

reshape_1_input: InputLayer	input:	(None, 10000)
	output:	(None, 10000)



reshape_1: Reshape	input:	(None, 10000)
	output:	(None, 10000, 1)



conv1d_1: Conv1D	input:	(None, 10000, 1)
	output:	(None, 9997, 100)



global_max_pooling1d_1: GlobalMaxPooling1D	input:	(None, 9997, 100)
	output:	(None, 100)



dense_1: Dense	input:	(None, 100)
	output:	(None, 150)



dropout_1: Dropout	input:	(None, 150)
	output:	(None, 150)



activation_1: Activation	input:	(None, 150)
	output:	(None, 150)



dense_2: Dense	input:	(None, 150)
	output:	(None, 1)