

embedding_1_input: InputLayer	input:	(None, 1000)
	output:	(None, 1000)



embedding_1: Embedding	input:	(None, 1000)
	output:	(None, 1000, 100)



conv1d_1: Conv1D	input:	(None, 1000, 100)
	output:	(None, 997, 100)



max_pooling1d_1: MaxPooling1D	input:	(None, 997, 100)
	output:	(None, 249, 100)



lstm_1: LSTM	input:	(None, 249, 100)
	output:	(None, 90)



dense_1: Dense	input:	(None, 90)
	output:	(None, 1)