

input_12: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_28: Conv1D	input:	(None, 200, 100)
	output:	(None, 196, 64)



max_pooling1d_17: MaxPooling1D	input:	(None, 196, 64)
	output:	(None, 65, 64)



conv1d_29: Conv1D	input:	(None, 65, 64)
	output:	(None, 61, 64)



max_pooling1d_18: MaxPooling1D	input:	(None, 61, 64)
	output:	(None, 20, 64)



conv1d_30: Conv1D	input:	(None, 20, 64)
	output:	(None, 16, 64)



global_max_pooling1d_12: GlobalMaxPooling1D	input:	(None, 16, 64)
	output:	(None, 64)



dense_23: Dense	input:	(None, 64)
	output:	(None, 64)



dense_24: Dense	input:	(None, 64)
	output:	(None, 5)