

embedding_2_input: InputLayer	input:	(None, 1000)
	output:	(None, 1000)



embedding_2: Embedding	input:	(None, 1000)
	output:	(None, 1000, 100)



conv1d_2: Conv1D	input:	(None, 1000, 100)
	output:	(None, 998, 100)



global_max_pooling1d_2: GlobalMaxPooling1D	input:	(None, 998, 100)
	output:	(None, 100)



dense_3: Dense	input:	(None, 100)
	output:	(None, 250)



dropout_2: Dropout	input:	(None, 250)
	output:	(None, 250)



dense_4: Dense	input:	(None, 250)
	output:	(None, 1)