)
        Incrementally iterate the keys space using async for.
        Usage example:
        >>> async for key in redis.iscan(match='something*'):
        ...         print('Matched:', key)
See also `GenericCommandsMixin.scan()`.

**Geo commands**

class `aioredis.commands.GeoCommandsMixin`

Geo commands mixin.

For commands details see: http://redis.io/commands#geo

- `geoadd (key, longitude, latitude, member, *args, **kwargs)`
  Add one or more geospatial items in the geospatial index represented using a sorted set.

- `geodist (key, member1, member2, unit='m')`
  Returns the distance between two members of a geospatial index.

  **Return type** list[float or None]

- `geohash (key, member, *args, **kwargs)`
  Returns members of a geospatial index as standard geohash strings.

- `geopos (key, member, *args, **kwargs)`
  Returns longitude and latitude of members of a geospatial index.

  **Return type** list[GeoPoint or None]

- `georadius (key, longitude, latitude, radius, unit='m', *, with_dist=False, with_hash=False, with_coord=False, count=None, sort=None, encoding=<object object>)`
  Query a sorted set representing a geospatial index to fetch members matching a given maximum distance from a point.

  Return value follows Redis convention:

  • if none of WITH* flags are set – list of strings returned:

  ```
  >>> await redis.georadius('Sicily', 15, 37, 200, 'km')
  [b"Palermo", b"Catania"]
  ```

  • if any flag (or all) is set – list of named tuples returned:

  ```
  >>> await redis.georadius('Sicily', 15, 37, 200, 'km',
  ...    with_dist=True)
  [GeoMember(name=b"Palermo", dist=190.4424, hash=None, coord=None),
   GeoMember(name=b"Catania", dist=56.4413, hash=None, coord=None)]
  ```

  **Raises**

  - `TypeError` – radius is not float or int
  - `TypeError` – count is not int
  - `ValueError` – if unit not equal m, km, mi or ft
  - `ValueError` – if sort not equal ASC or DESC

  **Return type** list[str] or list[GeoMember]

- `georadiusbymember (key, member, radius, unit='m', *, with_dist=False, with_hash=False, with_coord=False, count=None, sort=None, encoding=<object object>)`
  Query a sorted set representing a geospatial index to fetch members matching a given maximum distance from a member.

  Return value follows Redis convention:
• if none of WITH* flags are set – list of strings returned:

```python
>>> await redis.georadiusbymember('Sicily', 'Palermo', 200, 'km')
[b"Palermo", b"Catania"]
```

• if any flag (or all) is set – list of named tuples returned:

```python
>>> await redis.georadiusbymember('Sicily', 'Palermo', 200, 'km', ...
... with_dist=True)
[GeoMember(name=b"Palermo", dist=190.4424, hash=None, coord=None),
 GeoMember(name=b"Catania", dist=56.4413, hash=None, coord=None)]
```

Raises

- `TypeError` – radius is not float or int
- `TypeError` – count is not int
- `ValueError` – if unit not equal m, km, mi or ft
- `ValueError` – if sort not equal ASC or DESC

Return type list[str] or list[GeoMember]

```python
class aioredis.commands.GeoPoint(longitude, latitude)
class aioredis.commands.GeoMember(member, dist, hash, coord)
```

Strings commands

```python
class aioredis.commands.StringCommandsMixin
    String commands mixin.
    For commands details see: http://redis.io/commands/#string

append(key, value)
    Append a value to key.

bitcount(key, start=None, end=None)
    Count set bits in a string.

    Raises `TypeError` – if only start or end specified.

bitop_and(dest, key, *keys)
    Perform bitwise AND operations between strings.

bitop_not(dest, key)
    Perform bitwise NOT operations between strings.

bitop_or(dest, key, *keys)
    Perform bitwise OR operations between strings.

bitop_xor(dest, key, *keys)
    Perform bitwise XOR operations between strings.

bitpos(key, bit, start=None, end=None)
    Find first bit set or clear in a string.

    Raises `ValueError` – if bit is not 0 or 1

decr(key)
    Decrement the integer value of a key by one.
```
**decrby** *(key, decrement)*
Decrement the integer value of a key by the given number.

*Raises* **TypeError** – if decrement is not int

**get** *(key, *, encoding=<object object>)*
Get the value of a key.

**getbit** *(key, offset)*
Returns the bit value at offset in the string value stored at key.

*Raises*

- **TypeError** – if offset is not int
- **ValueError** – if offset is less than 0

**getrange** *(key, start, end, *, encoding=<object object>)*
Get a substring of the string stored at a key.

*Raises* **TypeError** – if start or end is not int

**getset** *(key, value, *, encoding=<object object>)*
Set the string value of a key and return its old value.

**incr** *(key)*
Increment the integer value of a key by one.

**incrby** *(key, increment)*
Increment the integer value of a key by the given amount.

*Raises* **TypeError** – if increment is not int

**incrbyfloat** *(key, increment)*
Increment the float value of a key by the given amount.

*Raises* **TypeError** – if increment is not int

**mget** *(key, *keys, encoding=<object object>)*
Get the values of all the given keys.

**mset** *(key, value, *pairs)*
Set multiple keys to multiple values.

*Raises* **TypeError** – if len of pairs is not event number

**msetnx** *(key, value, *pairs)*
Set multiple keys to multiple values, only if none of the keys exist.

*Raises* **TypeError** – if len of pairs is not event number

**psetex** *(key, milliseconds, value)*
Set the value and expiration in milliseconds of a key.

*Raises* **TypeError** – if milliseconds is not int

**set** *(key, value, *, expire=0, pexpire=0, exist=None)*
Set the string value of a key.

*Raises* **TypeError** – if expire or pexpire is not int

**setbit** *(key, offset, value)*
Sets or clears the bit at offset in the string value stored at key.

*Raises*

- **TypeError** – if offset is not int
• **ValueError** – if offset is less than 0 or value is not 0 or 1

**setex** \((key, \text{seconds}, \text{value})\)

Set the value and expiration of a key.

If seconds is float it will be multiplied by 1000 coerced to int and passed to \(psetex\) method.

**Raises** **TypeError** – if seconds is neither int nor float

**setnx** \((key, \text{value})\)

Set the value of a key, only if the key does not exist.

**setrange** \((key, \text{offset}, \text{value})\)

Overwrite part of a string at key starting at the specified offset.

**Raises**

• **TypeError** – if offset is not int
• **ValueError** – if offset less than 0

**strlen** \((key)\)

Get the length of the value stored in a key.

---

### Hash commands

**class aioredis.commands.HashCommandsMixin**

Hash commands mixin.

