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



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



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| conv1d_1: Conv1D | input: | (None, 1000, 100) |
| | output: | (None, 996, 100) |



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| global_max_pooling1d_1: GlobalMaxPooling1D | input: | (None, 996, 100) |
| | output: | (None, 100) |



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



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| dropout_1: Dropout | input: | (None, 100) |
| | output: | (None, 100) |



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| dense_2: Dense | input: | (None, 100) |
| | output: | (None, 1) |