

embedding_3_input: InputLayer	input:	(None, 1000)
	output:	(None, 1000)



embedding_3: Embedding	input:	(None, 1000)
	output:	(None, 1000, 100)



conv1d_4: Conv1D	input:	(None, 1000, 100)
	output:	(None, 998, 100)



global_max_pooling1d_3: GlobalMaxPooling1D	input:	(None, 998, 100)
	output:	(None, 100)



dense_7: Dense	input:	(None, 100)
	output:	(None, 250)



dropout_4: Dropout	input:	(None, 250)
	output:	(None, 250)



dense_8: Dense	input:	(None, 250)
	output:	(None, 1)