For commands details see: [http://redis.io/commands#hash](http://redis.io/commands#hash)

**hdel** \((key, \text{field}, \*\text{fields})\)

Delete one or more hash fields.

**hexists** \((key, \text{field})\)

Determine if hash field exists.

**hget** \((key, \text{field}, \*, \text{encoding}=\langle\text{object object}\rangle)\)

Get the value of a hash field.

**hgetall** \((key, \*, \text{encoding}=\langle\text{object object}\rangle)\)

Get all the fields and values in a hash.

**hincrby** \((key, \text{field}, \text{increment}=1)\)

Increment the integer value of a hash field by the given number.

**hincrbyfloat** \((key, \text{field}, \text{increment}=1.0)\)

Increment the float value of a hash field by the given number.

**hkeys** \((key, \*, \text{encoding}=\langle\text{object object}\rangle)\)

Get all the keys in a hash.

**hlen** \((key)\)

Get the number of fields in a hash.

**hmget** \((key, \text{field}, \*\text{fields}, \text{encoding}=\langle\text{object object}\rangle)\)

Get the values of all the given fields.

**hmset** \((key, \text{field}, \text{value}, \*\text{pairs})\)

Set multiple hash fields to multiple values.

**hmset_dict** \((key, \*\text{args}, **\text{kwargs})\)

Set multiple hash fields to multiple values.
dict can be passed as first positional argument:

```python
>>> await redis.hmset_dict('key', {'field1': 'value1', 'field2': 'value2'})
```

or keyword arguments can be used:

```python
>>> await redis.hmset_dict('key', field1='value1', field2='value2')
```

or dict argument can be mixed with kwargs:

```python
>>> await redis.hmset_dict('key', {'field1': 'value1'}, field2='value2')
```

**Note:** dict and kwargs not get mixed into single dictionary, if both specified and both have same key(s) – kwargs will win:

```python
>>> await redis.hmset_dict('key', {'foo': 'bar'}, foo='baz')
```

```python
>>> await redis.hget('key', 'foo', encoding='utf-8')
'baz'
```

```python
hscan(key, *, cursor=0, match=None, count=None)
```
Incrementally iterate hash fields and associated values.

```python
hset(key, field, value)
```
Set the string value of a hash field.

```python
hsetnx(key, field, value)
```
Set the value of a hash field, only if the field does not exist.

```python
hstrlen(key, field)
```
Get the length of the value of a hash field.

```python
hvals(key, *, encoding=<object object>)
```
Get all the values in a hash.

```python
ihscan(key, *, match=None, count=None)
```
Incrementally iterate sorted set items using async for.

Usage example:

```python
>>> async for name, val in redis.ihscan(key, match='something*'):
...     print('Matched:', name, '-->', val)
```

**Python 3.5 async/await support**

```python
class aioredis.commands.HashCommandsMixin
```

```python
async-for ihscan(key, *, match=None, count=None)
```
Incrementally iterate sorted set items using async for.

Usage example:

```python
>>> async for name, val in redis.ihscan(key, match='something*'):
...     print('Matched:', name, '-->', val)
```
See also `HashCommandsMixin.hscan()`.

List commands

class aioredis.commands.ListCommandsMixin
List commands mixin.

For commands details see: http://redis.io/commands#list

**blpop**(*key*, *keys*, **timeout=0**, **encoding=<object object>**)
Remove and get the first element in a list, or block until one is available.

**Raises**

- **TypeError** – if timeout is not int
- **ValueError** – if timeout is less than 0

**brpop**(*key*, *keys*, **timeout=0**, **encoding=<object object>**)
Remove and get the last element in a list, or block until one is available.

**Raises**

- **TypeError** – if timeout is not int
- **ValueError** – if timeout is less than 0

**brpoplpush**(*sourcekey*, *destkey*, **timeout=0**, **encoding=<object object>**)
Remove and get the last element in a list, or block until one is available.

**Raises**

- **TypeError** – if timeout is not int
- **ValueError** – if timeout is less than 0

**lindex**(*key*, *index*, **encoding=<object object>**)
Get an element from a list by its index.

**Raises** **TypeError** – if index is not int

**llen**(*key*)
Returns the length of the list stored at key.

**lpop**(*key*, **encoding=<object object>**)
Removes and returns the first element of the list stored at key.

**lpush**(*key*, *value*, **values**)
Insert all the specified values at the head of the list stored at key.

**lpushx**(*key*, *value*)
Inserts value at the head of the list stored at key, only if key already exists and holds a list.

**lrange**(*key*, *start*, *stop*, **encoding=<object object>**)
Returns the specified elements of the list stored at key.

**Raises** **TypeError** – if start or stop is not int

**lrem**(*key*, *count*, *value*)
Removes the first count occurrences of elements equal to value from the list stored at key.

**Raises** **TypeError** – if count is not int
lset (key, index, value)
Sets the list element at index to value.

   Raises TypeError – if index is not int

ltrim (key, start, stop)
Trim an existing list so that it will contain only the specified range of elements specified.

   Raises TypeError – if start or stop is not int

rpop (key, *, encoding=<object object>)
Removes and returns the last element of the list stored at key.

rpoplpush (sourcekey, destkey, *, encoding=<object object>)
Atomically returns and removes the last element (tail) of the list stored at source, and pushes the element at the first element (head) of the list stored at destination.

rpush (key, value, *values)
Insert all the specified values at the tail of the list stored at key.

rpushx (key, value)
Inserts value at the tail of the list stored at key, only if key already exists and holds a list.

Set commands

class aioredis.commands.SetCommandsMixin
Set commands mixin.

   For commands details see: http://redis.io/commands#set

isscan (key, *, match=None, count=None)
Incrementally iterate set elements using async for.

   Usage example:

   >>> async for val in redis.isscan(key, match='something*'):
   ...     print('Matched:', val)

sadd (key, member, *members)
Add one or more members to a set.

scard (key)
Get the number of members in a set.

sdiff (key, *keys)
Subtract multiple sets.

sdiffstore (destkey, key, *keys)
Subtract multiple sets and store the resulting set in a key.

sinter (key, *keys)
Intersect multiple sets.

sinterstore (destkey, key, *keys)
Intersect multiple sets and store the resulting set in a key.

 sismember (key, member)
Determine if a given value is a member of a set.

 smembers (key, *, encoding=<object object>)
Get all the members in a set.
**smove** *(sourcekey, destkey, member)*  
Move a member from one set to another.

