



# ShroomSafe: Cracking the Code of Mushroom Toxicity

An investigative analysis using machine learning to distinguish  
edible from poisonous mushrooms.



ShroomSafe

# The Forager's Dilemma: A High-Stakes Identification Problem



Wild mushrooms present a critical challenge: many edible and poisonous species look nearly identical to the untrained eye. Misidentification can lead to severe illness or even death. Visual inspection alone is a significant risk.

## The Mission

**Objective:** Given a mushroom's physical features, can we build a model to reliably predict if it is **edible** or **poisonous**?



**Method:** We will treat this as a binary classification problem, investigated using Decision Tree and Random Forest models.



# Inside the Evidence Locker: The Mushroom Dataset



**Source:** UCI Machine Learning Repository (Mushroom Classification Dataset)



**Total Samples:** 8,124 mushroom observations.



**Classes:** Perfectly balanced between two categories: Edible (0) and Poisonous (1).



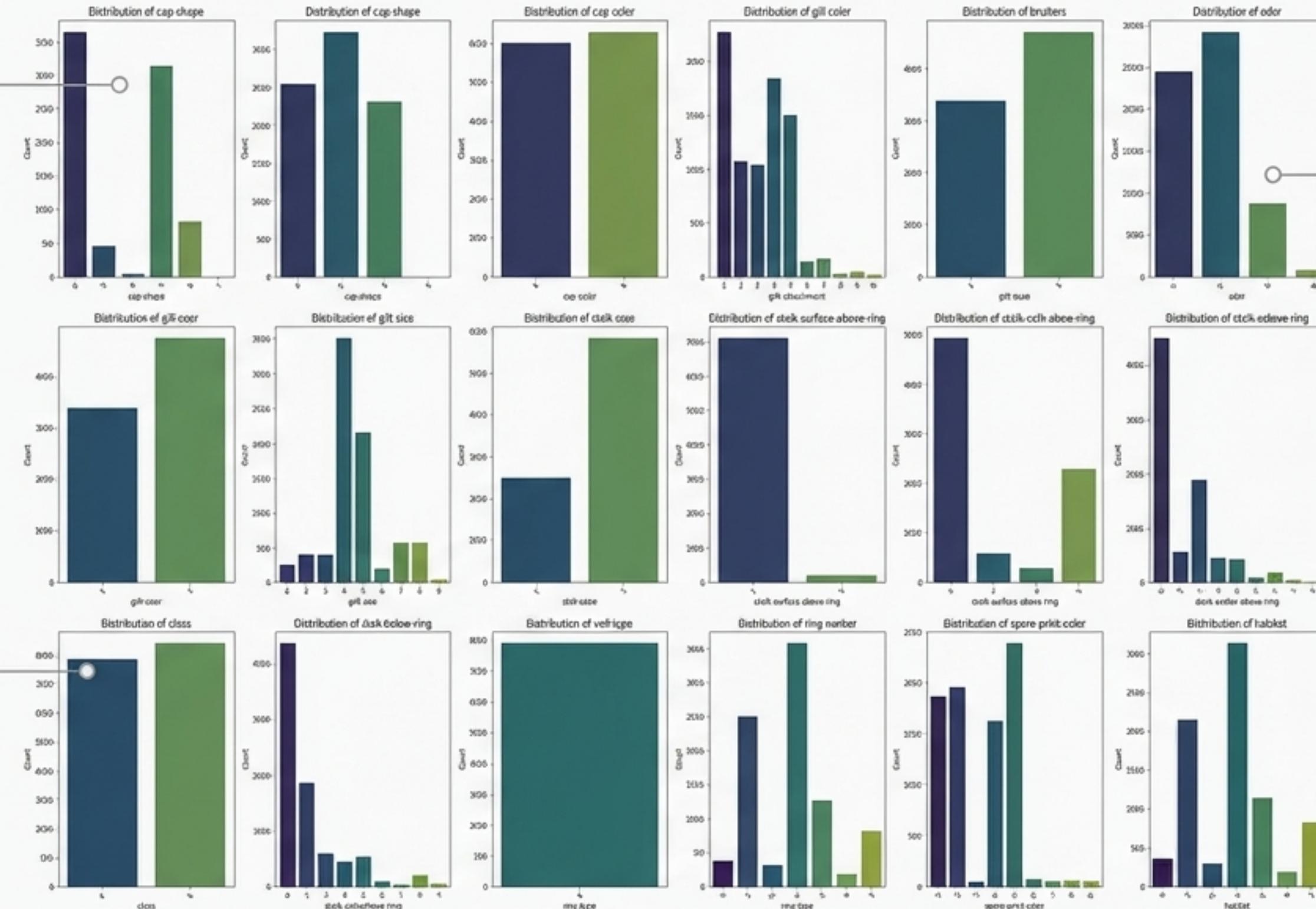
**Features:** 22 categorical features describing physical attributes. No missing values are present.

