

conv1d_1_input: InputLayer	input:	(None, 1014, 69)
	output:	(None, 1014, 69)



conv1d_1: Conv1D	input:	(None, 1014, 69)
	output:	(None, 1008, 256)



max_pooling1d_1: MaxPooling1D	input:	(None, 1008, 256)
	output:	(None, 336, 256)



conv1d_2: Conv1D	input:	(None, 336, 256)
	output:	(None, 330, 256)



max_pooling1d_2: MaxPooling1D	input:	(None, 330, 256)
	output:	(None, 110, 256)



conv1d_3: Conv1D	input:	(None, 110, 256)
	output:	(None, 108, 256)



conv1d_4: Conv1D	input:	(None, 108, 256)
	output:	(None, 106, 256)



max_pooling1d_3: MaxPooling1D	input:	(None, 106, 256)
	output:	(None, 35, 256)



flatten_1: Flatten	input:	(None, 35, 256)
	output:	(None, 8960)



dense_1: Dense	input:	(None, 8960)
	output:	(None, 1024)



dropout_1: Dropout	input:	(None, 1024)
	output:	(None, 1024)



dense_2: Dense	input:	(None, 1024)
	output:	(None, 1024)



dropout_2: Dropout	input:	(None, 1024)
	output:	(None, 1024)



dense_3: Dense	input:	(None, 1024)
	output:	(None, 1)