**spop** *(key, *, encoding=<object object>)*  
Remove and return a random member from a set.

**srandmember** *(key, count=None, *, encoding=<object object>)*  
Get one or multiple random members from a set.

**srem** *(key, member, *members)*  
Remove one or more members from a set.

**sscan** *(key, cursor=0, match=None, count=None)*  
Incrementally iterate Set elements.

**sunion** *(key, *keys)*  
Add multiple sets.

**sunionstore** *(destkey, key, *keys)*  
Add multiple sets and store the resulting set in a key.

---

**Python 3.5 async/await support**

**class aioredis.commands.SetCommandsMixin**

**async-for** **isscan** *(key, *, match=None, count=None)*  
Incrementally iterate set elements using async for.

Usage example:

```plaintext
>>> async for val in redis.isscan(key, match='something*'):
...     print('Matched:', val)
```

See also **SetCommandsMixin.sscan()**.

---

**Sorted Set commands**

**class aioredis.commands.SortedSetCommandsMixin**  
Sorted Sets commands mixin.

For commands details see: [http://redis.io/commands/#sorted_set](http://redis.io/commands/#sorted_set)

**izscan** *(key, *, match=None, count=None)*  
Incrementally iterate sorted set items using async for.

Usage example:

```plaintext
>>> async for val, score in redis.izscan(key, match='something*'):
...     print('Matched:', val, ':', score)
```

**zadd** *(key, score, member, *pairs)*  
Add one or more members to a sorted set or update its score.

Raises

- **TypeError** – score not int or float
- **TypeError** – length of pairs is not even number
aioredis Documentation, Release 0.3.3

zcard(key)
Get the number of members in a sorted set.

zcount(key, min=-inf, max=inf, *, exclude=None)
Count the members in a sorted set with scores within the given values.

 Raises

* TypeError – min or max is not float or int
* ValueError – if min greater then max

zincrby(key, increment, member)
Increment the score of a member in a sorted set.

 Raises TypeError – increment is not float or int

zinterstore(destkey, key, *keys, with_weights=False, aggregate=None)
Intersect multiple sorted sets and store result in a new key.

 Parameters

* with_weights (bool) – when set to true each key must be a tuple in form of
  (key, weight)

zlexcount(key, min=b'-', max=b'+', include_min=True, include_max=True)
Count the number of members in a sorted set between a given lexicographical range.

 Raises

* TypeError – if min is not bytes
* TypeError – if max is not bytes

zrange(key, start=0, stop=-1, withscores=False)
Return a range of members in a sorted set, by index.

 Raises

* TypeError – if start is not int
* TypeError – if stop is not int

zrangebylex(key, min=b'-', max=b'+', include_min=True, include_max=True, offset=None, count=None)
Return a range of members in a sorted set, by lexicographical range.

 Raises

* TypeError – if min is not bytes
* TypeError – if max is not bytes
* TypeError – if both offset and count are not specified
* TypeError – if offset is not bytes
* TypeError – if count is not bytes

zrangebyscore(key, min=-inf, max=inf, withscores=False, offset=None, count=None, *, exclude=None)
Return a range of members in a sorted set, by score.

 Raises

* TypeError – if min or max is not float or int
* TypeError – if both offset and count are not specified
* TypeError – if offset is not int
* TypeError – if count is not int

*zrank*(key, member)
Determine the index of a member in a sorted set.

*zrem*(key, member, *members)*
Remove one or more members from a sorted set.

*zremrangebylex*(key, min=b'-', max=b'+', include_min=True, include_max=True)*
Remove all members in a sorted set between the given lexicographical range.

Raises
* TypeError – if min is not bytes
* TypeError – if max is not bytes

*zremrangebyrank*(key, start, stop)*
Remove all members in a sorted set within the given indexes.

Raises
* TypeError – if start is not int
* TypeError – if stop is not int

*zremrangebyscore*(key, min=-inf, max=inf, *, exclude=None)*
Remove all members in a sorted set within the given scores.

Raises
* TypeError – if min or max is not int or float

*zrevrange*(key, start, stop, withscores=False)*
Return a range of members in a sorted set, by index, with scores ordered from high to low.

Raises
* TypeError – if start or stop is not int

*zrevrangebylex*(key, min=b'-', max=b'+', include_min=True, include_max=True, offset=None, count=None)*
Return a range of members in a sorted set, by lexicographical range from high to low.

Raises
* TypeError – if min is not bytes
* TypeError – if max is not bytes
* TypeError – if both offset and count are not specified
* TypeError – if offset is not bytes
* TypeError – if count is not bytes

*zrevrangebyscore*(key, max=inf, min=-inf, *, exclude=None, withscores=False, offset=None, count=None)*
Return a range of members in a sorted set, by score, with scores ordered from high to low.

Raises
* TypeError – if min or max is not float or int
* TypeError – if both offset and count are not specified
* TypeError – if offset is not int
* TypeError – if count is not int

*zrevrank*(key, member)*
Determine the index of a member in a sorted set, with scores ordered from high to low.
**zscan** *(key, cursor=0, match=None, count=None)*  
Incrementally iterate sorted sets elements and associated scores.

**zscore** *(key, member)*  
Get the score associated with the given member in a sorted set.

**zunionstore** *(destkey, key, *keys, with_weights=False, aggregate=None)*  
Add multiple sorted sets and store result in a new key.

**Python 3.5 async/await support**

```python
class aioredis.commands.SortedSetCommandsMixin

async-for izscan(key, *, match=None, count=None)
Incrementally iterate sorted set items using async for.

Usage example:

```python
>>> async for val, score in redis.izscan(key, match='something*'): ...
...     print('Matched:', val, ':', score)
```

See also SortedSetCommandsMixin.zscan().

**Server commands**

```python
class aioredis.commands.ServerCommandsMixin
Server commands mixin.

For commands details see: http://redis.io/commands/#server

**bgrewriteaof()**  
Asynchronously rewrite the append-only file.

**bgsave()**  
Asynchronously save the dataset to disk.

**client_getname(encoding=<object object>)**  
Get the current connection name.

**client_kill()**  
Kill the connection of a client.

**Warning:** Not Implemented

**client_list()**  
Get the list of client connections.

Returns list of ClientInfo named tuples.

**client_pause(timeout)**  
Stop processing commands from clients for timeout milliseconds.

Raises

- **TypeError** – if timeout is not int
- **ValueError** – if timeout is less than 0
client_setname(name)
Set the current connection name.

config_get(parameter='*')
Get the value of a configuration parameter(s).
If called without argument will return all parameters.

