

Here's a simple technical-terms table:

Technical Term	Simple Meaning
xG / Expected Goals	A stat that shows the quality of chances a team creates. Higher xG means better scoring chances.
xGA / Expected Goals Against	The quality of chances a team allows opponents to create. Lower xGA means stronger defending.
xG Differential	xG created minus xG allowed. A positive number shows a team is creating better chances than it gives up.
Elo Rating	A team-strength rating based on results, opponent quality, and performance over time.
FIFA Ranking	FIFA's official ranking system for national teams, based on match results and points.
Squad Market Valuation	The estimated total transfer value of a team's players. It helps show squad depth and talent level.
Injury-Absorption Rate	How well a team can replace injured or tired starters without a major drop in performance.
K-Means Clustering	A data method that groups teams with similar traits, such as strong attacks or compact defenses.
Goal Distribution Fragility	A measure of whether a team depends too much on one player for goals.
Gini Impurity of Goal Distribution	A way to check how evenly goals are shared across a squad. High dependence on one scorer increases risk.
Transition xG	Expected goals created from fast attacks after winning the ball back.
Rest Defense	A team's defensive shape while it is attacking, used to stop counterattacks.
Low Block	A defensive setup where a team sits deep near its own goal to limit space.
Counter-Pressing	Pressing immediately after losing the ball to win it back quickly.
Set-Piece xG	Expected goals created from corners, free kicks, and other dead-ball situations.

Path Difficulty	How hard a team's route to the final is based on possible opponents, travel, and rest days.
Knockout Volatility	The risk of one match changing everything, especially through penalties, red cards, or one mistake.
Difference-in-Differences / DiD	A method used to compare team performance before and after a major change, such as a new manager.
Pre-Shock Baseline	A team's expected level before a major change happens.
Exogenous Shock	A major outside change that can affect performance, such as a new coach, injury, or tactical shift.
Implementation Lag	The time it takes for a new coach, system, or tactical idea to fully work.
Tactical Engine	The main system, player, or pattern that drives a team's performance.
Vulnerability Metric	A key weakness measured through data, such as poor depth, weak defending, or overreliance on one player.
High-Variance Dark Horse	A team with enough upside to upset stronger sides but not enough stability to be fully trusted.
Title Probability	The estimated chance that a team will win the tournament.
Climate Adaptability	How well a team can perform in heat, humidity, altitude, travel, and changing weather.