# Identifying Wild Mushrooms: What to forage, what to avoid?



#### **Process**

Step 1 Step 2 Step 3 Gather a dataset of Use EDA to gain insight into the Modeling:

- 8,124 mushroom samples from UCI
- Clean data for modeling

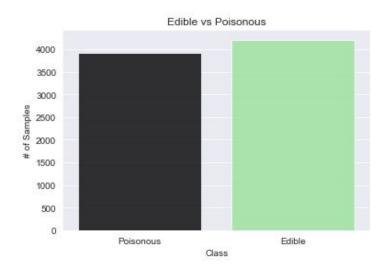
categorical dataset:

- Visualize categorical features
- Explore the relationships between the feature's different values and class separation

- Compare/contrast model iterations
- Tune parameters
- Gather insight from model performance

## **Target Variable**

Edible or Poisonous?



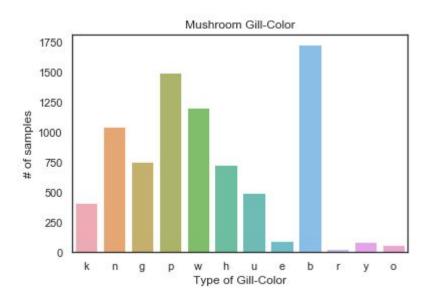
#### **Independent Variables**

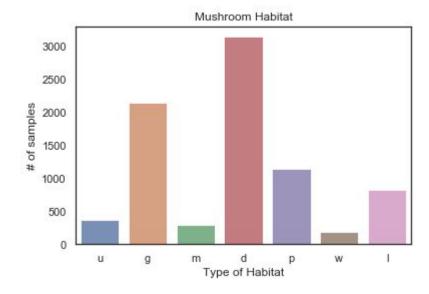
- Cap Shape
- Cap Surface
- Cap Color
- Bruises
- Odor
- Gill Attachment
- Gill Spacing
- Gill Size
- Gill Color
- Stalk Shape
- Stalk Root
- Stalk Surface above ring
- Stalk surface below ring
- Veil Color

- Ring Number
- Ring Type
- Spore Print Color
- Population
- Habitat

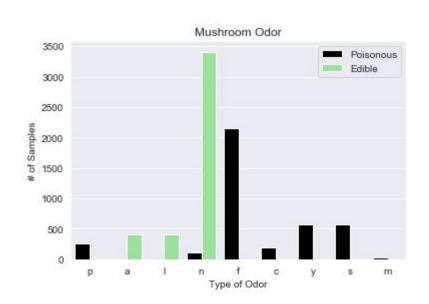


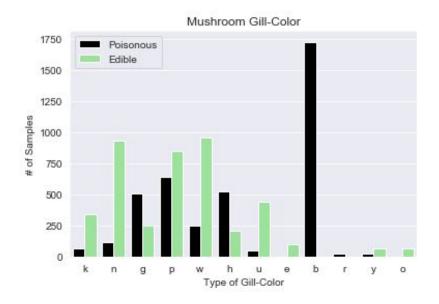
#### **EDA: Features**





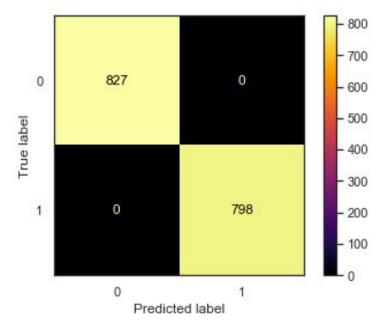
#### **EDA: Features and Class separation**



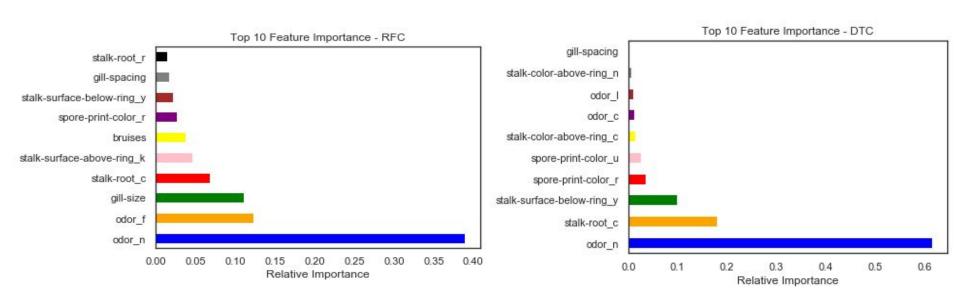


# Modeling

	Accuracy	F1
Baseline - Dummy Classifier	.51	0.0
Logistic Regression	.99	.99
KNN	1.0	1.0
Decision Tree Classifier	1.0	1.0
Random Forest Classifier	1.0	1.0



### **Feature Importance**



# And finally, a few simple rules to identify a poisonous mushroom....

- 1. \*Odor: If the Mushroom has an odor, especially if the odor is not pleasant, it is likely to be poisonous.
- 2. **Gill Size:** If the gills are narrow, it is likely to be poisonous.
- 3. **Spore Print Color:** White, red, 'chocolate' are likely to be poisonous.
- 4. **Bruises:** If the mushroom does not have bruises, it is likely to be poisonous.
- 5. **Stalk Surface Above Ring**: If it appears silky, it is likely to be poisonous.