    Raises TypeError – if parameter is not string

config_resetstat()
Reset the stats returned by INFO.

config_rewrite()
Rewrite the configuration file with the in memory configuration.

config_set(parameter, value)
Set a configuration parameter to the given value.

dbsize()
Return the number of keys in the selected database.

debug_object(key)
Get debugging information about a key.

debug_segfault(key)
Make the server crash.

flushall()
Remove all keys from all databases.

flushdb()
Remove all keys from the current database.

info(section='default')
Get information and statistics about the server.
If called without argument will return default set of sections. For available sections, see http://redis.io/commands/INFO

    Raises ValueError – if section is invalid

lastsave()
Get the UNIX time stamp of the last successful save to disk.

monitor()
Listen for all requests received by the server in real time.

    Warning: Will not be implemented for now.

role()
Return the role of the server instance.
Returns named tuples describing role of the instance. For fields information see http://redis.io/commands/role#output-format

save()
Synchronously save the dataset to disk.

shutdown(save=None)
Synchronously save the dataset to disk and then shut down the server.
slavelof (host=<object object>, port=None)
Make the server a slave of another instance, or promote it as master.
Calling slavelof(None) will send SLAVEOF NO ONE.
Changed in version v0.2.6: slavelof() form deprecated in favour of explicit slavelof(None).

slowlog_get (length=None)
Returns the Redis slow queries log.

slowlog_len (length=None)
Returns length of Redis slow queries log.

slowlog_reset ()
Resets Redis slow queries log.

time ()
Return current server time.

HyperLogLog commands

class aioredis.commands.HyperLogLogCommandsMixin
HyperLogLog commands mixin.

For commands details see: http://redis.io/commands#hyperloglog

pfadd (key, value, *values)
 Adds the specified elements to the specified HyperLogLog.

pfcount (key, *keys)
 Return the approximated cardinality of the set(s) observed by the HyperLogLog at key(s).

pfmerge (destkey, sourcekey, *sourcekeys)
Merge N different HyperLogLogs into a single one.

Transaction commands

class aioredis.commands.TransactionsCommandsMixin
Transaction commands mixin.

For commands details see: http://redis.io/commands/#transactions

Transactions HOWTO:

```python
>>> tr = redis.multi_exec()
>>> result_future1 = tr.incr('foo')
>>> result_future2 = tr.incr('bar')
>>> try:
...     result = await tr.execute()
... except MultiExecError:
...     pass  # check what happened
>>> result1 = await result_future1
>>> result2 = await result_future2
>>> assert result1 == [result1, result2]
```
multi_exec()

Returns MULTI/EXEC pipeline wrapper.

Usage:

```python
>>> tr = redis.multi_exec()
>>> fut1 = tr.incr('foo')  # NO `await` as it will block forever!
>>> fut2 = tr.incr('bar')
>>> result = await tr.execute()
>>> result
[1, 1]
```

pipeline()

Returns `Pipeline` object to execute bulk of commands.

It is provided for convenience. Commands can be pipelined without it.

Example:

```python
>>> pipe = redis.pipeline()
>>> fut1 = pipe.incr('foo')  # NO `await` as it will block forever!
>>> fut2 = pipe.incr('bar')
>>> result = await pipe.execute()
>>> result
[1, 1]
>>> #
>>> # The same can be done without pipeline:
>>> #
>>> fut1 = redis.incr('foo')  # the 'INCRY foo' command already sent
>>> fut2 = redis.incr('bar')
>>> await asyncio.gather(fut1, fut2)
[2, 2]
```

unwatch()

Forget about all watched keys.

watch(key, *keys)

Watch the given keys to determine execution of the MULTI/EXEC block.

class aioredis.commands.Pipeline(connection, commands_factory=lambda conn: conn, *,

```
        loop=None)
```

Commands pipeline.

Buffers commands for execution in bulk.

This class implements `__getattr__` method allowing to call methods on instance created with
`commands_factory`.

Parameters

- connection (aioredis.RedisConnection) – Redis connection
- commands_factory (callable) – Commands factory to get methods from.
- loop (EventLoop) – An optional `event loop` instance (uses asyncio.
  get_event_loop() if not specified).
coroutine execute (*, return_exceptions=False)
   Executes all buffered commands and returns result.
   Any exception that is raised by any command is caught and raised later when processing results.
   If return_exceptions is set to True then all collected errors are returned in resulting list otherwise single aioredis.PipelineError exception is raised (containing all collected errors).
   Parameters return_exceptions (bool) – Raise or return exceptions.
   Raises aioredis.PipelineError – Raised when any command caused error.

class aioredis.commands.MultiExec (connection, commands_factory=lambda conn: conn, *,
   loop=None)
Bases: Pipeline.
   Multi/Exec pipeline wrapper.
   See Pipeline for parameters description.
   coroutine execute (*, return_exceptions=False)
   Executes all buffered commands and returns result.
   see Pipeline.execute() for details.
   Parameters return_exceptions (bool) – Raise or return exceptions.
   Raises
      • aioredis.MultiExecError – Raised instead of aioredis.PipelineError
      • aioredis.WatchVariableError – If watched variable is changed

Scripting commands

class aioredis.commands.ScriptingCommandsMixin
   Set commands mixin.
   For commands details see: http://redis.io/commands#scripting
   eval (script, keys=[], args=[])  
      Execute a Lua script server side.
   evalsha (digest, keys=[], args=[])  
      Execute a Lua script server side by its SHA1 digest.
   script_exists (digest, *digests)  
      Check existence of scripts in the script cache.
   script_flush ()  
      Remove all the scripts from the script cache.
   script_kill ()  
      Kill the script currently in execution.
   script_load (script)  
      Load the specified Lua script into the script cache.

Server commands

class aioredis.commands.ServerCommandsMixin
   Server commands mixin.
For commands details see: http://redis.io/commands/#server

bgrewriteaof()
Asynchronously rewrite the append-only file.

bgsave()
Asynchronously save the dataset to disk.

client_getname(encoding=<object object>)
Get the current connection name.

client_kill()
Kill the connection of a client.

Warning: Not Implemented

client_list()
Get the list of client connections.

Returns list of ClientInfo named tuples.

client_pause(timeout)
Stop processing commands from clients for timeout milliseconds.

Raises
• TypeError – if timeout is not int
• ValueError – if timeout is less then 0

client_setname(name)
Set the current connection name.

config_get(parameter='*')
Get the value of a configuration parameter(s).

If called without argument will return all parameters.

Raises TypeError – if parameter is not string

config_resetstat()
Reset the stats returned by INFO.

config_rewrite()
Rewrite the configuration file with the in memory configuration.

config_set(parameter, value)
Set a configuration parameter to the given value.

dbsize()
Return the number of keys in the selected database.

debug_object(key)
Get debugging information about a key.

debug_segfault(key)
Make the server crash.

flushall()
Remove all keys from all databases.

flushdb()
Remove all keys from the current database.
info (section='default')
Get information and statistics about the server.

If called without argument will return default set of sections. For available sections, see http://redis.io/commands/INFO

    Raises ValueError – if section is invalid

lastsave()
Get the UNIX time stamp of the last successful save to disk.

monitor()
Listen for all requests received by the server in real time.

    Warning: Will not be implemented for now.

time()
Return current server time.

role()
Return the role of the server instance.

    Returns named tuples describing role of the instance. For fields information see http://redis.io/commands/role#output-format

save()
Synchronously save the dataset to disk.

shutdown (save=None)
Synchronously save the dataset to disk and then shut down the server.

slaveof (host=<object object>, port=None)
Make the server a slave of another instance, or promote it as master.

    Calling slaveof(None) will send SLAVEOF NO ONE.

    Changed in version v0.2.6: slaveof() form deprecated in favour of explicit slaveof(None).

slowlog_get (length=None)
Returns the Redis slow queries log.

slowlog_len (length=None)
Returns length of Redis slow queries log.

slowlog_reset()
Resets Redis slow queries log.

sync()
Redis-server internal command used for replication.

timeline

Pub/Sub commands

Also see aioredis.Channel.

class aioredis.commands.PubSubCommandsMixin
Pub/Sub commands mixin.

    For commands details see: http://redis.io/commands/#pubsub
channels
   Returns read-only channels dict.
   See `pubsub_channels`

in_pubsub
   Indicates that connection is in PUB/SUB mode.
   Provides the number of subscribed channels.

patterns
   Returns read-only patterns dict.
   See `pubsub_patterns`

psubscribe (pattern, *patterns)
   Switch connection to Pub/Sub mode and subscribe to specified patterns.
   Arguments can be instances of `Channel`.
   Returns `asyncio.gather()` coroutine which when done will return a list of subscribed `Channel` objects with `is_pattern` property set to `True`.

publish (channel, message)
   Post a message to channel.

publish_json (channel, obj)
   Post a JSON-encoded message to channel.

pubsub_channels (pattern=None)
   Lists the currently active channels.

pubsub_numpat ()
   Returns the number of subscriptions to patterns.

pubsub_numsub (*channels)
   Returns the number of subscribers for the specified channels.

punsubscribe (pattern, *patterns)
   Unsubscribe from specific patterns.
   Arguments can be instances of `Channel`.

subscribe (channel, *channels)
   Switch connection to Pub/Sub mode and subscribe to specified channels.
   Arguments can be instances of `Channel`.
   Returns `asyncio.gather()` coroutine which when done will return a list of `Channel` objects.

unsubscribe (channel, *channels)
   Unsubscribe from specific channels.
   Arguments can be instances of `Channel`.

Cluster commands

Warning: Current release (0.3.3) of the library does not support Redis Cluster in a full manner. It provides only several API methods which may be changed in future.
aioredis.abc — Interfaces Reference

This module defines several abstract classes that must be used when implementing custom connection managers or other features.

```python
class aioredis.abc.AbcConnection
    Bases: abc.ABC

    Abstract connection interface.

    address
        Connection address.

    close()
        Perform connection(s) close and resources cleanup.

    closed
        Flag indicating if connection is closing or already closed.

    db
        Current selected DB index.

    encoding
        Current set connection codec.

    execute(command, *args, **kwargs)
        Execute redis command.

    execute_pubsub(command, *args, **kwargs)
        Execute Redis (p)subscribe/(p)unsubscribe commands.

    in_pubsub
        Returns number of subscribed channels.
        Can be tested as bool indicating Pub/Sub mode state.

    pubsub_channels
        Read-only channels dict.

    pubsub_patterns
        Read-only patterns dict.

    coroutine wait_closed()
        Coroutine waiting until all resources are closed/released/cleaned up.

class aioredis.abc.AbcPool
    Bases: aioredis.abc.AbcConnection

    Abstract connections pool interface.
    Inherited from AbcConnection so both have common interface for executing Redis commands.

    coroutine acquire()
        Acquires connection from pool.

    address
        Connection address or None.

    get_connection()
        Gets free connection from pool in a sync way.
        If no connection available — returns None.
```
**release** *(conn)*
Releases connection to pool.

**Parameters**
- **conn** *(AbcConnection)* – Owned connection to be released.

---

**class** `aioredis.abc.AbcChannel`

**Bases:** `abc.ABC`

Abstract Pub/Sub Channel interface.

- **close()**
  Marks Channel as closed, no more messages will be sent to it.
  Called by RedisConnection when channel is unsubscribed or connection is closed.

- **coroutine get()**
  Wait and return new message.
  Will raise `ChannelClosedError` if channel is not active.

- **is_active**
  Flag indicating that channel has unreceived messages and not marked as closed.

- **is_pattern**
  Boolean flag indicating if channel is pattern channel.

- **name**
  Encoded channel name or pattern.

- **put_nowait**(data)
  Send data to channel.
  Called by RedisConnection when new message received. For pattern subscriptions data will be a tuple of channel name and message itself.

---

**aioredis.pubsub module**

Module provides a Pub/Sub listener interface implementing multi-producers, single-consumer queue pattern.

- **class** `aioredis.pubsub.Receiver` *(loop=None)*
  Multi-producers, single-consumer Pub/Sub queue.
  Can be used in cases where a single consumer task must read messages from several different channels (where pattern subscriptions may not work well or channels can be added/removed dynamically).

Example use case:

```python
>>> from aioredis.pubsub import Receiver
>>> from aioredis.abc import AbcChannel
>>> mpsc = Receiver(loop=loop)
>>> async def reader(mpsc):
...     async for channel, msg in mpsc.iter():
...         assert isinstance(channel, AbcChannel)
...         print("Got {!r} in channel {!r}".format(msg, channel))
>>> asyncio.ensure_future(reader(mpsc))
>>> await redis.subscribe(mpsc.channel('channel:1'),
...     mpsc.channel('channel:3'))
>>> await redis.psubscribe(mpsc.pattern('hello'))
>>> # publishing 'Hello world' into 'hello-channel'
>>> # will print this message:
```
Got b'Hello world' in channel b'hello-channel'
>>> # when all is done:
>>> await redis.unsubscribe('channel:1', 'channel:3', 'channel:5')
>>> await redis.punsubscribe('hello')
>>> mpsc.stop()
>>> # any message received after stop() will be ignored.

To do: few words regarding exclusive channel usage.

channel (name)
Create a channel.

channels
Read-only channels dict.

coroutine get (*, encoding=None, decoder=None)
Wait for and return pub/sub message from one of channels.

