

ShroomCognition

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with the support of:



TOOLBOX

Datapizza

1. Project Overview

👁️ **Goal:** identify edible vs poisonous mushrooms to help foragers stay safe

🎯 **Use case in brief:** instant, reliable photo-based classification for safer foraging

2. Dataset & Model



Dataset:

Kaggle Mushroom Dataset – 25 edible & 25 poisonous species.
Pre-split (80:20) with custom script for training/validation.



Model architecture:

Lightweight CNN for image classification.
Balanced accuracy vs. efficiency for mobile use.



Trade-offs:

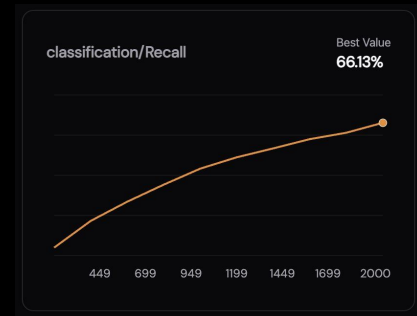
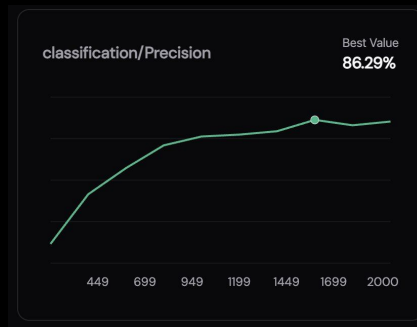
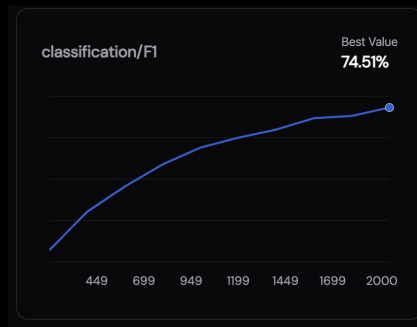
High precision → safer predictions in the field.



Reasoning:

Runs on portable device – ideal for offline forest use.

TINY_HACK



3. Deployment Pipeline

Pipeline steps

- A new scan request is triggered from the UI
- Nicla Vision captures an image and runs inference
- The device sends back the photo and the classification result

4. Demo & User Experience

A **React-based web app** runs locally on a smartphone connected directly to the **Nicla Vision**. It performs **on-device classification** via Arduino and works **entirely offline**.

1. Nicla Vision captures a photo of a mushroom 🍄
2. The model classifies it (Edible or Poisonous)
3. The image and classification are sent to the backend 📶
4. The frontend fetches and displays the latest results in real-time 📊

5. Impact & Next Steps

★ Innovation & originality:

Edge AI vision system for real-time mushroom classification – innovative, fast, and fully offline.

🚀 Future potential:

- Enable Bluetooth connectivity for seamless, wireless data transfer
- Expand the dataset to improve accuracy and robustness
- Extend the model to recognize other natural objects beyond mushrooms

That 's a wrap! 🌮

Thanks