**Mushroom Classification Architecture Design:**

Introduction:

This document outlines the architecture design for a mushroom classification project. The goal is to create a model that can accurately classify mushrooms classes either 0 or 1 0 as poisonous and 1 as non-poisonous.

Dataset Overview:

The Kaggle Mushroom Classification dataset consists of labeled mushroom instances with features such as 'cap-shape', 'cap-surface', 'cap-color', 'bruises', 'odor', and more. The dataset contains a total of 8,124 instances and 22 features.

Architecture Design:

The proposed architecture for the mushroom classification project is based on a machine learning model. The following steps outline the design:

1. Preprocessing

The first step in the preprocessing stage is to convert the categorical features into numerical representations. This can be done using a variety of techniques, such as ordinal encoding, one-hot encoding, or label encoding. In this case, we will use ordinal encoding, which assigns a numerical value to each category in the feature. For example, the category 'edible' will be assigned the value 1, and the category 'poisonous' will be assigned the value 0.

Once the categorical features have been converted into numerical representations, the dataset can be split into training, validation, and testing sets. The training set will be used to train the model, the validation set will be used to evaluate the model's performance, and the testing set will be used to assess the model's final performance.

1. Model Selection

The next step is to select a suitable machine learning algorithm for classification. There are a variety of algorithms that can be used for this task, such as decision trees and logistic regression, Kneighbours classifier, Random forest classifier, Gradient Boosting classifier. In this case, we will use decision trees, which are a simple and effective algorithm for classification tasks.

1. Training:

Once the model has been selected, it can be trained using the training dataset. The training process involves feeding the model the features and labels from the training dataset and allowing the model to learn the relationship between the features and labels.

1. Evaluation

Once the model has been trained, it can be evaluated using the validation dataset. The evaluation process involves feeding the model the features from the validation dataset and comparing the model's predictions to the actual labels. This will help to assess the model's performance and identify any areas where it can be improved.

1. Deployment

Once the model has been evaluated and is deemed to be satisfactory, it can be deployed. This involves saving the model for future use, and creating an application or API that allows users to input mushroom feature values and obtain predictions from the model.

Architecture:

