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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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<td>Support for dev Redis server</td>
<td>through low-level API</td>
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<sup>1</sup> For Python 3.3, 3.4 support use aioredis v0.3.
The easiest way to install aioredis is by using the package on PyPi:

```
pip install aioredis
```
CHAPTER THREE

REQUIREMENTS

• Python 3.5.3+
  • hiredis
BENCHMARKS

Benchmarks can be found here: https://github.com/popravich/python-redis-benchmark
CONTRIBUTE

- **Issue Tracker**: https://github.com/aio-libs/aioredis/issues
- **Google Group**: https://groups.google.com/forum/#!forum/aio-libs
- **Gitter**: https://gitter.im/aio-libs/Lobby
- **Source Code**: https://github.com/aio-libs/aioredis
- **Contributor’s guide**: *Contributing*

Feel free to file an issue or make pull request if you find any bugs or have some suggestions for library improvement.
The aioredis is offered under MIT license.
7.1 Getting started

7.1.1 Installation

$ pip install aioredis

This will install aioredis along with its dependencies:

- hiredis protocol parser;
- async-timeout — used in Sentinel client.

Without dependencies

In some cases¹ you might need to install aioredis without hiredis, it is achievable with the following command:

$ pip install --no-deps aioredis async-timeout

Installing latest version from Git

$ pip install git+https://github.com/aio-libs/aioredis@master#egg=aioredis

7.1.2 Connecting

get source code

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')
    await redis.set('my-key', 'value')
    value = await redis.get('my-key', encoding='utf-8')
    print(value)
```

¹ Celery hiredis issues (#197, #317)
redis.close()

await redis.wait_closed()

asyncio.run(main())

`aioredis.create_redis_pool()` creates a Redis client backed by a pool of connections. The only required argument is the address of Redis server. Redis server address can be either host and port tuple (ex: ('localhost', 6379)), or a string which will be parsed into TCP or UNIX socket address (ex: 'unix://var/run/redis.sock', '/var/run/redis.sock', 'redis://redis-host-or-ip:6379/1').

Closing the client. Calling `redis.close()` and then `redis.wait_closed()` is strongly encouraged as this will methods will shutdown all open connections and cleanup resources.

See the commands reference for the full list of supported commands.

### Connecting to specific DB

There are several ways you can specify database index to select on connection:

1. explicitly pass db index as `db` argument:

   ```python
   redis = await aioredis.create_redis_pool('redis://localhost', db=1)
   ```

2. pass db index in URI as path component:

   ```python
   redis = await aioredis.create_redis_pool('redis://localhost/2')
   ```

   **Note:** DB index specified in URI will take precedence over `db` keyword argument.

3. call `select()` method:

   ```python
   redis = await aioredis.create_redis_pool('redis://localhost/')
   await redis.select(3)
   ```

### Connecting to password-protected Redis instance

The password can be specified either in keyword argument or in address URI:

```python
redis = await aioredis.create_redis_pool('redis://localhost', password='sEcRet')
redis = await aioredis.create_redis_pool('redis://:sEcRet@localhost/')
redis = await aioredis.create_redis_pool('redis://localhost/?password=sEcRet')
```

**Note:** Password specified in URI will take precedence over password keyword.

Also specifying both password as authentication component and query parameter in URI is forbidden.
# This will cause assertion error
await aioredis.create_redis_pool(
    'redis://:sEcRet@localhost/?password=SeCreT')

## 7.1.3 Result messages decoding

By default, `aioredis` will return `bytes` for most Redis commands that return string replies. Redis error replies are known to be valid UTF-8 strings so error messages are decoded automatically.

If you know that data in Redis is valid string you can tell `aioredis` to decode result by passing keyword-only argument `encoding` in a command call:

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')
    await redis.set('key', 'string-value')
    bin_value = await redis.get('key')
    assert bin_value == b'string-value'

    str_value = await redis.get('key', encoding='utf-8')
    assert str_value == 'string-value'

    redis.close()
    await redis.wait_closed()

asyncio.run(main())
```

`aioredis` can decode messages for all Redis data types like lists, hashes, sorted sets, etc:

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')

    await redis.hmset_dict('hash',
        key1='value1',
        key2='value2',
        key3=123)

    result = await redis.hgetall('hash', encoding='utf-8')
    assert result == {
        'key1': 'value1',
        'key2': 'value2',
        'key3': '123',  # note that Redis returns int as string
    }

asyncio.run(main())
```

(continues on next page)
redis.close()
    await redis.wait_closed()
asyncio.run(main())

7.1.4 Multi/Exec transactions

get source code

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')

    tr = redis.multi_exec()
    tr.set('key1', 'value1')
    tr.set('key2', 'value2')
    ok1, ok2 = await tr.execute()
    assert ok1
    assert ok2

asyncio.run(main())
```

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

**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!
```

7.1.5 Pub/Sub mode

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

To start listening for messages you must call either `subscribe()` or `psubscribe()` method. Both methods return list of `Channel` objects representing subscribed channels.

Right after that 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.

Example subscribing and reading channels:

get source code

```python
import asyncio
import aioredis
```
async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')
    ch1, ch2 = await redis.subscribe('channel:1', 'channel:2')
    assert isinstance(ch1, aioredis.Channel)
    assert isinstance(ch2, aioredis.Channel)

    async def reader(channel):
        async for message in channel.iter():
            print("Got message:", message)
        asyncio.get_running_loop().create_task(reader(ch1))
        asyncio.get_running_loop().create_task(reader(ch2))

    await redis.publish('channel:1', 'Hello')
    await redis.publish('channel:2', 'World')

    redis.close()
    await redis.wait_closed()

asyncio.run(main())

Subscribing and reading patterns:

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')
    ch, = await redis.psubscribe('channel:*')
    assert isinstance(ch, aioredis.Channel)

    async def reader(channel):
        async for ch, message in channel.iter():
            print("Got message in channel:", ch, ":", message)
        asyncio.get_running_loop().create_task(reader(ch))

    await redis.publish('channel:1', 'Hello')
    await redis.publish('channel:2', 'World')

    redis.close()
    await redis.wait_closed()

asyncio.run(main())
```

7.1.6 Sentinel client

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis_pool('redis://localhost')

    ch, = await redis.psubscribe('channel:*')
    assert isinstance(ch, aioredis.Channel)

    async def reader(channel):
        async for ch, message in channel.iter():
            print("Got message in channel:", ch, ":", message)
        asyncio.get_running_loop().create_task(reader(ch))

    await redis.publish('channel:1', 'Hello')
    await redis.publish('channel:2', 'World')

    redis.close()
    await redis.wait_closed()

asyncio.run(main())
```
async def main():
    sentinel = await aioredis.create_sentinel(['redis://localhost:26379', 'redis://sentinel2:26379'])
    redis = sentinel.master_for('mymaster')

    ok = await redis.set('key', 'value')
    assert ok
    val = await redis.get('key', encoding='utf-8')
    assert val == 'value'

asyncio.run(main())

Sentinel client requires a list of Redis Sentinel addresses to connect to and start discovering services.

Calling `master_for()` or `slave_for()` methods will return Redis clients connected to specified services monitored by Sentinel.

Sentinel client will detect failover and reconnect Redis clients automatically.

See detailed reference here

---

7.2 aioredis — API Reference

7.2.1 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:

```python
import asyncio
import aioredis

async def connect_uri():
    conn = await aioredis.create_connection('redis://localhost/0')
    val = await conn.execute('GET', 'my-key')

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')
    # or uri 'unix:///path/to/redis/socket?db=1'
    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, parser=None, loop=None, timeout=None, connection_cls=None)

Creates Redis connection.

