$\vec{w} \cdot \vec{\phi}(\text{the,dog,barks,loudly, 4, VB, ADV}) > \vec{w} \cdot \vec{\phi}(\text{the,dog,barks,loudly, 4, VB, VB})$ 

This is the same as checking if:

 $\vec{\phi}$ (the,dog,barks,loudly, 4, VB, ADV)

$$\begin{array}{c} 1 & \longleftarrow s_i = \text{ADV and } x_i \text{ ends in "-ly"} \longrightarrow \boxed{0} \\ 1 & \longleftarrow s_i = \text{ADV and } s_{i-1} = \text{VB} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{VB and } s_{i-1} = \text{VB} \longrightarrow \boxed{1} \\ 0 & \longleftarrow s_i = \text{NN and } s_{i-1} = \text{VB} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{NN and } s_{i-1} = \text{VB} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{VB and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{NN and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{DET and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{ADV and } x_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 & \longleftarrow s_i = \text{loudly} \longrightarrow \boxed{0} \\ 0 &$$

 $\vec{\phi}$ (the,dog,barks,loudly, 4, VB, VB)

 $\vec{n}$