Return value is either:
• tuple of two elements: channel & message;
• tuple of three elements: pattern channel, (target channel & message);
• or None in case Receiver is stopped.

Raises aioredis.ChannelClosedError – If listener is stopped and all messages have been received.

is_active
Returns True if listener has any active subscription.

iter (*, encoding=None, decoder=None)
Returns async iterator.

Usage example:

```python
>>> async for ch, msg in mpsc.iter():
...    print(ch, msg)
```

pattern (pattern)
Create a pattern channel.

patterns
Read-only patterns dict.

stop ()
Stop receiving messages.

All new messages after this call will be ignored, so you must call unsubscribe before stopping this listener.

coroutine wait_message ()
Blocks until new message appear.

class aioredis.pubsub._Sender (receiver, name, is_pattern, *, loop)
Write-Only Channel.

Does not allow direct .get () calls.
Bases: aioredis.abc.AbcChannel

Not to be used directly, returned by Receiver.channel() or Receiver.pattern() calls.

Examples of aioredis usage

Below is a list of examples from aioredis/examples (see for more).
Every example is a correct python program that can be executed.

Python 3.5 examples

Low-level connection usage example

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    async def go():
        conn = await aioredis.create_connection(
            ('localhost', 6379), encoding='utf-8')

        ok = await conn.execute('set', 'my-key', 'some value')
    assert ok == 'OK', ok

        str_value = await conn.execute('get', 'my-key')
    assert str_value == 'some value'

        raw_value = await conn.execute('get', 'my-key', encoding=None)
    assert raw_value == b'some value'

        print('str value:', str_value)
        print('raw value:', raw_value)

        # optionally close connection
        conn.close()

    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

Connections pool example

get source code

```python
import asyncio
import aioredis
```
```python
def main():
    loop = asyncio.get_event_loop()

    async def go():
        pool = await aioredis.create_pool(
            ('localhost', 6379),
            minsize=5, maxsize=10)
        with await pool as redis:
            # high-level redis API instance
            await redis.set('my-key', 'value')
            val = await redis.get('my-key')
            print('raw value:', val)
        pool.close()
        await pool.wait_closed()  # closing all open connections

    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

**Commands example**

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    async def go():
        redis = await aioredis.create_redis(
            ('localhost', 6379))
        await redis.set('my-key', 'value')
        val = await redis.get('my-key')
        print(val)

        # gracefully closing underlying connection
        redis.close()
        await redis.wait_closed()
    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

**Transaction example**

get source code

```python
import asyncio
import aioredis
```

6.6. Examples of aioredis usage
```python
def main():
    loop = asyncio.get_event_loop()

    async def go():
        redis = await aioredis.create_redis(
            ('localhost', 6379))
        await redis.delete('foo', 'bar')
        tr = redis.multi_exec()
        fut1 = tr.incr('foo')
        fut2 = tr.incr('bar')
        res = await tr.execute()
        res2 = await asyncio.gather(fut1, fut2)
        print(res)
        assert res == res2

        redis.close()
        await redis.wait_closed()

    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

### Pub/Sub example

**get source code**

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    async def reader(ch):
        while (await ch.wait_message()):
            msg = await ch.get_json()
            print("Got Message:", msg)

    async def go():
        pub = await aioredis.create_redis(
            ('localhost', 6379))
        sub = await aioredis.create_redis(
            ('localhost', 6379))
        res = await sub.subscribe('chan:1')
        ch1 = res[0]
        tsk = asyncio.ensure_future(reader(ch1))

        res = await pub.publish_json('chan:1', ["Hello", "world"])
        assert res == 1

        await sub.unsubscribe('chan:1')
        await tsk
        sub.close()
        pub.close()
```
Scan command example

get source code

```python
import asyncio
import aioredis

def main():
    """Scan command example."""
    loop = asyncio.get_event_loop()

    async def go():
        redis = await aioredis.create_redis(('localhost', 6379))

        await redis.mset('key:1', 'value1', 'key:2', 'value2')
        cur = b'0'  # set initial cursor to 0
        while cur:
            cur, keys = await redis.scan(cur, match='key:*')
            print("Iteration results:", keys)

        redis.close()
        await redis.wait_closed()

    loop.run_until_complete(go())

if __name__ == '__main__':
    import os
    if 'redis_version:2.6' not in os.environ.get('REDIS_VERSION', ''):
        main()
```

Python 3.4 examples (using `yield from`)

Located in aioredis/examples/py34

Low-level connection usage example

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()
```
```python
@asyncio.coroutine
def go():
    conn = yield from aioredis.create_connection(
        ('localhost', 6379), encoding='utf-8')
    
    ok = yield from conn.execute('set', 'my-key', 'some value')
    assert ok == 'OK', ok

    str_value = yield from conn.execute('get', 'my-key')
    raw_value = yield from conn.execute('get', 'my-key', encoding=None)
    assert str_value == 'some value'
    assert raw_value == b'some value'

    print('str value:', str_value)
    print('raw value:', raw_value)

    # optionally close connection
    conn.close()
    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

Connections pool example

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    @asyncio.coroutine
def go():
        pool = yield from aioredis.create_pool(
            ('localhost', 6379),
            minsize=5, maxsize=10)
        with (yield from pool) as redis:
            yield from redis.set('my-key', 'value')
            val = yield from redis.get('my-key')
            print('raw value:', val)
        pool.close()
        yield from pool.wait_closed()  # closing all open connections

    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```
Commands example

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    @asyncio.coroutine
    def go():
        redis = yield from aioredis.create_redis(
            ('localhost', 6379))
        yield from redis.set('my-key', 'value')
        val = yield from redis.get('my-key')
        print(val)

        # optionally closing underlying connection
        redis.close()
    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

Transaction example

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    @asyncio.coroutine
    def go():
        redis = yield from aioredis.create_redis(
            ('localhost', 6379))
        yield from redis.delete('foo', 'bar')
        tr = redis.multi_exec()
        fut1 = tr.incr('foo')
        fut2 = tr.incr('bar')
        res = yield from tr.execute()
        res2 = yield from asyncio.gather(fut1, fut2)
        print(res)
        assert res == res2
        redis.close()
        yield from redis.wait_closed()
    loop.run_until_complete(go())
```
Pub/Sub example

get source code

```python
import asyncio
import aioredis

def main():
    loop = asyncio.get_event_loop()

    @asyncio.coroutine
    def reader(ch):
        while (yield from ch.wait_message()):
            msg = yield from ch.get_json()
            print("Got Message:", msg)

    @asyncio.coroutine
    def go():
        pub = yield from aioredis.create_redis(
            ('localhost', 6379)
        )
        sub = yield from aioredis.create_redis(
            ('localhost', 6379)
        )
        res = yield from sub.subscribe('chan:1')
        ch1 = res[0]

        tsk = asyncio.async(reader(ch1))

        res = yield from pub.publish_json('chan:1', ['Hello', 'world'])
        assert res == 1

        yield from sub.unsubscribe('chan:1')
        yield from tsk
        pub.close()

    loop.run_until_complete(go())

if __name__ == '__main__':
    main()
```