Changed in version v0.3.1: timeout argument added.

Changed in version v1.0: parser argument added.

Parameters

- **address** (tuple or str) – An address where to connect. Can be one of the following:
  - a Redis URI — "redis://host:6379/0?encoding=utf-8"; "redis://:password@host:6379/0?encoding=utf-8";
  - a (host, port) tuple — ('localhost', 6379);
  - or a unix domain socket path string — "/path/to/redis.sock".

- **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.

- **parser** (callable or None) – Protocol parser class. Can be used to set custom protocol reader; expected same interface as hiredis.Reader

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

- **timeout** (float greater than 0 or None) – Max time to open a connection, otherwise raise asyncio.TimeoutError exception. None by default

- **connection_cls** (abc.AbcConnection or None) – Custom connection class. 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.

All pending commands will be canceled with ConnectionForcedCloseError.
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’.

7.2.2 Connections Pool

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

```python
import aioredis

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

aioredis.create_pool(address, *, db=0, password=None, ssl=None, encoding=None, minsize=1, maxsize=10, parser=None, loop=None, create_connection_timeout=None, pool_cls=None, connection_cls=None)

A coroutine that instantiates a pool of RedisConnection.

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

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

Deprecated since version v0.2.9: commands_factory argument is deprecated and will be removed in v1.0.

Changed in version v0.3.2: create_connection_timeout argument added.

New in version v1.0: parser, pool_cls and connection_cls arguments added.

Parameters
• address (tuple or str) – An address where to connect. Can be one of the following:
  – a Redis URI — "redis://host:6379/0?encoding=utf-8";
  – a (host, port) tuple — ('localhost', 6379);
  – or a unix domain socket path string — "/path/to/redis.sock".
• db (int) – Redis database index to switch to when connected.
• password (str or None) – Password to use if redis server instance requires authorization.
aioredis Documentation, Release 1.3.0

- **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 than 0. None is disallowed.

- **parser** *(callable or None)* – Protocol parser class. Can be used to set custom protocol reader; expected same interface as `hiredis.Reader`.

- **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 to open a connection, otherwise raise an asyncio.TimeoutError. None by default.

- **pool_cls** *(aioredis.abc.AbcPool)* – Can be used to instantiate custom pool class. This argument must be a subclass of `AbcPool`.

- **connection_cls** *(aioredis.abc.AbcConnection)* – Can be used to make pool instantiate custom connection classes. This argument must be a subclass of `AbcConnection`.

Returns ConnectionsPool instance.

class aioredis.ConnectionsPool
    Bases: abc.AbcPool

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.

**execute**(command, *args, **kwargs)
    Execute Redis command in a free connection and return asyncio.Future waiting for result.

    This method tries to pick a free connection from pool and send command through it at once (keeping pipelining feature provided by aioredis.RedisConnection.execute()). If no connection is found — returns coroutine waiting for free connection to execute command.
    New in version v1.0.
execute_pubsub(command, *channels)
Execute Redis (p)subscribe/(p)unsubscribe command.
ConnectionsPool picks separate free connection for pub/sub and uses it until pool is closed or connection is disconnected (unsubscribing from all channels/pattern will leave connection locked for pub/sub use).
There is no auto-reconnect for Pub/Sub connection as this will hide from user messages loss.
Has similar to execute() behavior, ie: tries to pick free connection from pool and switch it to pub/sub mode; or fallback to coroutine waiting for free connection and repeating operation.
New in version v1.0.

get_connection(command, args=())
Gets free connection from pool returning tuple of (connection, address).
If no free connection is found – None is returned in place of connection.
Return type tuple(RedisConnection or None, str)
New in version v1.0.

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(command=None, args=())
Acquires a connection from free pool. Creates new connection if needed.
Parameters
• command – reserved for future.
• args – reserved for future.
Raises aioredis.PoolClosedError – if pool is already closed

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.
7.2.3 Exceptions

exception aioredis.RedisError
    Bases Exception
    Base exception class for aioredis exceptions.

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

exception aioredis.ReplyError
    Bases RedisError
    Raised for Redis error replies.

exception aioredis(MaxClientsError
    Bases ReplyError
    Raised when maximum number of clients has been reached (Redis server configured value).

exception aioredis.AuthError
    Bases ReplyError
    Raised when authentication errors occur.

exception aioredis.ConnectionClosedError
    Bases RedisError
    Raised if connection to server was lost/closed.

exception aioredis.ConnectionForcedCloseError
    Bases ConnectionClosedError
    Raised if connection was closed with RedisConnection.close() method.

exception aioredis.PipelineError
    Bases RedisError
    Raised from pipeline() if any pipelined command raised error.

exception aioredis.MultiExecError
    Bases PipelineError
    Same as PipelineError but raised when executing multi_exec block.

exception aioredis.WatchVariableError
    Bases MultiExecError
    Raised if watched variable changed (EXEC returns None). Subclass of MultiExecError.

exception aioredis.ChannelClosedError
    Bases RedisError
    Raised from aioredis.Channel.get() when Pub/Sub channel is unsubscribed and messages queue is empty.
exception aioredis.PoolClosedError
    Bases RedisError
    Raised from aioredis.ConnectionsPool.acquire() when pool is already closed.

exception aioredis.ReadOnlyError
    Bases RedisError
    Raised from slave when read-only mode is enabled.

exception aioredis.MasterNotFoundError
    Bases RedisError
    Raised by Sentinel client if it can not find requested master.

exception aioredis.SlaveNotFoundError
    Bases RedisError
    Raised by Sentinel client if it can not find requested slave.

exception aioredis.MasterReplyError
    Bases RedisError
    Raised if establishing connection to master failed with RedisError, for instance because of required or wrong authentication.

exception aioredis.SlaveReplyError
    Bases RedisError
    Raised if establishing connection to slave failed with RedisError, for instance because of required or wrong authentication.

Exceptions Hierarchy

```text
Exception
    RedisError
        ProtocolError
        ReplyError
            MaxClientsError
            AuthError
        PipelineError
            MultiExecError
                WatchVariableError
        ChannelClosedError
        ConnectionClosedError
            ConnectionForcedCloseError
        PoolClosedError
        ReadOnlyError
        MasterNotFoundError
        SlaveNotFoundError
        MasterReplyError
        SlaveReplyError
```
7.2.4 Pub/Sub Channel object

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

```python
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 or channel is closed (unsubscribed).