## Evidence Snippet

cap-shape	odor	spore-print-color	habitat	class
convex	pungent	black	urban	poisonous
convex	almond	brown	meadows	edible
bell	anise	black	grasses	edible
convex	foul	chocolate	urban	poisonous

# Searching for Clues: An Initial Analysis of the Evidence

Most mushrooms have a convex or flat cap shape.

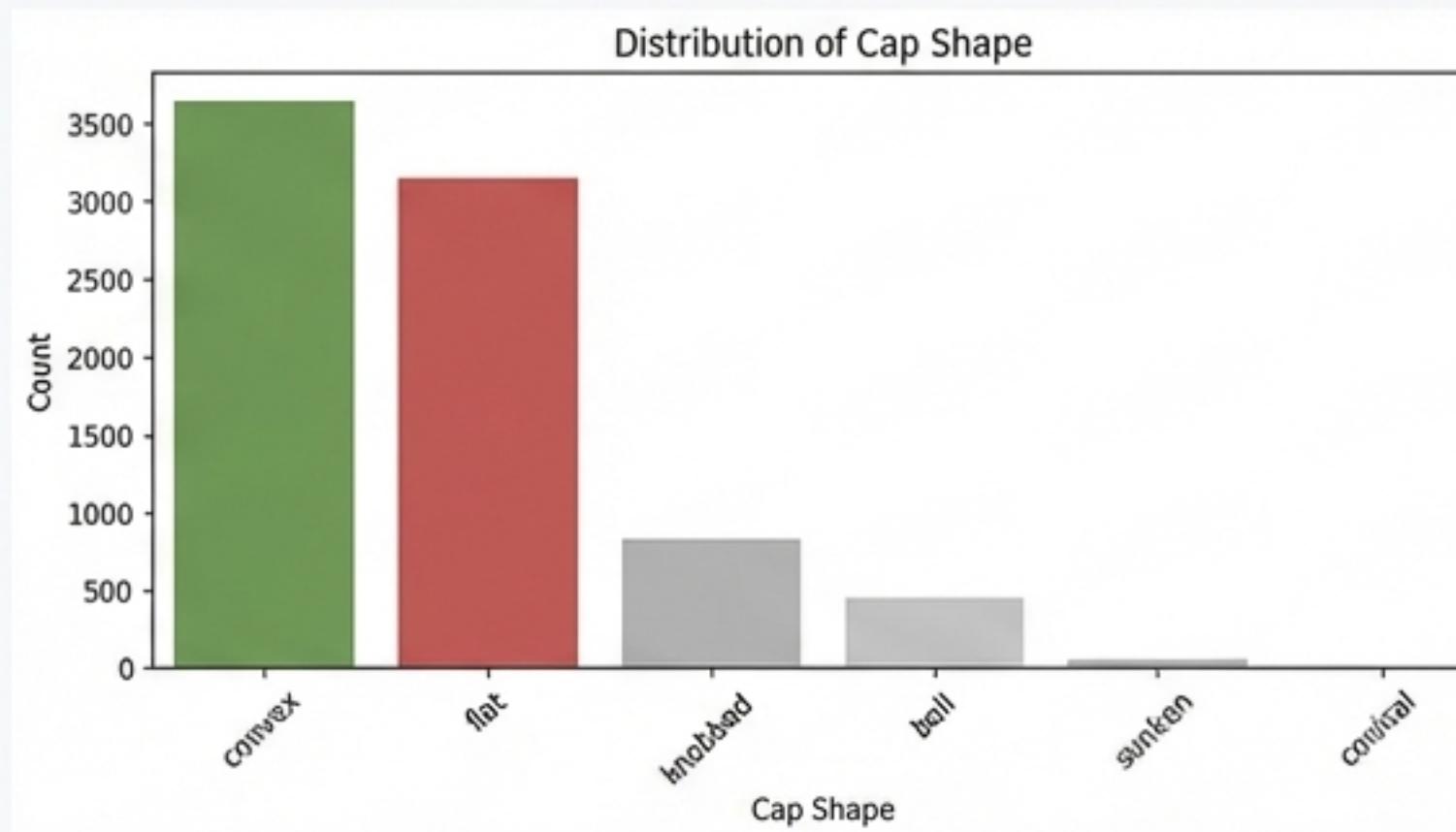


Class distribution is almost perfectly balanced, eliminating bias from our investigation.

