

input_3: InputLayer	input:	(None, 200)
	output:	(None, 200)



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



conv1d_5: Conv1D	input:	(None, 200, 50)
	output:	(None, 198, 32)



max_pooling1d_3: MaxPooling1D	input:	(None, 198, 32)
	output:	(None, 99, 32)



conv1d_6: Conv1D	input:	(None, 99, 32)
	output:	(None, 97, 32)



max_pooling1d_4: MaxPooling1D	input:	(None, 97, 32)
	output:	(None, 48, 32)



conv1d_7: Conv1D	input:	(None, 48, 32)
	output:	(None, 46, 32)



global_max_pooling1d_3: GlobalMaxPooling1D	input:	(None, 46, 32)
	output:	(None, 32)



dense_5: Dense	input:	(None, 32)
	output:	(None, 32)



dense_6: Dense	input:	(None, 32)
	output:	(None, 5)