Main idea is to use it in loops:

```python
global ch
ch = redis.channels['channel:1']
while await ch.wait_message():
    msg = await ch.get()
```
7.2.5 Commands Interface

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

The usage is as simple as:

```python
import aioredis

# Create Redis client bound to single non-reconnecting connection.
async def single_connection():
    redis = await aioredis.create_redis('redis://localhost')
    val = await redis.get('my-key')

# Create Redis client bound to connections pool.
async def pool_of_connections():
    redis = await aioredis.create_redis_pool('redis://localhost')
    val = await redis.get('my-key')

# we can also use pub/sub as underlying pool
# has several free connections:
ch1, ch2 = await redis.subscribe('chan:1', 'chan:2')
# publish using free connection
await redis.publish('chan:1', 'Hello')
await ch1.get()
```

For commands reference — see `commands mixins reference`.

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

This coroutine creates high-level Redis interface instance bound to single Redis connection (without auto-reconnect).

New in version v1.0: parser, timeout and connection_cls arguments added.

See also `RedisConnection` for parameters description.

Parameters

- **address** *(tuple or str*) – An address where to connect. Can be a (host, port) tuple, unix domain socket path string or a Redis URI string.
- **db** *(int*) – Redis database index to switch to when connected.
- **password** *(str or bytes 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 – object implementing `AbcConnection` and returning an instance providing high-level interface to Redis. `Redis` by default.
- **parser** *(callable or None)* – Protocol parser class. Can be used to set custom protocol reader; expected same interface as `hiredis.Reader`.

7.2. aioredis — API Reference
timeout (float greater than 0 or None) – Max time to open a connection, otherwise raise asyncio.TimeoutError exception. None by default

connection_cls (aioredis.abc.AbcConnection) – Can be used to instantiate custom connection class. This argument must be a subclass of AbcConnection.

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

Returns Redis client (result of commands_factory call), Redis by default.

coroutine aioredis.create_redis_pool (address, *, db=0, password=None, ssl=None, encoding=None, commands_factory=Redis, minsize=1, maxsize=10, parser=None, timeout=None, pool_cls=None, connection_cls=None, loop=None)

This coroutine create high-level Redis client instance bound to connections pool (this allows auto-reconnect and simple pub/sub use).

See also ConnectionsPool for parameters description.

Changed in version v1.0: parser, timeout, pool_cls and connection_cls arguments added.

Parameters

• address (tuple or str) – An address where to connect. Can be a (host, port) tuple, unix domain socket path string or a Redis URI string.

• db (int) – Redis database index to switch to when connected.

• password (str or bytes 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 – object implementing AbcConnection interface and returning an instance providing high-level interface to Redis. Redis by default.

• minsize (int) – Minimum number of connections to initialize and keep in pool. Default is 1.

• maxsize (int) – Maximum number of connections that can be created in pool. Default is 10.

• parser (callable or None) – Protocol parser class. Can be used to set custom protocol reader; expected same interface as hiredis.Reader.

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

• pool_cls (aioredis.abc.AbcPool) – Can be used to instantiate custom pool class. This argument must be a subclass of AbcPool.

• connection_cls (aioredis.abc.AbcConnection) – Can be used to make pool instantiate custom connection classes. This argument must be a subclass of AbcConnection.

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

Returns Redis client (result of commands_factory call), Redis by default.
7.3 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(pool_or_conn)
    High-level Redis interface.
    Gathers in one place Redis commands implemented in mixins.
    For commands details see: http://redis.io/commands/#connection

    Parameters pool_or_conn (AbcConnection) – Can be either RedisConnection or ConnectionsPool.

property address
    Redis connection address (if applicable).

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

close()
    Close client connections.

property closed
    True if connection is closed.

property connection

property db
    Currently selected db index.

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

property encoding
    Current set codec or None.

property in_transaction
    Set to True when MULTI command was issued.

ping(message=<object object>, *, encoding=<object object>)
    Ping the server.
    Accept optional echo message.

quit()
    Close the connection.

select(db)
    Change the selected database.
```

7.3.1 Generic commands

```python
class aioredis.commands.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 a key.

if timeout is float it will be multiplied by 1000 coerced to int and passed to pexpireat 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:

```python
>>> 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.

**migrate_keys** *(host, port, keys, dest_db, timeout, *, copy=False, replace=False)*
Atomically transfer keys from one Redis instance to another one.

Keys argument must be list/tuple of keys to migrate.

**move** *(key, db)*
Move key from currently selected database to specified destination.

Raises

- **TypeError** – if db is not int
- **ValueError** – if db is less than 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

**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.

**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.

**touch** *(key, *keys)*
Alters the last access time of a key(s).

Returns the number of keys that were touched.

**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.

unlink (key, *keys)
   Delete a key asynchronously in another thread.

wait (numslaves, timeout)
   Wait for the synchronous replication of all the write commands sent in the context of the current connection.

7.3.2 Geo commands

New in version v0.3.0.

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.

   Return type  int

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, *members, **kwargs)
   Returns members of a geospatial index as standard geohash strings.

   Return type  list[str or bytes or None]

geopos (key, member, *members, **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]

**Geo commands result wrappers**

**class** aioredis.commands.GeoPoint (longitude, latitude)

Bases: tuple

Named tuple representing result returned by GEOPOS and GEORADIUS commands.

**Parameters**

• longitude (*float*) – longitude value.
• latitude (*float*) – latitude value.

**class** aioredis.commands.GeoMember (member, dist, hash, coord)

Bases: tuple

Named tuple representing result returned by GEORADIUS and GEORADIUSBYMEMBER commands.

**Parameters**

• member (*str or bytes*) – Value of geo sorted set item;
• dist (*None or float*) – Distance in units passed to call. None if with_dist was not set in `georadius()` call.
• **hash** *(None or int)* – Geo-hash represented as number. None if `with_hash` was not in `georadius()` call.

• **coord** *(None or GeoPoint)* – Coordinate of geospatial index member. None if `with_coord` was not set in `georadius()` call.

### 7.3.3 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** (*args)
Set multiple keys to multiple values or unpack dict to keys & values.

   Raises

   • **TypeError** – if len of args is not event number
   • **TypeError** – if len of args equals 1 and it is not a dict

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

**setrange** (key, offset, 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

```python
def strlen(key):
    """Get the length of the value stored in a key."""
```

### 7.3.4 Hash commands

