

input_24: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_58: Conv1D	input:	(None, 200, 100)
	output:	(None, 196, 128)



max_pooling1d_35: MaxPooling1D	input:	(None, 196, 128)
	output:	(None, 65, 128)



conv1d_59: Conv1D	input:	(None, 65, 128)
	output:	(None, 61, 128)



max_pooling1d_36: MaxPooling1D	input:	(None, 61, 128)
	output:	(None, 20, 128)



conv1d_60: Conv1D	input:	(None, 20, 128)
	output:	(None, 16, 128)



global_max_pooling1d_24: GlobalMaxPooling1D	input:	(None, 16, 128)
	output:	(None, 128)



dense_47: Dense	input:	(None, 128)
	output:	(None, 128)



dense_48: Dense	input:	(None, 128)
	output:	(None, 5)