The absence of odor is the most common trait, but foul smells are also prevalent.

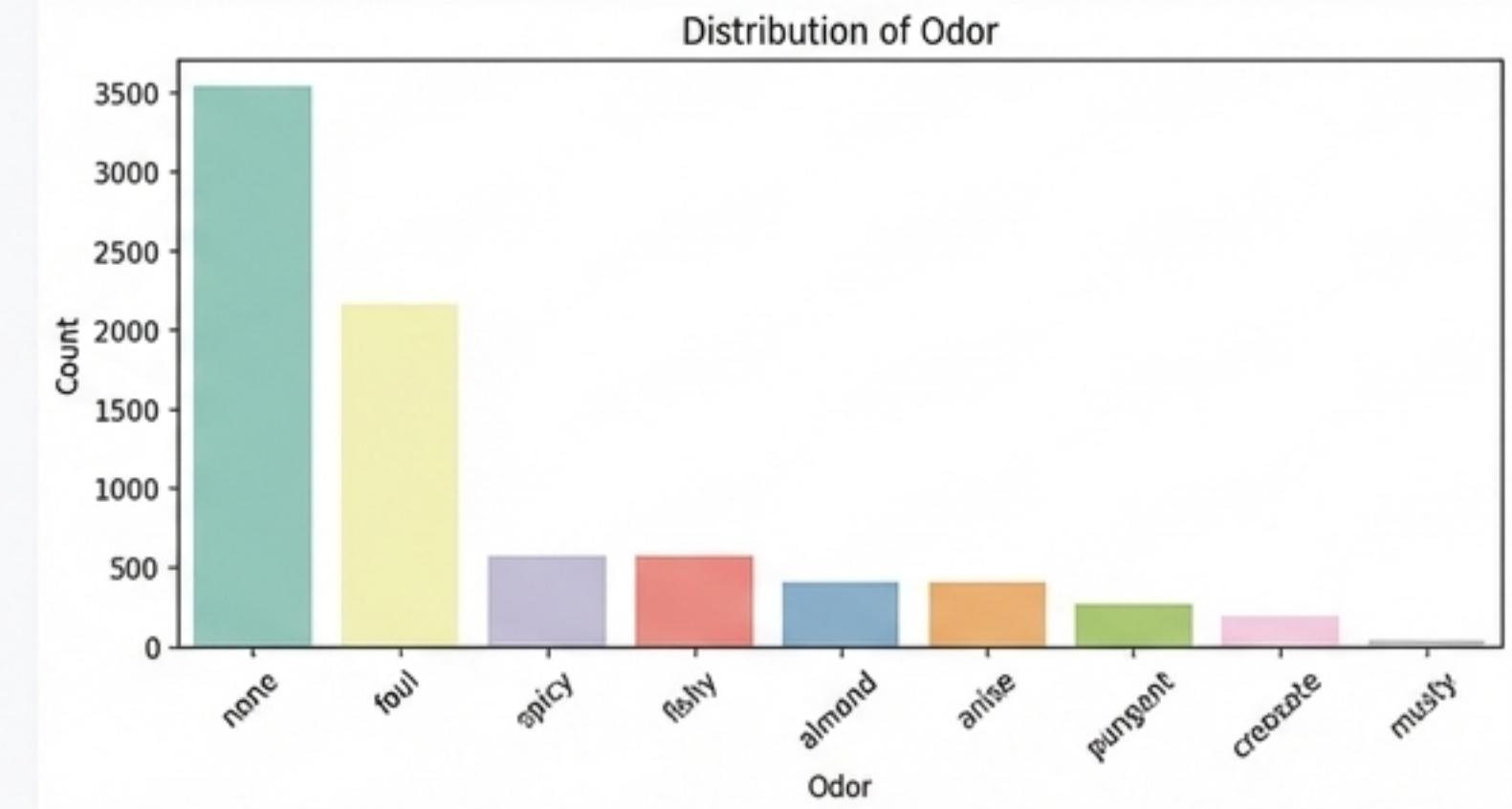
# Profiling Key Characteristics

## Dominant Shapes: Convex and Flat



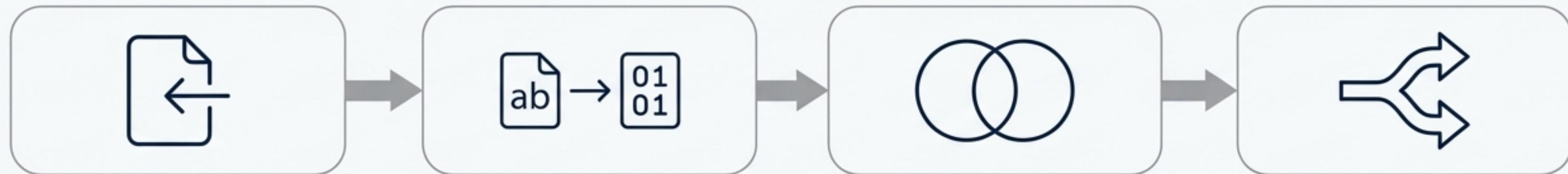
**Takeaway:** The dataset is heavily populated by mushrooms with convex or flat caps. Other shapes like sunken or conical are rare.

## A Suspicious Scent: The Odor Profile



**Takeaway:** While 'none' is the most frequent odor, a significant number have a 'foul' smell. This feature shows strong variation and could be a powerful predictor.

