

input_8: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_18: Conv1D	input:	(None, 200, 100)
	output:	(None, 197, 64)



max_pooling1d_11: MaxPooling1D	input:	(None, 197, 64)
	output:	(None, 65, 64)



conv1d_19: Conv1D	input:	(None, 65, 64)
	output:	(None, 62, 64)



max_pooling1d_12: MaxPooling1D	input:	(None, 62, 64)
	output:	(None, 20, 64)



conv1d_20: Conv1D	input:	(None, 20, 64)
	output:	(None, 17, 64)



global_max_pooling1d_8: GlobalMaxPooling1D	input:	(None, 17, 64)
	output:	(None, 64)



dense_15: Dense	input:	(None, 64)
	output:	(None, 64)



dense_16: Dense	input:	(None, 64)
	output:	(None, 5)