

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, 996, 64)



global_max_pooling1d_1: GlobalMaxPooling1D	input:	(None, 996, 64)
	output:	(None, 64)



dense_1: Dense	input:	(None, 64)
	output:	(None, 250)



dropout_1: Dropout	input:	(None, 250)
	output:	(None, 250)



activation_1: Activation	input:	(None, 250)
	output:	(None, 250)



dense_2: Dense	input:	(None, 250)
	output:	(None, 1)