## Implementation Details

## class EncoderLSTM

\_\_init\_\_(self, batch\_size, units)

- batch\_size: Input batch size
- units: The number of units to use for the encoder state and hidden layers.

**Description**: Initializes the EncoderLSTM layer with the appropriate batch size and the number of units to use.

## build(self, input\_shape)

- input\_shape: The input shape of the inputs. In this instance, it is  $[batch\_size, sequence\_length, embedding\_dim]$  where:
  - batch\_size: is the input batch size
  - sequence\_length: is the number of words/time steps
  - embedding\_dim: is the dimensionality of the input word embeddings

**Description**: Facilitates lazy execution by deferring weights' shape specification to be done at runtime(on the first call of the call() method)