W=0.1

P =0,01

DI = Lion Grazelle

D2: Elephants giratles

D3: Soccer, stadium

Topic L: Assimals and wildlis

Topic 2: Sports

Frequency table:

wonds	bock	' Doc 2	03
lion	OP LAND	0	0
Correle	L	0	0
Elephant	0	1	0 ,
3 inaffes	0	L	ပ
soccer	0	U	1
Sterdion	0	0	1

total vocarb v = 6

step L:

DT:

\$ lion = fl

Gaszele= +1

D2:

elephont = +4

graffer = ++

D3: soceer = +3

station = +3

step-2: doers topie

400	topic	Epich
L	2	G
	2	0
3	0	2

word us topic

topic)	HOP'EZ
<u> </u>	0
· L	0
. 00 1	0
garage Delay	0
0	2
0	1
	topic) L O O

tion in topicali

$$= \frac{1 + 0.1}{1 + 2.000} \times \frac{0 + 0.01}{0 + 6.0.01} = 0.000015$$

lim topic2;

$$= \frac{0+0.1}{1+2.(0.1)} * \frac{0+0.01}{0+6(0.01)} = 0.0000014$$

Normalize = 0.000015 + 0.00000 14

Guzzele in topic li

= 0.0000014

Elephant in topic !:

$$=\frac{1+0.1}{1+2.0.1}*\frac{0+0.01}{0+6(0.01)}$$

= 0.000015

Elephant in topic 2;

- 0.0000014

normalize = 0.000015 to10000014

giraltes: Same to the elephony

soccer in topic 1:

$$= \frac{1 + 0.1}{1 + 2(0.1)} = \frac{0.01}{0 + 6(0.01)} = 0.0000.15$$

normalize = 0,0000014 +0,000015 =0,0000161

$$p(soeeer | topice) = \frac{0.000014}{0.0000164} = 0.09$$

stadium in topic Li

$$= \frac{0+0.1}{1+2(0.1)} * \frac{0+0.1}{0+6(0.01)} = 0.0000014$$

stadium in topic 2:

$$= \frac{1 + 0.11}{1 + 2.(0.1)} + \frac{0 + 0.01}{0 + 6(0.01)} = 0.000015$$

normalize = 0.0000014 + 0.000015 = 0.0000164