



Data Structures & Basic Commands

Strings

<code>SET key value</code>	Set the string value of a key.
<code>GET key</code>	Get the value of a key.
<code>MSET key value [key value ...]</code>	Set multiple keys to multiple values.
<code>MGET key [key ...]</code>	Get the values of all the given keys.
<code>INCR key</code>	Increment the integer value of a key by one.
<code>DECR key</code>	Decrement the integer value of a key by one.
<code>APPEND key value</code>	Append a value to a key.
<code>STRLEN key</code>	Get the length of the value stored in a key.

Hashes & Sets

Hashes

<code>HSET key field value</code>	Set the string value of a hash field.
<code>HGET key field</code>	Get the value of a hash field.
<code>HMSET key field value [field value ...]</code>	Set multiple hash fields to multiple values.
<code>HMGET key field [field ...]</code>	Get the values of all the given hash fields.
<code>HGETALL key</code>	Get all the fields and values in a hash.
<code>HDEL key field [field ...]</code>	Delete one or more hash fields.
<code>HLEN key</code>	Get the number of fields in a hash.

Sorted Sets & Pub/Sub

Sorted Sets

<code>ZADD key score member [score member ...]</code>	Add one or more members to a sorted set, or update their score if they already exist.
<code>ZREM key member [member ...]</code>	Remove one or more members from a sorted set.
<code>ZRANGE key start stop [WITHSCORES]</code>	Return a range of members in a sorted set, by index.
<code>ZREVRANGE key start stop [WITHSCORES]</code>	Return a range of members in a sorted set, by index, with scores ordered from high to low.
<code>ZSCORE key member</code>	Get the score associated with the given member in a sorted set.
<code>ZCARD key</code>	Get the number of members in a sorted set.
<code>ZCOUNT key min max</code>	Count the members in a sorted set with scores within the given values.

Transactions & Persistence

Transactions

<code>MULTI</code>	Mark the start of a transaction block.
<code>EXEC</code>	Execute all commands in a transaction block.
<code>DISCARD</code>	Discard all commands in a transaction block.
<code>WATCH key [key ...]</code>	Watch the given keys to determine execution of the MULTI/EXEC block.
<code>UNWATCH</code>	Forget about all watched keys.

Lists

<code>LPUSH key value [value ...]</code>	Prepend one or multiple values to a list.
<code>RPUSH key value [value ...]</code>	Append one or multiple values to a list.
<code>LPOP key</code>	Remove and get the first element in a list.
<code>RPOP key</code>	Remove and get the last element in a list.
<code>LRANGE key start stop</code>	Get a range of elements from a list.
<code>LLEN key</code>	Get the length of a list.
<code>LREM key count value</code>	Remove elements from a list.

Sets

<code>SADD key member [member ...]</code>	Add one or more members to a set.
<code>SREM key member [member ...]</code>	Remove one or more members from a set.
<code>SMEMBERS key</code>	Get all the members in a set.
<code>SISMEMBER key member</code>	Determine if a given value is a member of a set.
<code>SCARD key</code>	Get the number of members in a set.
<code>SINTER key [key ...]</code>	Intersect multiple sets.
<code>SUNION key [key ...]</code>	Add multiple sets.

Pub/Sub

<code>PUBLISH channel message</code>	Post a message to a channel.
<code>SUBSCRIBE channel [channel ...]</code>	Subscribe the client to the given channels.
<code>UNSUBSCRIBE channel [channel ...]</code>	Unsubscribe the client from the given channels.
<code>PSUBSCRIBE pattern [pattern ...]</code>	Subscribe the client to the given patterns.
<code>PUNSUBSCRIBE pattern [pattern ...]</code>	Unsubscribe the client from the given patterns.

Persistence

<code>SAVE</code>	Perform a synchronous save of the dataset to disk.
<code>BGSAVE</code>	Perform an asynchronous save of the dataset to disk.
<code>LASTSAVE</code>	Return the UNIX timestamp of the last successful save to disk.
<code>CONFIG GET save</code>	Get the current save configuration.
<code>BGREWRITEAOF</code>	Asynchronously rewrite the append-only file.