

input_20: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_48: Conv1D	input:	(None, 200, 100)
	output:	(None, 197, 128)



max_pooling1d_29: MaxPooling1D	input:	(None, 197, 128)
	output:	(None, 65, 128)



conv1d_49: Conv1D	input:	(None, 65, 128)
	output:	(None, 62, 128)



max_pooling1d_30: MaxPooling1D	input:	(None, 62, 128)
	output:	(None, 20, 128)



conv1d_50: Conv1D	input:	(None, 20, 128)
	output:	(None, 17, 128)



global_max_pooling1d_20: GlobalMaxPooling1D	input:	(None, 17, 128)
	output:	(None, 128)



dense_39: Dense	input:	(None, 128)
	output:	(None, 128)



dense_40: Dense	input:	(None, 128)
	output:	(None, 5)