

input_16: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_38: Conv1D	input:	(None, 200, 50)
	output:	(None, 198, 128)



max_pooling1d_23: MaxPooling1D	input:	(None, 198, 128)
	output:	(None, 66, 128)



conv1d_39: Conv1D	input:	(None, 66, 128)
	output:	(None, 64, 128)



max_pooling1d_24: MaxPooling1D	input:	(None, 64, 128)
	output:	(None, 21, 128)



conv1d_40: Conv1D	input:	(None, 21, 128)
	output:	(None, 19, 128)



global_max_pooling1d_16: GlobalMaxPooling1D	input:	(None, 19, 128)
	output:	(None, 128)



dense_31: Dense	input:	(None, 128)
	output:	(None, 128)



dense_32: Dense	input:	(None, 128)
	output:	(None, 5)