

embedding_1_input: InputLayer	input:	(None, 400)
	output:	(None, 400)



embedding_1: Embedding	input:	(None, 400)
	output:	(None, 400, 50)



global_average_pooling1d_1: GlobalAveragePooling1D	input:	(None, 400, 50)
	output:	(None, 50)



dense_1: Dense	input:	(None, 50)
	output:	(None, 1)