

input_11: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_25: Conv1D	input:	(None, 200, 100)
	output:	(None, 196, 64)



max_pooling1d_15: MaxPooling1D	input:	(None, 196, 64)
	output:	(None, 98, 64)



conv1d_26: Conv1D	input:	(None, 98, 64)
	output:	(None, 94, 64)



max_pooling1d_16: MaxPooling1D	input:	(None, 94, 64)
	output:	(None, 47, 64)



conv1d_27: Conv1D	input:	(None, 47, 64)
	output:	(None, 43, 64)



global_max_pooling1d_11: GlobalMaxPooling1D	input:	(None, 43, 64)
	output:	(None, 64)



dense_21: Dense	input:	(None, 64)
	output:	(None, 64)



dense_22: Dense	input:	(None, 64)
	output:	(None, 5)