

## UB CCO WG - October 16

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### [VIEW RECORDING - 78 mins \(No highlights\)](#)

#### [Expected goals modeling @ 3:39](#)

Carter presented his initial plans to model expected goals in soccer using CCO and moved on to other concepts and relationships needed to fully capture XG.

#### [Conceptual analysis of expected goals metrics @ 10:07](#)

Carter analyzed how expected goals is discussed and used, identifying it refers to the algorithm, value, quantitative analysis tool, and predictive metric. Differences in company algorithms were noted.

#### [Modeling expected goals concepts in CCO @ 15:16](#)

Carter mapped expected goals concepts to CCO classes and relationships, including the XG algorithm, value, team/player values, and contextual parameters. Discussion focused on database modeling versus real-world capture.

#### [Modeling individuals and aggregates in CCO @ 19:21](#)

Carter demonstrated modeling an individual, Lionel Messi, capturing names, roles, qualities, relationships and statistical data in CCO. The complexity of modeling aggregates like team values was noted.

#### [Design patterns in CCO modeling @ 27:13](#)

Carter showcased design patterns for modeling names, roles, temporal events, statistical profiles and more using Messi's career as a example. This revealed both effective modeling strategies and open questions around CCO usage.

#### [Process profiles and temporal modeling in CCO @ 1:00:08](#)

Carter delved into temporal modeling of shots and matches using process profiles, instants and participation, though object properties for certain relationships require clarification.

#### [Discussion of next steps @ 1:13:42](#)

The group discussed next steps, with Carter advising focus on core CCO usage and common ground between ontologies. Matt confirmed readiness to present the poker ontology in 3 weeks.