Scan command example

get source code

```python
import asyncio
import aioredis

def main():
    """Scan command example."""
```
```python
loop = asyncio.get_event_loop()

@asyncio.coroutine
def go():
    redis = yield from aioredis.create_redis(
        ('localhost', 6379))

    yield from redis.mset('key:1', 'value1', 'key:2', 'value2')
    cur = b'0'  # set initial cursor to 0
    while cur:
        cur, keys = yield from redis.scan(cur, match='key:*')
        print("Iteration results:", keys)

    redis.close()
    yield from redis.wait_closed()
loop.run_until_complete(go())

if __name__ == '__main__':
    import os
    if 'redis_version:2.6' not in os.environ.get('REDIS_VERSION', ''):
        main()
```

---

**Contributing**

To start contributing you must read all the following.

First you must fork/clone repo from github:

```bash
$ git clone git@github.com:aio-libs/aioredis.git
```

Next, you should install all python dependencies, it is as easy as running single command:

```bash
$ make devel
```

This command will install:

- **sphinx** for building documentation;
- **pytest** for running tests;
- **flake8** for code linting;
- and few other packages.

**Code style**

Code **must** be pep8 compliant.

You can check it with following command:

```bash
$ make flake
```
Running tests

You can run tests in any of the following ways:

```shell
# will run tests in a verbose mode
$ make test
# or
$ py.test

# will run tests with coverage report
$ make cov
# or
$ py.test --cov
```

SSL tests

Running SSL tests requires following additional programs to be installed:

- openssl – to generate test key and certificate;
- socat – to make SSL proxy;

To install these on Ubuntu and generate test key & certificate run:

```shell
$ sudo apt-get install socat openssl
$ make certificate
```

Different Redis server versions

To run tests against different redises use --redis-server command line option:

```shell
$ py.test --redis-server=/path/to/custom/redis-server
```

UVLoop

To run tests with uvloop:

```shell
$ pip install uvloop
$ py.test --uvloop
```

Note: Until Python 3.5.2 EventLoop has no create_future method so aioredis won’t benefit from uvloop’s futures.

Writing tests

aioredis uses pytest tool.

Tests are located under /tests directory.

Pure Python 3.5 tests (ie the ones using async/await syntax) must be prefixed with py35_, for instance see:
Fixtures

There is a number of fixtures that can be used to write tests:

loop
Current event loop used for test. This is a function-scope fixture. Using this fixture will always create new event loop and set global one to None.

```python
def test_with_loop(loop):
    @asyncio.coroutine
    def do_something():
        pass
    loop.run_until_complete(do_something())
```

unused_port()
Finds and returns free TCP port.

```python
def test_bind(unused_port):
    port = unused_port()
    assert 1024 < port <= 65535
```

coroutine create_connection(*args, **kw)
Wrapper around aioredis.create_connection(). Only difference is that it registers connection to be closed after test case, so you should not be worried about unclosed connections.

coroutine create_redis(*args, **kw)
Wrapper around aioredis.create_redis().

coroutine create_pool(*args, **kw)
Wrapper around aioredis.create_pool().

redis
Redis client instance.

pool
RedisPool instance.

server
Redis server instance info. Namedtuple with following properties:

- name server instance name.
- port Bind port.
- unixsocket Bind unixsocket path.
- version Redis server version tuple.

serverB
Second predefined Redis server instance info.

start_server(name)
Start Redis server instance. Redis instances are cached by name.

Returns server info tuple, see server.

Return type tuple
ssl_proxy *(unsecure_port)*
Start SSL proxy.

**Parameters**

- **unsecure_port** *(int)* – Redis server instance port

**Returns**

- secure_port and ssl_context pair

**Return type**
tuple

**Helpers**

`aioredis` also updates `pytest`'s namespace with several helpers.

**pytest.**redis_version (**version**, **reason**)  
Marks test with minimum redis version to run.

Example:

```python
@pytest.redis_version(3, 2, 0, reason="HSTRLEN new in redis 3.2.0")
def test_hstrlen(redis):
    pass
```

**pytest.**logs (**logger**, **level=None**)  
Adopted version of `unittest.TestCase.assertEqual()`, see it for details.

Example:

```python
def test_logs(create_connection, server):
    with pytest.logs('aioredis', 'DEBUG') as cm:
        conn yield from create_connection(server.tcp_address)
        assert cm.output[0].startswith('DEBUG:aioredis:Creating tcp connection')
```

**pytest.**assert_almost_equal (**first**, **second**, **places=None**, **msg=None**, **delta=None**)  
Adopted version of `unittest.TestCase.assertAlmostEqual()`.

**pytest.**raises_regex (**exc_type**, **message**)  
Adopted version of `unittest.TestCase.assertRaisesRegex()`.

**Releases**

**Recent**

**0.3.3 (2017-06-30)**

**FIX:**

- Critical bug fixed in patched asyncio.Lock (see #256);

**0.3.2 (2017-06-21)**

**NEW:**

- Added `zrevrangebylex` command (see #201), cherry-picked from master;
- Add connection timeout (see #221), cherry-picked from master;
FIX:
- Fixed pool close warning (see #239 and #236), cherry-picked from master;
- Fixed asyncio Lock deadlock issue (see #231 and #241);

0.3.1 (2017-05-09)

FIX:
- Fix pubsub Receiver missing iter() method (see #203);

0.3.0 (2017-01-11)

NEW:
- Pub/Sub connection commands accept Channel instances (see #168);
- Implement new Pub/Sub MPSC (multi-producers, single-consumer) Queue – aioredis.pubsub. Receiver (see #176);
- Add aioredis.abc module providing abstract base classes defining interface for basic lib components; (see #176);
- Implement Geo commands support (see #177 and #179);

FIX:
- Minor tests fixes;

MISC:
- Update examples and docs to use async/await syntax also keeping yield from examples for history (see #173);
- Reflow Travis CI configuration; add Python 3.6 section (see #170);
- Add AppVeyor integration to run tests on Windows (see #180);
- Update multiple development requirements;

0.2.9 (2016-10-24)

NEW:
- Allow multiple keys in EXISTS command (see #156 and #157);

