

input_1: InputLayer	input:	[(None, 1000, 1)]
	output:	[(None, 1000, 1)]



conv1d: Conv1D	input:	(None, 1000, 1)
	output:	(None, 1000, 16)



max_pooling1d: MaxPooling1D	input:	(None, 1000, 16)
	output:	(None, 500, 16)



conv1d_1: Conv1D	input:	(None, 500, 16)
	output:	(None, 500, 8)



max_pooling1d_1: MaxPooling1D	input:	(None, 500, 8)
	output:	(None, 250, 8)



conv1d_2: Conv1D	input:	(None, 250, 8)
	output:	(None, 250, 5)



max_pooling1d_2: MaxPooling1D	input:	(None, 250, 5)
	output:	(None, 125, 5)



flatten: Flatten	input:	(None, 125, 5)
	output:	(None, 625)



dense: Dense	input:	(None, 625)
	output:	(None, 90)



dropout: Dropout	input:	(None, 90)
	output:	(None, 90)



dense_1: Dense	input:	(None, 90)
	output:	(None, 15)