

input_23: InputLayer	input:	(None, 200)
	output:	(None, 200)



embedding_1: Embedding	input:	(None, 200)
	output:	(None, 200, 100)



conv1d_55: Conv1D	input:	(None, 200, 100)
	output:	(None, 196, 128)



max_pooling1d_33: MaxPooling1D	input:	(None, 196, 128)
	output:	(None, 98, 128)



conv1d_56: Conv1D	input:	(None, 98, 128)
	output:	(None, 94, 128)



max_pooling1d_34: MaxPooling1D	input:	(None, 94, 128)
	output:	(None, 47, 128)



conv1d_57: Conv1D	input:	(None, 47, 128)
	output:	(None, 43, 128)



global_max_pooling1d_23: GlobalMaxPooling1D	input:	(None, 43, 128)
	output:	(None, 128)



dense_45: Dense	input:	(None, 128)
	output:	(None, 128)



dense_46: Dense	input:	(None, 128)
	output:	(None, 5)