```python
class aioredis.commands.HashCommandsMixin
    Hash commands mixin.
```

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

- **hdel** *(key, field, *fields)*
  - Delete one or more hash fields.

- **hexists** *(key, field)*
  - Determine if hash field exists.

- **hget** *(key, field, *, encoding=<object object>)*
  - Get the value of a hash field.

- **hgetall** *(key, *, encoding=<object object>)*
  - Get all the fields and values in a hash.

- **hincrby** *(key, field, increment=1)*
  - Increment the integer value of a hash field by the given number.

- **hincrbyfloat** *(key, field, increment=1.0)*
  - Increment the float value of a hash field by the given number.

- **hkeys** *(key, *, encoding=<object object>)*
  - Get all the fields in a hash.

- **hlen** *(key)*
  - Get the number of fields in a hash.

- **hmget** *(key, field, *fields, encoding=<object object>)*
  - Get the values of all the given fields.

- **hmset** *(key, field, value, *pairs)*
  - Set multiple hash fields to multiple values.

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

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

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

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

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

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

**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)
```

### 7.3.5 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

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

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

```python
linsert(key, pivot, value, before=False)
```
Inserts value in the list stored at key either before or after the reference value pivot.

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

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

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

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

```python
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

```python
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

```python
lset(key, index, value)
```
Sets the list element at index to value.

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

```python
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

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

```python
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.

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

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

### 7.3.6 Set commands

```python
class aioredis.commands.SetCommandsMixin
```
Set commands mixin.

For commands details see: [http://redis.io/commands#set](http://redis.io/commands#set)
**isscan** *(key, *, match=None, count=None)*
Incrementally iterate set elements using async for.

Usage example:

```python
>>> 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, count=None, *, encoding=<object object>)*
Remove and return one or multiple random members 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.

### 7.3.7 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)

**bzpopmax** *(key, *, timeout=0, encoding=<object object>)*
Remove and get an element with the highest score in the sorted set, or block until one is available.
Raises

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

`bzpopmin` *(key, *keys, timeout=0, encoding=<object object>)*

Remove and get an element with the lowest score in the sorted set, or block until one is available.

Raises

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

`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)
```

`zadd` *(key, score, member, *pairs, exist=None, changed=False, incr=False)*

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

`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 than 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

`zpopmax` *(key, count=None, *, encoding=<object object>)*

Removes and returns up to count members with the highest scores in the sorted set stored at key.
Raises **TypeError** – if count is not int

**zpopmin**(key, count=None, *, encoding=<object object>)
Removes and returns up to count members with the lowest scores in the sorted set stored at key.

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

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

- **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, encoding=<object object>)
Return a range of members in a sorted set, by lexicographical range.

- **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, encoding=<object object>)
Return a range of members in a sorted set, by score.

- **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, offset=None, count=None, encoding=<object object>)
Remove all members in a sorted set between the given lexicographical range.

- **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.

- **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, encoding=<object object>)*
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, encoding=<object object>)*
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, encoding=<object object>)*
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.

### 7.3.8 Server commands

**class aioredis.commands.ServerCommandsMixin**
Server commands mixin.

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

**command** ()
Get array of Redis commands.

**command_count** ()
Get total number of Redis commands.

**command_getkeys** *(command, *args, encoding='utf-8')*
Extract keys given a full Redis command.

**command_info** *(command, *commands)*
Get array of specific Redis command details.

**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.
**debug_sleep**(*timeout*)
Suspend connection for timeout seconds.

**flushall**(*async_op=False*)
Remove all keys from all databases.

Parameters **async_op** – lets the entire dataset to be freed asynchronously. Defaults to False

**flushdb**(*async_op=False*)
Remove all keys from the current database.

Parameters **async_op** – lets a single database to be freed asynchronously. Defaults to False

**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](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](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, 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**()
Returns length of Redis slow queries log.

**slowlog_reset**()
Resets Redis slow queries log.

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

**time**()
Return current server time.
7.3.9 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.

7.3.10 Transaction commands

class aioredis.commands.TransactionsCommandsMixin
   Transaction commands mixin.

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

   Transactions HOWTO:

   >>> 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 result == [result1, result2]

   multi_exec()
   Returns MULTI/EXEC pipeline wrapper.

   Usage:

   >>> 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]
   >>> await asyncio.gather(fut1, fut2)
   [1, 1]

   pipeline()
   Returns Pipeline object to execute bulk of commands.

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

   Example:
>>> 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]
>>> await asyncio.gather(fut1, fut2)
[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

### 7.3.11 Scripting commands

```python
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.
```

### 7.3.12 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

```python
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.

**command**

Get array of Redis commands.

**command_count**

Get total number of Redis commands.

**command_getkeys** (*command, *args, encoding='utf-8'*)

Extract keys given a full Redis command.

**command_info** (*command, *commands*)

Get array of specific Redis command details.

**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.

**debug_sleep** (*timeout*)

Suspend connection for timeout seconds.

**flushall** (*async_op=False*)

Remove all keys from all databases.

**Parameters** **async_op** – lets the entire dataset to be freed asynchronously. Defaults to False

**flushdb** (*async_op=False*)

Remove all keys from the current database.

**Parameters** **async_op** – lets a single database to be freed asynchronously. Defaults to False

**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.

slaveof(host, 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()
Returns length of Redis slow queries log.

slowlog_reset()
Resets Redis slow queries log.

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

time()
Return current server time.

### 7.3.13 Pub/Sub commands

Also see aioredis.Channel.

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

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

**property channels**
Returns read-only channels dict.

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

**property 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_numsup** *(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`.

### 7.3.14 Cluster commands

**Warning:** Current release (1.3.0) of the library does not support Redis Cluster in a full manner. It provides only several API methods which may be changed in future.

### 7.3.15 Streams commands

**class aioredis.commands.StreamCommandsMixin**
Stream commands mixin
Streams are available in Redis since v5.0

**xack** *(stream, group_name, id, *ids)*

Acknowledge a message for a given consumer group

**xadd** *(stream, fields, message_id=b'**', max_len=None, exact_len=False)*

Add a message to a stream.

**xclaim** *(stream, group_name, consumer_name, min_idle_time, id, *ids)*

Claim a message for a given consumer

**xdel** *(stream, id)*

Removes the specified entries(IDs) from a stream

**xgroup_create** *(stream, group_name, latest_id='$', mkstream=False)*

Create a consumer group

**xgroup_delconsumer** *(stream, group_name, consumer_name)*

Delete a specific consumer from a group

**xgroup_destroy** *(stream, group_name)*

Delete a consumer group

**xgroup_setid** *(stream, group_name, latest_id='$)*

Set the latest ID for a consumer group

**xinfo** *(stream)*

Retrieve information about the given stream.

An alias for `xinfo_stream()`

**xinfo_consumers** *(stream, group_name)*

Retrieve consumers of a consumer group

**xinfo_groups** *(stream)*

Retrieve the consumer groups for a stream

**xinfo_help** *

Retrieve help regarding the XINFO sub-commands

**xinfo_stream** *(stream)*

Retrieve information about the given stream.

**xlen** *(stream)*

Returns the number of entries inside a stream

**xpending** *(stream, group_name, start=None, stop=None, count=None, consumer=None)*

Get information on pending messages for a stream

Returned data will vary depending on the presence (or not) of the start/stop/count parameters. For more details see: [https://redis.io/commands/xpending](https://redis.io/commands/xpending)

Raises **ValueError** – if the start/stop/count parameters are only partially specified

**xrange** *(stream, start='-', stop='+', count=None)*

Retrieve messages from a stream.

**xread** *(streams, timeout=0, count=None, latest_ids=None)*

Perform a blocking read on the given stream

Raises **ValueError** – if the length of streams and latest_ids do not match

**xread_group** *(group_name, consumer_name, streams, timeout=0, count=None, latest_ids=None, no_ack=False)*

Perform a blocking read on the given stream as part of a consumer group
Raises **ValueError** – if the length of streams and latest_ids do not match

