

decoder_input_layer	InputLayer	float32	input:	[(None, 4)]
			output:	[(None, 4)]



hidden_16	Dense	float32	input:	(None, 4)
			output:	(None, 16)



hidden_32	Dense	float32	input:	(None, 16)
			output:	(None, 32)



hidden_40	Dense	float32	input:	(None, 32)
			output:	(None, 40)



activity_regularization_1	ActivityRegularization	float32	input:	(None, 40)
			output:	(None, 40)



decoder_output_layer	Dense	float32	input:	(None, 40)
			output:	(None, 42)