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|-------------|---------|-------------|
| Input Layer | input: | (None, 300) |
| | output: | (None, 300) |



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|-----------|---------|------------------|
| Embedding | input: | (None, 300) |
| | output: | (None, 300, 300) |



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|------|---------|------------------|
| LSTM | input: | (None, 300, 300) |
| | output: | (None, 300, 256) |



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|------|---------|------------------|
| LSTM | input: | (None, 300, 256) |
| | output: | (None, 300, 256) |



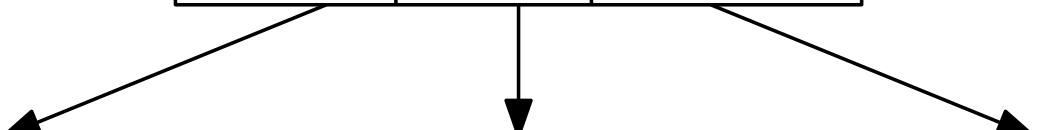
| | | |
|------|---------|------------------|
| LSTM | input: | (None, 300, 256) |
| | output: | (None, 256) |



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|-------|---------|-------------|
| Dense | input: | (None, 128) |
| | output: | (None, 128) |



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|---------|---------|-------------|
| Dropout | input: | (None, 128) |
| | output: | (None, 128) |



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|-------|---------|-------------|
| Dense | input: | (None, 128) |
| | output: | (None, 1) |

| | | |
|-------|---------|-------------|
| Dense | input: | (None, 128) |
| | output: | (None, 1) |

| | | |
|-------|---------|-------------|
| Dense | input: | (None, 128) |
| | output: | (None, 1) |