

GT datav6.3=2025V1

- Hiked global tag (GT) version to datav6.3=2025V1
 - David provided alignment rootfile with input from
 - ▷ metrology (David)
 - ▷ cosmic tracks (Mikio)
- ⇒ Contents of GT datav6.3=2025V1 now 11 tags

```
pixelalignment_datav6.3=2025V1
fibrealignment_datav6.3=2025V0
mppcalignment_datav6.3=2025V0
tilealignment_datav6.3=2025V0
pixelqualitylm_datav6.3=2025V0
detsetupv1_datav6.3=2025V0
eventstuffv1_datav6.3=2025V1
pixeltimedcalibration_datav6.3=2025V0
tilequality_datav6.3=2025V0
pixelefficiency_datav6.3=2025V0
fibrequality_datav6.3=2025V0
```

- ▷ Note: eventstuffv1 not yet with proper payloads
- ▷ Note: pixelefficiency with real payload for runs > 5700
(see below)

calPixelEfficiency

- Thomas S provided CSV with percentages for runs 5700-5799
 - ▷ Mikio had something similar a bit earlier
(but not identical)
- `cdbWritePayload`
 - ▷ translates input into $0 < \varepsilon < 1$
(if necessary)
- New payload
 - ▷ `_iov_5700`
- Missing?
 - ▷ efficiency errors
- Access

```
#include "mu3e/tools/cdb.h"
#include "mu3e/cdb/calPixelEfficiency.hh"

calPixelEfficiency *cpe = mu3e::cdbCal<calPixelEfficiency>("pixelefficiency_");
int chipID, sector;
// snip
double eff = cpe->efficiency(chipID, sector); // NOTE: YOU must know what sector is
```

calEventStuff

- Not all pixel data in a run should be analyzed
 - ▷ pixel not ready
 - ▷ de-synchronization
 - calEventStuff to contain such information
 - ▷ Marius added two fields to MIDAS meta data
 - end_frame_good_pixel_data
 - start_frame_good_pixel_data
 - ▷ ≈ time span with 10 FEDs delivering data(?)
- ⇒ maybe other aspects will be added (Correlations?)
- Access to information

```
#include "mu3e/tools/cdb.h"
#include "mu3e/cdb/calEventStuffV1.hh"

calEventStuffV1* ces = mu3e::cdbCal<calEventStuffV1>("eventstuffv1_");
uint64_t goodStartTime(0), goodEndTime(0xFFFFFFFF);
if (ces != 0) {
    goodStartTime = ces->startFrameGoodPixelData();
    goodEndTime = ces->endFrameGoodPixelData();
}
```

- Note: Reproduce all meta data before real payloads available!

CDB access without (mu3e) C++ code

- The CDB (in essence) is very simple (GT, tags, payloads)
 - ▷ JSON, either from mongoDB/REST (http) or directly from files
 - interface to CDB can be literally from anything/anywhere
 - ▷ GT and tags are simple JSON documents with (basically) one array
 - ▷ payloads: metadata and (base64-encoded) BLOBs (binary large objects)
- De-coding the BLOB is the only non-trivial aspect
 - ▷ "Schema" information in payload, e.g. "ui_id,i_n[,efficiency]"
 - ▷ CDB browser does it in JS
 - ▷ [Python API example](#)
 - "cursor" can do that
- Access to CDB contents
 - ▷ raw information
 - e.g. get the numbers
 - ▷ interpretation of information
 - e.g. combine column information to check pixel status
 - ▷ synchronization between the two aspects
 - this is the "tricky" part

Python API to CDB

- Setup

```
git clone git@github.com:ursl/mu3eanca
cd mu3eanca/mu3e-cdb-python/
pip install -e .
python examples/basic_usage.py
```

- Example code (examples/basic_usage.py)

```
db = JsonDatabase("/data/project/mu3e/cdb") # This is for merlin7. Replace with your actual path
conditions = Mu3eConditions.instance("datav6.3=2025V1", db)

# Enable verbose output to see what's happening
conditions.set_verbosity(1)

# Debug: Print available tags
print(f"Global tag: {conditions.get_global_tag()}")
tags = conditions.get_tags()
print(f"Available tags ({len(tags)}): {tags[:10]}...") # Print first 10 tags

# Set run number
conditions.set_run_number(3823)
print(f"Set run number: {conditions.get_run_number()}")

# Get pixel quality calibration
print("\nTrying to get pixelqualitylm_ calibration...")
try:
    pixel_quality = conditions.get_calibration("pixelqualitylm_")
    if pixel_quality:
        print(f"Successfully got pixel_quality calibration")
        print(f"  Hash: {pixel_quality.hash}")
        print(f"  Schema: {pixel_quality.get_schema()}")
    CHIP = 1313
    # Check pixel status
    status = pixel_quality.get_status(chip_id=CHIP, col=10, row=20)
```

- ▷ Very preliminary: example, not the "proper" place, not properly validated