

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)



conv1d_2: Conv1D	input:	(None, 997, 100)
	output:	(None, 994, 100)



global_max_pooling1d_1: GlobalMaxPooling1D	input:	(None, 994, 100)
	output:	(None, 100)



dense_1: Dense	input:	(None, 100)
	output:	(None, 150)



dropout_1: Dropout	input:	(None, 150)
	output:	(None, 150)



activation_1: Activation	input:	(None, 150)
	output:	(None, 150)



dense_2: Dense	input:	(None, 150)
	output:	(None, 1)