FIX:
- Close RedisPool when connection to Redis failed (see #136);
- Add simple INFO command argument validation (see #140);
- Remove invalid uses of next()

MISC:
- Update devel.rst docs; update Pub/Sub Channel docs (cross-refts);
- Update MANIFEST.in to include docs, examples and tests in source bundle;
0.2.8 (2016-07-22)

NEW:
• Add \texttt{hmset\_dict} command (see \#130);
• Add \texttt{RedisConnection.address} property;
• \texttt{RedisPool} \texttt{minsize/maxsize} must not be \texttt{None};
• Implement \texttt{close()}/\texttt{wait\_closed()}/\texttt{closed} interface for pool (see \#128);

FIX:
• Add test for \texttt{hstrlen};
• Test fixes

MISC:
• Enable Redis 3.2.0 on Travis;
• Add spell checking when building docs (see \#132);
• Documentation updated;

0.2.7 (2016-05-27)

• \texttt{create\_pool()} \texttt{minsize} default value changed to 1;
• Fixed cancellation of \texttt{wait\_closed} (see \#118);
• Fixed \texttt{time()} conversion to float (see \#126);
• Fixed \texttt{hmset()} method to return bool instead of \texttt{b'OK'} (see \#126);
• Fixed multi/exec + watch issue (changed watch variable was causing \texttt{tr.execute()} to fail) (see \#121);
• Replace \texttt{asyncio.Future} uses with utility method (get ready to Python 3.5.2 loop. \texttt{create\_future()});
• Tests switched from \texttt{unittest} to \texttt{pytest} (see \#126);
• Documentation updates;

0.2.6 (2016-03-30)

• Fixed Multi/Exec transactions cancellation issue (see \#110 and \#114);
• Fixed Pub/Sub subscribe concurrency issue (see \#113 and \#115);
• Add SSL/TLS support (see \#116);
• \texttt{aioredis.ConnectionClosedError} raised in \texttt{execute\_pubsub} as well (see \#108);
• \texttt{Redis.slaveof()} method signature changed: now to disable replication one should call \texttt{redis.slaveof(None)} instead of \texttt{redis.slaveof()};
• More tests added;
0.2.5 (2016-03-02)

- Close all Pub/Sub channels on connection close (see #88);
- Add `iter()` method to `aioredis.Channel` allowing to use it with `async for` (see #89);
- Inline code samples in docs made runnable and downloadable (see #92);
- Python 3.5 examples converted to use `async/await` syntax (see #93);
- Fix Multi/Exec to honor encoding parameter (see #94 and #97);
- Add debug message in `create_connection` (see #90);
- Replace `asyncio.async` calls with wrapper that respects asyncio version (see #101);
- Use `NODELAY` option for TCP sockets (see #105);
- New `aioredis.ConnectionClosedError` exception added. Raised if connection to Redis server is lost (see #108 and #109);
- Fix RedisPool to close and drop connection in subscribe mode on release;
- Fix `aioredis.util.decode` to recursively decode list responses;
- More examples added and docs updated;
- Add google groups link to README;
- Bump year in LICENSE and docs;

0.2.4 (2015-10-13)

- Python 3.5 async support:
  - New scan commands API (`iscan`, `izscan`, `ihscan`);
  - Pool made awaitable (allowing `with await pool: ...` and `async with pool.get()` as `conn: constructs`);
- Fixed dropping closed connections from free pool (see #83);
- Docs updated;

0.2.3 (2015-08-14)

- Redis cluster support work in progress;
- Fixed pool issue causing pool growth over max size & `acquire` call hangs (see #71);
- `info` server command result parsing implemented;
- Fixed behavior of util functions (see #70);
- `hstrlen` command added;
- Few fixes in examples;
- Few fixes in documentation;
0.2.2 (2015-07-07)

- Decoding data with encoding parameter now takes into account list (array) replies (see #68);
- encoding parameter added to following commands:
  - generic commands: keys, randomkey;
  - hash commands: hgetall, hkeys, hmget, hvals;
  - list commands: blpop, brpop, brpoplpush, lindex, lpop, lrange, rpop, rpoplpush;
  - set commands: smembers, spop, srandmember;
  - string commands: getrange, getset, mget;
- Backward incompatibility:
  ltrim command now returns bool value instead of ‘OK’;
- Tests updated;

0.2.1 (2015-07-06)

- Logging added (aioredis.log module);
- Fixed issue with wait_message in pub/sub (see #66);

0.2.0 (2015-06-04)

- Pub/Sub support added;
- Fix in zrevrangebyscore command (see #62);
- Fixes/tests/docs;

Historical

0.1.5 (2014-12-09)

- AutoConnector added;
- wait_closed method added for clean connections shutdown;
- zscore command fixed;
- Test fixes;

0.1.4 (2014-09-22)

- Dropped following Redis methods – Redis.multi(), Redis.exec(), Redis.discard();
- Redis.multi_exec hack’ish property removed;
- Redis.multi_exec() method added;
- High-level commands implemented:
  - generic commands (tests);
transactions commands (api stabilization).
• Backward incompatibilities:
  – Following sorted set commands’ API changed:
    zcount, zrangebyscore, zremlangebyscore, zrevrangebyscore;
  – set string command’ API changed;

0.1.3 (2014-08-08)
• RedisConnection.execute refactored to support commands pipelining (see #33);
• Several fixes;
• WIP on transactions and commands interface;
• High-level commands implemented and tested:
  – hash commands;
  – hyperloglog commands;
  – set commands;
  – scripting commands;
  – string commands;
  – list commands;

0.1.2 (2014-07-31)
• create_connection, create_pool, create_redis functions updated: db and password arguments made keyword-only (see #26);
• Fixed transaction handling (see #32);
• Response decoding (see #16);

0.1.1 (2014-07-07)
• Transactions support (in connection, high-level commands have some issues);
• Docs & tests updated.

0.1.0 (2014-06-24)
• Initial release:
  • RedisConnection implemented;
  • RedisPool implemented;
  • Docs for RedisConnection & RedisPool;
• WIP on high-level API.
# Glossary

**asyncio**  Reference implementation of [PEP 3156](https://pypi.python.org/pypi/asyncio)

**error replies**  Redis server replies that start with - (minus) char. Usually starts with `-ERR`.

**hiredis**  Python extension that wraps protocol parsing code in hiredis.

**pytest**  A mature full-featured Python testing tool. See [http://pytest.org/latest/](http://pytest.org/latest/)

**uvloop**  Is an ultra fast implementation of asyncio event loop on top of libuv. See [https://github.com/MagicStack/uvloop](https://github.com/MagicStack/uvloop)
CHAPTER 7

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