# Preparing the Evidence for Analysis



## 1. Load Data

The raw dataset is loaded into a DataFrame.

## 2. Encode Features

Categorical features (e.g., 'convex') are converted into numerical labels (e.g., 0, 1) using 'LabelEncoder'.

## 3. Define Target & Features

Separate the data into features (X) and the target label (y: edible/poisonous).

## 4. Split for Validation

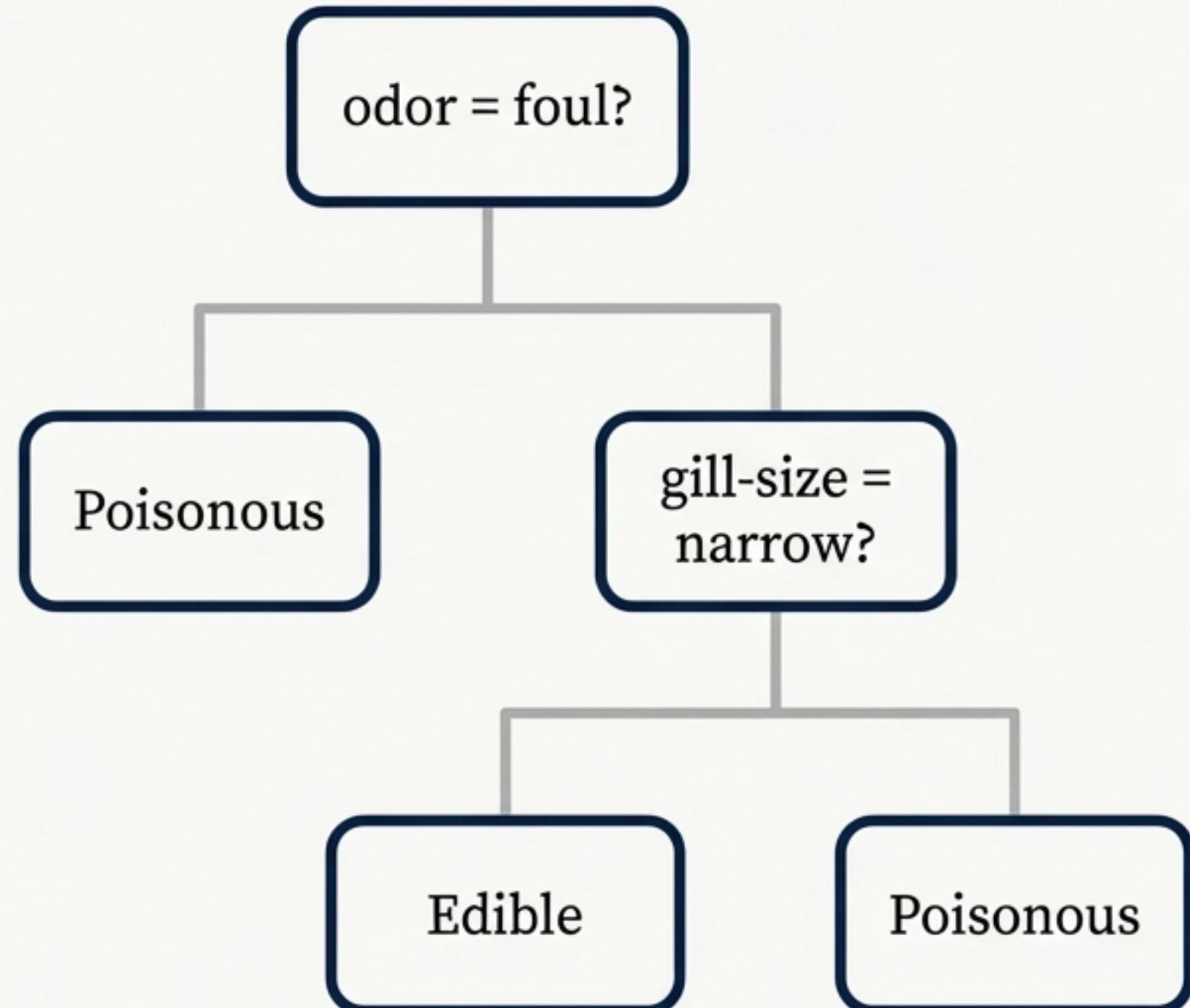
Divide the data into an 80% training set and a 20% test set.

