

embedding_1_input: InputLayer	input:	(None, 100)
	output:	(None, 100)



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



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



dense_1: Dense	input:	(None, 100)
	output:	(None, 1)