

input_3: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_5: Conv1D	input:	(None, 200, 100)
	output:	(None, 198, 64)



max_pooling1d_3: MaxPooling1D	input:	(None, 198, 64)
	output:	(None, 99, 64)



conv1d_6: Conv1D	input:	(None, 99, 64)
	output:	(None, 97, 64)



max_pooling1d_4: MaxPooling1D	input:	(None, 97, 64)
	output:	(None, 48, 64)



conv1d_7: Conv1D	input:	(None, 48, 64)
	output:	(None, 46, 64)



global_max_pooling1d_3: GlobalMaxPooling1D	input:	(None, 46, 64)
	output:	(None, 64)



dense_5: Dense	input:	(None, 64)
	output:	(None, 64)



dense_6: Dense	input:	(None, 64)
	output:	(None, 5)