Note: No data scaling is required as all features are categorical, not continuous.

# First Tool of Inquiry: The Decision Tree

The Decision Tree is our initial model. It operates by creating a set of simple ‘if-then-else’ rules based on the features to make a prediction. It’s highly interpretable and works very well with categorical evidence.

Performance on Test Set
Accuracy: 99.88%
Precision: 0.99
Recall: 0.99
F1 Score: 0.99



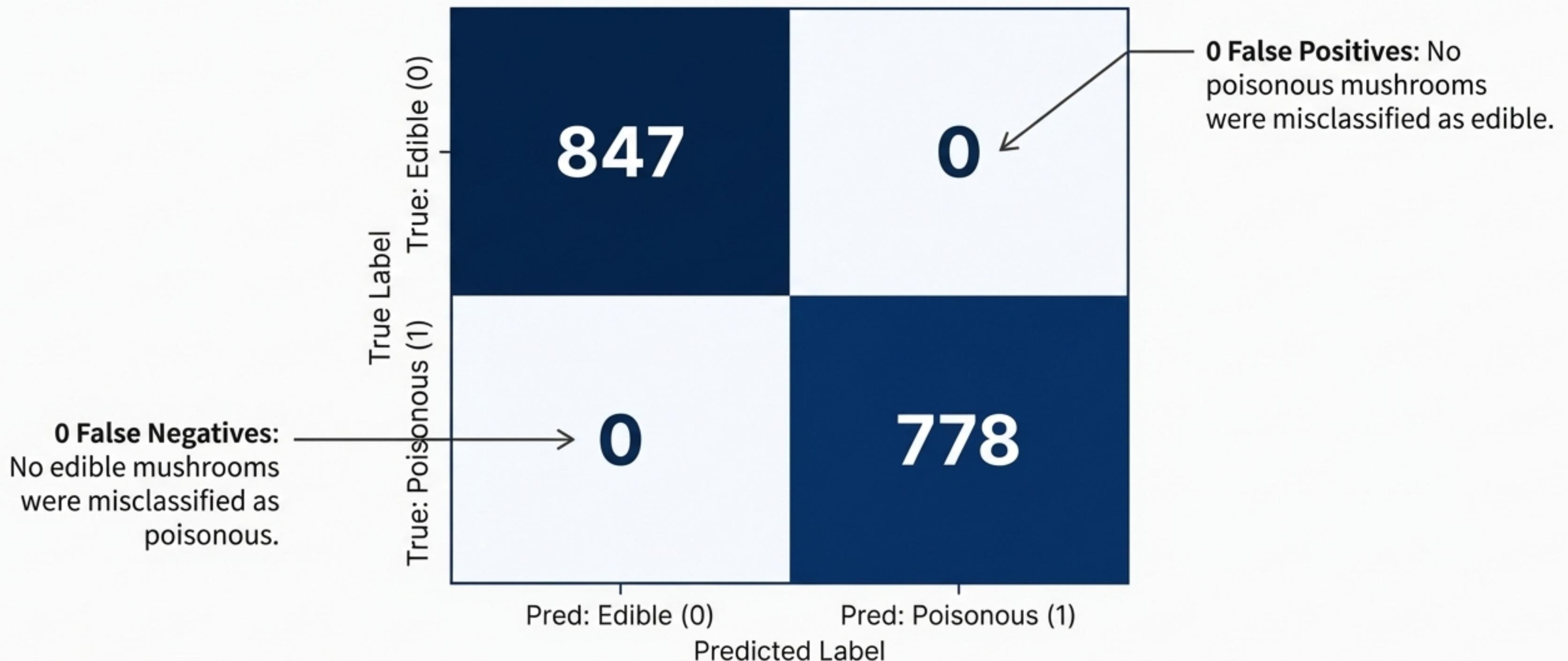
# The Advanced Forensic Unit: The Random Forest