```python
xrevrange(stream, start='+', stop='-', count=None)
```
Retrieve messages from a stream in reverse order.

```
xtrim(stream, max_len, exact_len=False)
```
trims the stream to a given number of items, evicting older items

### 7.4 `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.

    **abstract property address**
    Connection address.

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

    **abstract property closed**
    Flag indicating if connection is closing or already closed.

    **abstract property db**
    Current selected DB index.

    **abstract property encoding**
    Current set connection codec.

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

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

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

    **abstract property pubsub_channels**
    Read-only channels dict.

    **abstract property pubsub_patterns**
    Read-only patterns dict.

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

    Abstract connections pool interface.

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

    **abstract property address**
    Connection address or None.

    **abstract get_connection()**
    Gets free connection from pool in a sync way.
If no connection available — returns None.

**abstract release (conn)**
Releases connection to pool.

**Parameters**
- **conn** ([AbcConnection](#)): Owned connection to be released.

```python
class aioredis.abc.AbCChannel
```

**Bases:** `abc.ABC`  
Abstract Pub/Sub Channel interface.

**abstract close (exc=None)**
Marks Channel as closed, no more messages will be sent to it.
Called by RedisConnection when channel is unsubscribed or connection is closed.

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

**abstract property is_pattern**
Boolean flag indicating if channel is pattern channel.

**abstract property name**
Encoded channel name or pattern.

**abstract 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.

## 7.5 aioredis.pubsub — Pub/Sub Tools Reference

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

```python
class aioredis.pubsub.Receiver (loop=None, on_close=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.

Warning: Currently subscriptions implementation has few issues that will be solved eventually, but until then developer must be aware of the following:

- Single Receiver instance can not be shared between two (or more) connections (or client instances) because any of them can close _Sender.
- Several Receiver instances can not subscribe to the same channel or pattern. This is a flaw in subscription mode implementation: subsequent subscriptions to some channel always return first-created Channel object.

channel(name)
Create a channel.

Returns _Sender object implementing AbcChannel.

property channels
Read-only channels dict.

check_stop(channel, exc=None)
TBD

property 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.

Returns _Sender object implementing AbcChannel.

property 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.

class aioredis.pubsub._Sender(receiver, name, is_pattern)
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.
7.6 aioredis.sentinel — Sentinel Client Reference

This section contains reference for Redis Sentinel client.

Sample usage:

```python
import aioredis

sentinel = await aioredis.create_sentinel(
    [('sentinel.host1', 26379), ('sentinel.host2', 26379)])

redis = sentinel.master_for('mymaster')
assert await redis.set('key', 'value')
assert await redis.get('key', encoding='utf-8') == 'value'

# redis client will reconnect/reconfigure automatically
# by sentinel client instance
```

7.6.1 RedisSentinel

coroutine aioredis.sentinel.create_sentinel(sentinels, *, db=None, password=None,
    encoding=None, minsize=1, maxsize=10,
    ssl=None, parser=None, loop=None)

Creates Redis Sentinel client.

Parameters

- **sentinels** (`list[tuple]`) – A list of Sentinel node addresses.
- **db** (`int`) – Redis database index to select for every master/slave connections.
- **password** (`str or bytes or None`) – Password to use if Redis server instance requires authorization.
- **encoding** (`str or None`) – Codec to use for response decoding.
- **minsize** (`int`) – Minimum number of connections (to master or slave) to initialize and keep in pool. Default is 1.
- **maxsize** (`int`) – Maximum number of connections (to master or slave) that can be created in pool. Default is 10.
- **ssl** (`ssl.SSLContext or True or None`) – SSL context that is passed through to asyncio.BaseEventLoop.create_connection().
- **parser** (`callable or None`) – Protocol parser class. Can be used to set custom protocol reader; expected same interface as hiredis.Reader.
- **loop** (`EventLoop`) – An optional event loop instance (uses asyncio.get_event_loop() if not specified).

Return type **RedisSentinel**

class aioredis.sentinel.RedisSentinel

Redis Sentinel client.

The class provides interface to Redis Sentinel commands as well as few methods to acquire managed Redis clients, see below.

**closed**

True if client is closed.
master_for(name)
Get Redis client to named master. The client is instantiated with special connections pool which is controlled by SentinelPool. This method is not a coroutine.

Parameters name (str) – Service name.
Return type aioredis.Redis

slave_for(name)
Get Redis client to named slave. The client is instantiated with special connections pool which is controlled by SentinelPool. This method is not a coroutine.

Parameters name (str) – Service name.
Return type aioredis.Redis

execute(command, *args, **kwargs)
Execute Sentinel command. Every command is prefixed with SENTINEL automatically.

Return type asyncio.Future

coroutine ping()
Send PING to Sentinel instance. Currently the ping command will be sent to first sentinel in pool, this may change in future.

master(name)
Returns a dictionary containing the specified master’s state. Please refer to Redis documentation for more info on returned data.

Return type asyncio.Future

master_address(name)
Returns a (host, port) pair for the given service name.

Return type asyncio.Future

masters()
Returns a list of dictionaries containing all masters’ states.

Return type asyncio.Future

slaves(name)
Returns a list of slaves for the given service name.

Return type asyncio.Future

sentinels(name)
Returns a list of Sentinels for the given service name.

Return type asyncio.Future

monitor(name, ip, port, quorum)
Add a new master to be monitored by this Sentinel.

Parameters
• name (str) – Service name.
• ip (str) – New node’s IP address.
• port (int) – Node’s TCP port.
• quorum (int) – Sentinel quorum.

remove(name)
Remove a master from Sentinel’s monitoring.
Parameters **name** *(str)* – Service name

**set** *(name, option, value)*
Set Sentinel monitoring parameter for a given master. Please refer to Redis documentation for more info on options.

Parameters
- **name** *(str)* – Master’s name.
- **option** *(str)* – Monitoring option name.
- **value** *(str)* – Monitoring option value.

