

input_4: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_8: Conv1D	input:	(None, 200, 100)
	output:	(None, 198, 64)



max_pooling1d_5: MaxPooling1D	input:	(None, 198, 64)
	output:	(None, 66, 64)



conv1d_9: Conv1D	input:	(None, 66, 64)
	output:	(None, 64, 64)



max_pooling1d_6: MaxPooling1D	input:	(None, 64, 64)
	output:	(None, 21, 64)



conv1d_10: Conv1D	input:	(None, 21, 64)
	output:	(None, 19, 64)



global_max_pooling1d_4: GlobalMaxPooling1D	input:	(None, 19, 64)
	output:	(None, 64)



dense_7: Dense	input:	(None, 64)
	output:	(None, 64)



dense_8: Dense	input:	(None, 64)
	output:	(None, 5)