To achieve higher accuracy and prevent overfitting, we employ a Random Forest. This is an advanced ensemble model that builds hundreds of individual decision trees on random subsets of the data. The final prediction is determined by a majority vote, making the result far more reliable than any single tree.

Its collective approach makes it more robust and less likely to be misled by noise in the data.



# Case Closed: A Perfect Classification



# Deconstructing the Flawless Verdict

**Test Accuracy**

**100%**

(1625 out of 1625 mushrooms in the test set were correctly classified.)

**Recall**

**1.0**

(The model correctly identifies 100% of all actual poisonous mushrooms.)

**Precision**

**1.0**

(When the model predicts a mushroom is poisonous, it is correct 100% of the time.)

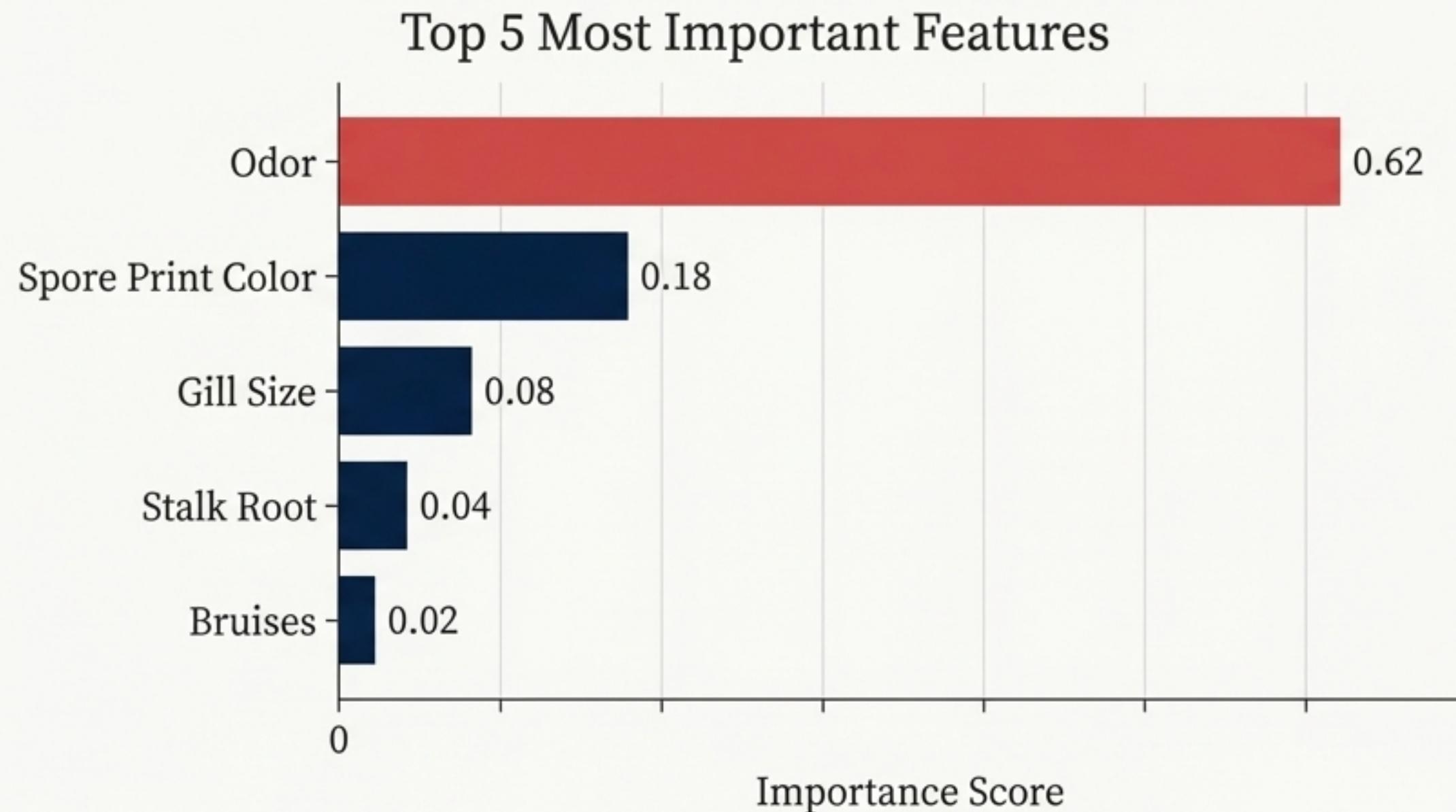
**F1 Score**

**1.0**

(A perfect balance between Precision and Recall.)

The Random Forest model demonstrated flawless performance on the unseen test data, achieving the highest possible scores across all key evaluation metrics.

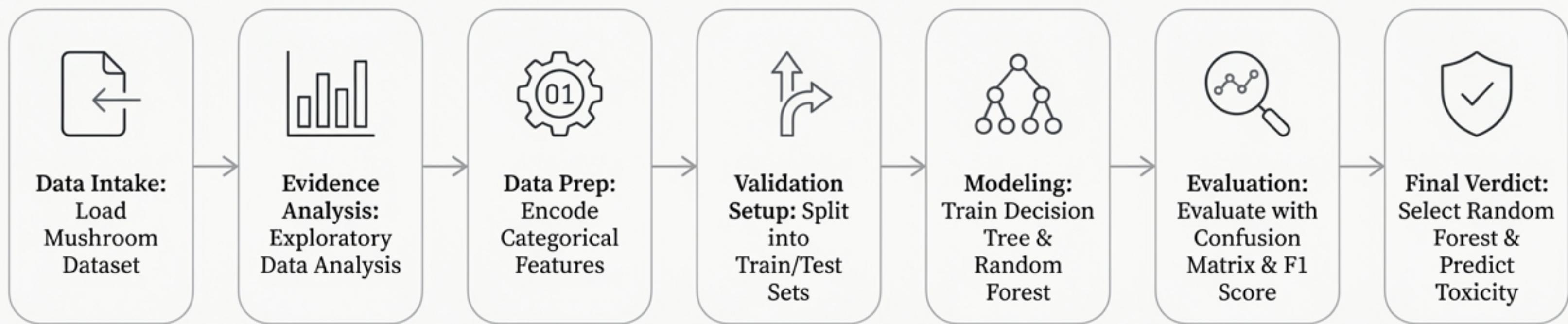
# The Telltale Signs: Revealing the Most Critical Predictors



## Conclusion

While many features contribute, a mushroom's **odor** is overwhelmingly the most powerful indicator of its **toxicity** in this dataset. This is the key that unlocks the classification.

