| **Layer** | **Layer Name** | **Kernel x Unit** | **Other Layer Parameters** |
| --- | --- | --- | --- |

| 1 | Conv1D | 6 x 50 | Activation=ReLU, Strides = 1 |
| --- | --- | --- | --- |
| 2 | MaxPooling1D | - | Pooling Size=2, Strides=2 |
| 3 | Conv1D | 5 x 50 | ReLU, Strides = 1 |
| 4 | MaxPooling1D | - | Pooling Size=2, Strides=2 |
| 5 | Conv1D | 4 x 50 | ReLU, Strides = 1 |
| 6 | MaxPooling1D | - | Pooling Size=2, Strides=2 |
| 7 | Conv1D | 4 x 50 | ReLU, Strides = 1 |
| 8 | MaxPooling1D | - | Pooling Size=2, Strides=2 |
| 9 | Conv1D | 4 x 50 | ReLU, Strides = 1 |
| 10 | MaxPooling1D | - | Pooling Size=2, Strides=2 |
| 11 | LSTM | 200 | Recurrent Dropout=0.2, Dropout=0.2 |
| 12 | Dense | 1 x 100 | ReLU, Dropout=0.4 |
| 13 | Batch Norm. | - | - |
| 14 | Dense | 1 x 100 | ReLU, Dropout=0.4 |
| 15 | Batch Norm. | - | - |
| 16 | Dense | 1 x 100 | ReLU, Dropout=0.4 |
| 17 | Batch Norm. | - | - |
| 18 | Dense | 1 x 100 | ReLU, Dropout=0.4 |
| 19 | Batch Norm. | - | - |
| 20 | Dense | 1 x 2 | Softmax |