**failover** *(name)*
Force a failover of a named master.

Parameters **name** *(str)* – Master’s name.

**check_quorum** *(name)*
Check if the current Sentinel configuration is able to reach the quorum needed to failover a master, and the majority needed to authorize the failover.

Parameters **name** *(str)* – Master’s name.

**close** *
Close all opened connections.

**coroutine** **wait_closed** *
Wait until all connections are closed.

## 7.6.2 SentinelPool

**Warning:** This API has not yet stabilized and may change in future releases.

coroutine **aioredis.sentinel.create_sentinel_pool** *(sentinels, *, db=None, password=None, encoding=None, minsize=1, maxsize=10, ssl=None, parser=None, loop=None)*

Creates Sentinel connections pool.

class **aioredis.sentinel.SentinelPool**
Sentinel connections pool.
This pool manages both sentinel connections and Redis master/slave connections.

**closed**
True if pool and all connections are closed.

**master_for** *(name)*
Returns a managed connections pool for requested service name.

Parameters **name** *(str)* – Service name.

Return type ManagedPool

**slave_for** *(name)*
Returns a managed connections pool for requested service name.

Parameters **name** *(str)* – Service name.
Return type: ManagedPool

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

coroutine discover(timeout=0.2)
Discover Sentinels and all monitored services within given timeout.
This will reset internal state of this pool.

coroutine discover_master(service, timeout)
Perform named master discovery.

Parameters

• service(str) – Service name.
• timeout(float) – Operation timeout

Return type: aioredis.RedisConnection

coroutine discover_slave(service, timeout)
Perform slave discovery.

Parameters

• service(str) – Service name.
• timeout(float) – Operation timeout

Return type: aioredis.RedisConnection

close()
Close all controlled connections (both to sentinel and redis).

coroutine wait_closed()
Wait until pool gets closed.

7.7 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.

7.7.1 Commands example

get source code

```python
import asyncio
import aioredis

async def main():
    # Redis client bound to single connection (no auto reconnection).
    redis = await aioredis.create_redis('redis://localhost')
    await redis.set('my-key', 'value')
    val = await redis.get('my-key')
    print(val)
```

(continues on next page)
# gracefully closing underlying connection
redis.close()
await redis.wait_closed()

async def redis_pool():
    # Redis client bound to pool of connections (auto-reconnecting).
    redis = await aioredis.create_redis_pool('redis://localhost')
    await redis.set('my-key', 'value')
    val = await redis.get('my-key')
    print(val)

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

if __name__ == '__main__':
    asyncio.run(main())
    asyncio.run(redis_pool())

## 7.7.2 Transaction example

get source code

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis('redis://localhost')
    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()

if __name__ == '__main__':
    asyncio.run(main())
```

## 7.7.3 Pub/Sub example

get source code

```python
import asyncio
import aioredis

async def main():
    redis = await aioredis.create_redis('redis://localhost')
    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()

if __name__ == '__main__':
    asyncio.run(main())
```
import asyncio
import aioredis

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

async def main():
    pub = await aioredis.create_redis(
        'redis://localhost')
    sub = await aioredis.create_redis(
        'redis://localhost')
    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()

if __name__ == '__main__':
    asyncio.run(main())

7.7.4 Scan command example

get source code

import asyncio
import aioredis

async def main():
    """Scan command example.""
    redis = await aioredis.create_redis(
        'redis://localhost')

    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()

if __name__ == '__main__':
    (continues on next page)
import os
if 'redis_version:2.6' not in os.environ.get('REDIS_VERSION', ''):
    asyncio.run(main())

### 7.7.5 Sentinel client

#### get source code

```python
import asyncio
import aioredis

async def main():
    sentinel_client = await aioredis.create_sentinel([('localhost', 26379)])
    master_redis = sentinel_client.master_for('mymaster')
    info = await master_redis.role()
    print('Master role:', info)
    assert info.role == 'master'

    sentinel_client.close()
    await sentinel_client.wait_closed()

if __name__ == '__main__':
    asyncio.run(main())
```

### 7.7.6 Low-level connection usage example

#### get source code

```python
import asyncio
import aioredis

async def main():
    conn = await aioredis.create_connection('redis://localhost', encoding='utf-8')
    ok = await conn.execute('set', 'my-key', 'some value')
    assert ok == 'OK', ok
    str_value = await conn.execute('get', 'my-key')
    raw_value = await conn.execute('get', 'my-key', encoding=None)
    assert str_value == 'some value'
    assert raw_value == b'some value'

    print(f'\nstr value: {str_value}')
    print(f'raw value: {raw_value}')

    # optionally close connection
    conn.close()
```

(continues on next page)
async def main():
    pool = await aioredis.create_pool('redis://localhost',
             minsize=5, maxsize=10)
    with await pool as conn:  # low-level redis connection
        await conn.execute('set', 'my-key', 'value')
        val = await conn.execute('get', 'my-key')
        print('raw value:', val)
    pool.close()

if __name__ == '__main__':
    asyncio.run(main())

7.8 Contributing

To start contributing you must read all the following.
First you must fork/clone repo from github:

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

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

```
$ make devel
```

this command will install:

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

Make sure you have provided a `towncrier` note. Just add short description running following commands:

```
$ echo "Short description" > CHANGES/filename.type
```
This will create new file in CHANGES directory. Filename should consist of the ticket ID or other unique identifier. Five default types are:

- .feature - signifying new feature
- .bugfix - signifying a bug fix
- .doc - documentation improvement
- .removal - deprecation or removal of public API
- .misc - a ticket has been closed, but not in interest of users

You can check if everything is correct by typing:

```
$ towncrier --draft
```

To produce the news file:

```
$ towncrier
```

### 7.8.1 Code style

Code **must** be pep8 compliant.

You can check it with following command:

```
$ make flake
```

### 7.8.2 Running tests

You can run tests in any of the following ways:

```sh
# will run tests in a verbose mode
$ make test
# or
$ pytest
# or with particular Redis server
$ pytest --redis-server=/usr/local/bin/redis-server tests/errors_test.py
# will run tests with coverage report
$ make cov
# or
$ pytest --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:
Different Redis server versions

To run tests against different redises use \texttt{--redis-server} command line option:

\begin{verbatim}
$ pytest \texttt{--redis-server=/path/to/custom/redis-server}
\end{verbatim}

UVLoop

To run tests with \textit{uvloop}:

\begin{verbatim}
$ pip install uvloop
$ pytest \texttt{--uvloop}
\end{verbatim}

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

7.8.3 Writing tests

\textit{aioredis} uses \textit{pytest} tool.

Tests are located under \texttt{/tests} directory.