# The Investigative Pipeline



# A Word of Caution: Project Limitations



**Scope:** The model is only trained on the species and conditions present in this specific dataset.



**Real-World Complexity:** Real-world identification can require chemical or microscopic tests not captured by these visual features.



**No Guarantee:** Perfect performance on this dataset does not guarantee 100% accuracy in a real forest.

**Purpose:** This project is an educational demonstration and should not be used for making real-life safety decisions.

# The Case Files Remain Open: Future Work



## Model Robustness

- Implement cross-validation to ensure the model's stability.
- Compare performance with other powerful models like Gradient Boosting or XGBoost.



## Explainability & Application

- Integrate SHAP or other explainability tools to visualize feature effects more deeply.
- Develop a simple web application allowing users to input features and receive a prediction.



## Expanding the Scope

- Extend the project from binary classification to multi-class prediction of specific mushroom species.

# Investigator's Glossary: Key Terminology

## Decision Tree

A model that uses a tree-like structure of "if-then" rules on features to predict a class.

## Random Forest

An ensemble of many decision trees that combines their outputs for a more robust prediction.

## Label Encoding

The process of converting categorical text values (e.g., 'convex') into numerical integer codes.

## Impurity

A measure (like Gini index or entropy) of how mixed the classes are within a group of samples. Models aim to reduce impurity.

## Confusion Matrix

A table that summarizes classification performance by comparing the true labels against the predicted labels.