

input_15: InputLayer	input:	(None, 200)
	output:	(None, 200)



embedding_1: Embedding	input:	(None, 200)
	output:	(None, 200, 50)



conv1d_35: Conv1D	input:	(None, 200, 50)
	output:	(None, 198, 128)



max_pooling1d_21: MaxPooling1D	input:	(None, 198, 128)
	output:	(None, 99, 128)



conv1d_36: Conv1D	input:	(None, 99, 128)
	output:	(None, 97, 128)



max_pooling1d_22: MaxPooling1D	input:	(None, 97, 128)
	output:	(None, 48, 128)



conv1d_37: Conv1D	input:	(None, 48, 128)
	output:	(None, 46, 128)



global_max_pooling1d_15: GlobalMaxPooling1D	input:	(None, 46, 128)
	output:	(None, 128)



dense_29: Dense	input:	(None, 128)
	output:	(None, 128)



dense_30: Dense	input:	(None, 128)
	output:	(None, 5)