Fixtures

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

\textbf{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.

\begin{verbatim}
def test_with_loop(loop):
    @asyncio.coroutine
    def do_something():
        pass
    loop.run_until_complete(do_something())
\end{verbatim}

\textbf{unused_port}()

Finds and returns free TCP port.

\begin{verbatim}
def test_bind(unused_port):
    port = unused_port()
    assert 1024 < port <= 65535
\end{verbatim}

\textbf{coroutine create\_connection(*args, **kw)}

Wrapper around \textit{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 have `_testutils` module with several helpers.

`_testutils.redis_version` *(version, reason)*
    Marks test with minimum redis version to run.
    Example:
      ```python
      @redis_version(3, 2, 0, reason="HSTRLEN new in redis 3.2.0")
      def test_hstrlen(redis):
          pass
      ```

`_testutils.logs` *(logger, level=None)*
    Example:
      ```python
      import pytest
      @pytest.mark.run_loop
      async def test_logs(create_connection, server):
          ```
      ```python
      (continues on next page)```
with _testutils.logs('aioredis', 'DEBUG') as cm:
    conn = await create_connection(server.tcp_address)
assert cm.output[0].startswith('DEBUG:aioredis:Creating tcp connection')

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

7.9 Migrating from v0.3 to v1.0

API changes and backward incompatible changes:

- aioredis.create_pool
- aioredis.create_reconnecting_redis
- aioredis.Redis
- Blocking operations and connection sharing
- Sorted set commands return values
- Hash hscan command now returns list of tuples

7.9.1 aioredis.create_pool

create_pool() now returns ConnectionsPool instead of RedisPool.

This means that pool now operates with RedisConnection objects and not Redis.

<table>
<thead>
<tr>
<th>v0.3</th>
<th>v1.0</th>
</tr>
</thead>
</table>
| pool = await aioredis.create_pool({
  'localhost': 6379})
with await pool as redis:
  # calling methods of Redis class
  await redis.lpush('list-key', 'item1', 'item2')
| pool = await aioredis.create_pool({
  'localhost': 6379})
with await pool as conn:
  # calling conn.lpush will raise AttributeError exception
  await conn.execute('lpush', 'list-key', 'item1', 'item2') |
7.9.2 aioredis.create_reconnecting_redis

create_reconnecting_redis() has been dropped.

create_redis_pool() can be used instead of former function.

<table>
<thead>
<tr>
<th>Version</th>
<th>Code Example</th>
</tr>
</thead>
</table>
| v0.3    | ```python
redis = await aioredis.create_reconnecting_redis(
    ('localhost', 6379))
await redis.rpush('list-key', 'item1',
    'item2')
``` |
| v1.0    | ```python
redis = await aioredis.create_redis_pool(
    ('localhost', 6379))
await redis.rpush('list-key', 'item1',
    'item2')
``` |

create_redis_pool returns Redis initialized with ConnectionsPool which is responsible for reconnecting to server.

Also create_reconnecting_redis was patching the RedisConnection and breaking closed property (it was always True).

7.9.3 aioredis.Redis

Redis class now operates with objects implementing aioredis.abc.AbcConnection interface. RedisConnection and ConnectionsPool are both implementing AbcConnection so it is become possible to use same API when working with either single connection or connections pool.
7.9.4 Blocking operations and connection sharing

Current implementation of ConnectionsPool by default **execute every command on random connection**. The **Pros** of this is that it allowed implementing AbcConnection interface and hide pool inside Redis class, and also keep pipelining feature (like RedisConnection.execute). The **Cons** of this is that **different tasks may use same connection and block it** with some long-running command.

We can call it **Shared Mode** — commands are sent to random connections in pool without need to lock [connection]:

```python
redis = await aioredis.create_redis_pool((
    'localhost', 6379),
    minsize=1,
    maxsize=1)

async def task():
    # Shared mode
    await redis.set('key', 'val')

asyncio.ensure_future(task())
asyncio.ensure_future(task())
# Both tasks will send commands through same connection
# without acquiring (locking) it first.
```

Blocking operations (like `blpop`, `brpop` or long-running LUA scripts) in **shared mode** mode will block connection and thus may lead to whole program malfunction.

This **blocking** issue can be easily solved by using exclusive connection for such operations:

```python
redis = await aioredis.create_redis_pool((
    'localhost', 6379),
    minsize=1,
    )
```

(continues on next page)
async def task():
    # Exclusive mode
    with await redis as r:
        await r.set('key', 'val')
    asyncio.ensure_future(task())
    asyncio.ensure_future(task())
    # Both tasks will first acquire connection.

We can call this **Exclusive Mode** — context manager is used to acquire (lock) exclusive connection from pool and send all commands through it.

**Note:** This technique is similar to v0.3 usage:

```python
# in aioredis v0.3
pool = await aioredis.create_pool(('localhost', 6379))
with await pool as redis:
    # Redis is bound to exclusive connection
    redis.set('key', 'val')
```

### 7.9.5 Sorted set commands return values

Sorted set commands (like `zrange`, `zrevrange` and others) that accept `withscores` argument now return list of tuples instead of plain list.

**v0.3**

```python
redis = await aioredis.create_redis(('localhost', 6379))
await redis.zadd('zset-key', 1, 'one', 2, 'two')
res = await redis.zrange('zset-key', withscores=True)
assert res == [b'one', 1, b'two', 2]
# not an easy way to make a dict
it = iter(res)
assert dict(zip(it, it)) == {b'one': 1, b'two': 2}
```

**v1.0**

```python
redis = await aioredis.create_redis(('localhost', 6379))
await redis.zadd('zset-key', 1, 'one', 2, 'two')
res = await redis.zrange('zset-key', withscores=True)
assert res == [(b'one', 1), (b'two', 2)]
# now its easier to make a dict of it
assert dict(res) == {b'one': 1, b'two': 2}
```
### 7.9.6 Hash hscan command now returns list of tuples

The `hscan` command is now updated to return a list of tuples instead of a plain mixed key/value list.

```python
v0.3

```python
redis = await aioredis.create_redis((
→'localhost', 6379))
await redis.hmset('hash', 'one', 1, 'two', 2)
cur, data = await redis.hscan('hash')
as\nser\nt data == [b'one', b'1', b'two', b'2']

```
# not an easy way to make a dict
it = iter(data)
assert dict(zip(it, it)) == {b'one': b'1', b'two': b'2'}

```

```python
v1.0

```python
redis = await aioredis.create_redis((
→'localhost', 6379))
await redis.hmset('hash', 'one', 1, 'two', 2)
cur, data = await redis.hscan('hash')
as\nser\nt data == [(b'one', b'1'), (b'two', b'2')]

```
# now its easier to make a dict of it
assert dict(data) == {b'one': b'1', b'two': b'2'}

