

InputLayer	input:	[(None, 142, 1)]	[(None, 142, 1)]
	output:		



Conv1D	input:	(None, 142, 1)	(None, 142, 256)
	output:		



MaxPooling1D	input:	(None, 142, 256)	(None, 71, 256)
	output:		



Conv1D	input:	(None, 71, 256)	(None, 71, 128)
	output:		



MaxPooling1D	input:	(None, 71, 128)	(None, 36, 128)
	output:		



Conv1D	input:	(None, 36, 128)	(None, 36, 64)
	output:		



MaxPooling1D	input:	(None, 36, 64)	(None, 18, 64)
	output:		



Dropout	input:	(None, 18, 64)	(None, 18, 64)
	output:		



Conv1D	input:	(None, 18, 64)	(None, 18, 32)
	output:		



MaxPooling1D	input:	(None, 18, 32)	(None, 9, 32)
	output:		



Dropout	input:	(None, 9, 32)	(None, 9, 32)
	output:		



Flatten	input:	(None, 9, 32)	(None, 288)
	output:		



Dense	input:	(None, 288)	(None, 32)
	output:		



Dense	input:	(None, 32)	(None, 6)
	output:		