```

### 7.10 Releases

#### 7.10.1 1.3.0 (2019-09-24)

**Features**

- Added `xdel` and `xtrim` method which missed in `commands/streams.py` & also added unit test code for them (see #438);
- Add `count` argument to `spop` command (see #485);
- Add support for `zpopmax` and `zpopmin` redis commands (see #550);
- Add `towncrier`: change notes are now stored in `CHANGES.txt` (see #576);
- Type hints for the library (see #584);
- A few additions to the sorted set commands:
  - the blocking pop commands: `BZPOPMAX` and `BZPOPMIN`
  - the CH and INCR options of the `ZADD` command (see #618);
- Added `no_ack` parameter to `xread_group` streams method in `commands/streams.py` (see #625);
Bugfixes

- Fix for sensitive logging (see #459);
- Fix slow memory leak in wait_closed implementation (see #498);
- Fix handling of instances were Redis returns null fields for a stream message (see #605);

Improved Documentation

- Rewrite “Getting started” documentation. (see #641);

Misc

- #585, #611, #612, #619, #620, #642;

7.10.2 1.2.0 (2018-10-24)

NEW:

- Implemented new Stream command support (see #299);
- Reduce encode_command() cost about 60% (see #397);

FIX:

- Fix pipeline commands buffering was causing multiple sendto syscalls (see #464 and #473);
- Python 3.7 compatibility fixes (see #426);
- Fix typos in documentation (see #400);
- Fix INFO command result parsing (see #405);
- Fix bug in ConnectionsPool._drop_closed method (see #461);

MISC:

- Update dependencies versions;
- Multiple tests improvements;

7.10.3 1.1.0 (2018-02-16)

NEW:

- Implement new commands: wait, touch, swapdb, unlink (see #376);
- Add async_op argument to flushall and flushdb commands (see #364, and #370);

FIX:

- Important! Fix Sentinel sentinel client with pool minsize greater than 1 (see #380);
- Fix SentinelPool.discover_timeout usage (see #379);
- Fix Receiver hang on disconnect (see #354, and #366);
- Fix an issue with subscribe/psubscribe with empty pool (see #351, and #355);
- Fix an issue when StreamReader’s feed_data is called before set_parser (see #347);
MISC:

- Update dependencies versions;
- Multiple test fixes;

7.10.4 1.0.0 (2017-11-17)

NEW:

- **Important!** Drop Python 3.3, 3.4 support; (see #321, #323 and #326);
- **Important!** Connections pool has been refactored; now `create_redis` function will yield `Redis` instance instead of `RedisPool` (see #129);
- **Important!** Change sorted set commands reply format: return list of tuples instead of plain list for commands accepting `withscores` argument (see #334);
- **Important!** Change `hscan` command reply format: return list of tuples instead of mixed key-value list (see #335);
- Implement Redis URI support as supported `address` argument value (see #322);
- Dropped `create_reconnecting_redis`, `create_redis_pool` should be used instead;
- Implement custom `StreamReader` (see #273);
- Implement Sentinel support (see #181);
- Implement pure-python parser (see #212);
- Add `migrate_keys` command (see #187);
- Add `zrevrangebylex` command (see #201);
- Add `command`, `command_count`, `command_getkeys` and `command_info` commands (see #229);
- Add `ping` support in pubsub connection (see #264);
- Add `exist` parameter to `zadd` command (see #288);
- Add `MaxClientsError` and implement `ReplyError` specialization (see #325);
- Add `encoding` parameter to sorted set commands (see #289);

FIX:

- Fix `CancelledError` in `conn._reader_task` (see #301);
- Fix pending commands cancellation with `CancelledError`, use explicit exception instead of calling `cancel()` method (see #316);
- Correct error message on Sentinel discovery of master/slave with password (see #327);
- Fix `bytearray` support as command argument (see #329);
- Fix critical bug in patched `asyncio.Lock` (see #256);
- Fix Multi/Exec transaction canceled error (see #225);
- Add missing arguments to `create_redis` and `create_redis_pool`;
- Fix deprecation warning (see #191);
- Make correct `__aiter__()` (see #192);
- Backward compatibility fix for `with (yield from pool) as conn:` (see #205);
• Fixed pubsub receiver stop() (see #211);

MISC:
• Multiple test fixes;
• Add PyPy3 to build matrix;
• Update dependencies versions;
• Add missing Python 3.6 classifier;

7.10.5 0.3.5 (2017-11-08)

FIX:
• Fix for indistinguishable futures cancellation with asyncio.CancelledError (see #316), cherry-picked from master;

7.10.6 0.3.4 (2017-10-25)

FIX:
• Fix time command result decoding when using connection-wide encoding setting (see #266);

7.10.7 0.3.3 (2017-06-30)

FIX:
• Critical bug fixed in patched asyncio.Lock (see #256);

7.10.8 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);

7.10.9 0.3.1 (2017-05-09)

FIX:
• Fix pubsub Receiver missing iter() method (see #203);
7.10.10 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;

7.10.11 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-refs);
- Update MANIFEST.in to include docs, examples and tests in source bundle;

7.10.12 0.2.8 (2016-07-22)

NEW:

- Add hmset_dict command (see #130);
- Add RedisConnection.address property;
- RedisPool minsize/maxsize must not be None;
- Implement close()/wait_closed()/closed interface for pool (see #128);

FIX:

- Add test for hstrlen;
• Test fixes

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

7.10.13 0.2.7 (2016-05-27)
• create_pool() minsize default value changed to 1;
• Fixed cancellation of wait_closed (see #118);
• Fixed time() conversion to float (see #126);
• Fixed hmset() method to return bool instead of b'OK' (see #126);
• Fixed multi/exec + watch issue (changed watch variable was causing tr.execute() to fail) (see #121);
• Replace asyncio.Future uses with utility method (get ready to Python 3.5.2 loop. create_future());
• Tests switched from unittest to pytest (see #126);
• Documentation updates;

7.10.14 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);
• aioredis.ConnectionClosedError raised in execute_pubsub as well (see #108);
• Redis.slaveof() method signature changed: now to disable replication one should call redis.slaveof(None) instead of redis.slaveof();
• More tests added;

7.10.15 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;

7.10.16 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;

7.10.17 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;

7.10.18 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;
7.10.19 0.2.1 (2015-07-06)

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

7.10.20 0.2.0 (2015-06-04)

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

7.10.21 0.1.5 (2014-12-09)

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

7.10.22 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, zremrangebyscore, zrevrangebyscore;
  – set string command’ API changed;

7.10.23 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;

7.10.24 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);

7.10.25 0.1.1 (2014-07-07)

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

7.10.26 0.1.0 (2014-06-24)

• Initial release;
• RedisConnection implemented;
• RedisPool implemented;
• Docs for RedisConnection & RedisPool;
• WIP on high-level API.

7.11 Glossary

asyncio Reference implementation of PEP 3156

See 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.

See https://pypi.python.org/pypi/hiredis

pytest A mature full-featured Python testing tool. See http://pytest.org/latest/

uvloop Is an ultra fast implementation of asyncio event loop on top of libuv. See https://github.com/MagicStack/uvloop
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