# Assignment 1607

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## DATA 607 Week 1 Assignment - Loading Data into a Data Frame

### Introduction

In week 1 assignment for DATA607. we will load data into dataframe that is provided by UCI Mushroom dataset located: https://archive.ics.uci.edu/ml/datasets/Mushroom

### About The data

This data set includes descriptions of hypothetical samples corresponding to 23 species of gilled mushrooms in the Agaricus and Lepiota Family (pp. 500-525). Each species is identified as definitely edible, definitely poisonous, or of unknown edibility and not recommended.

# Data Dictionary:-

Attribute Information:

- 0. Type : Edible e, Poisonous = p
- 1. cap-shape: bell=b,conical=c,convex=x,flat=f, knobbed=k,sunken=s
- 2. cap-surface: fibrous=f,grooves=g,scaly=y,smooth=s
- 3. cap-color: brown=n,buff=b,cinnamon=c,gray=g,green=r, pink=p,purple=u,red=e,white=w,yellow=y
- 4. bruises: bruises=t,no=f
- $5. \ odor: \ almond = a, an ise = l, creosote = c, fishy = y, foul = f, \ musty = m, none = n, pungent = p, spicy = spicy =$
- 6. gill-attachment: attached=a,descending=d,free=f,notched=n
- 7. gill-spacing: close=c,crowded=w,distant=d
- 8. gill-size: broad=b,narrow=n
- 9. gill-color: black=k,brown=n,buff=b,chocolate=h,gray=g, green=r,orange=o,pink=p,purple=u,red=e, white=w,yellow=y
- 10. stalk-shape: enlarging=e,tapering=t
- 11. stalk-root: bulbous=b,club=c,cup=u,equal=e, rhizomorphs=z,rooted=r,missing=?
- 12. stalk-surface-above-ring: fibrous=f,scaly=y,silky=k,smooth=s
- $13. \ stalk-surface-below-ring: \ fibrous=f, scaly=y, silky=k, smooth=s$
- 14. stalk-color-above-ring: brown=n,buff=b,cinnamon=c,gray=g,orange=o, pink=p,red=e,white=w,yellow=y
- 15. stalk-color-below-ring: brown=n,buff=b,cinnamon=c,gray=g,orange=o, pink=p,red=e,white=w,yellow=y
- 16. veil-type: partial=p,universal=u
- 17. veil-color: brown=n,orange=o,white=w,yellow=y
- 18. ring-number: none=n,one=o,two=t

- 19. ring-type: cobwebby=c,evanescent=e,flaring=f,large=l, none=n,pendant=p,sheathing=s,zone=z
- 20. spore-print-color: black=k,brown=n,buff=b,chocolate=h,green=r, orange=o,purple=u,white=w,yellow=y
- 21. population: abundant=a,clustered=c,numerous=n, scattered=s,several=v,solitary=y
- 22. habitat: grasses=g,leaves=l,meadows=m,paths=p, urban=u,waste=w,woods=d

### **Problem Statement:-**

Load data from given URL(https://archive.ics.uci.edu/ml/datasets/Mushroom) into R , subset and create a new Data frame selecting few columns from original including 1st column. Provide meangingfull name to columns Headers, and also update the values of each column based on the data dictionary values.

### First step to load the necessary libraries required for this assignment.

```
library(stringr)
library(XML)

## Warning: package 'XML' was built under R version 3.5.2
library(maps)
library(httr)
```

### R-Code starting:-

```
mush_table <- read.table("https://archive.ics.uci.edu/ml/machine-learning-databases/mushroom/agaricus-l
mushrooms <- as.data.frame(mush_table)</pre>
# subsetting the data to create a a new data frame with 5 columns
mush_subset <- subset(mushrooms, select=c(1,2,3,4,6,22,23))</pre>
#Giving columns meaningfull names
colnames(mush_subset) <- c("Type", "Shape", "Surface", "Color", "Odor", "Population_Type", "Habitat")</pre>
#Changing the column values with meaningfull values based on conditional statements
mush_subset$Type <- ifelse(str_detect(mush_subset$Type, "e") == TRUE, "Edible", "Poisonous")</pre>
#bell=b,conical=c,convex=x,flat=f, knobbed=k,sunken=s
mush_subset$Shape <- ifelse(str_detect(mush_subset$Shape, "x") == TRUE, "convex", ifelse(str_detect(mush_subset$Shape, "x")
#fibrous=f,grooves=g,scaly=y,smooth=s
mush_subset$Surface <- ifelse(str_detect(mush_subset$Surface, "f") == TRUE, "fibrous", ifelse(str_detec
\#brown=n, buff=b, cinnamon=c, gray=g, green=r, pink=p, purple=u, red=e, white=w, yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yellow=yel
mush_subset$Color <- ifelse(str_detect(mush_subset$Color, "n") == TRUE, "brown", ifelse(str_detect(mush
\#almond=a, anise=l, creosote=c, fishy=y, foul=f, musty=m, none=n, pungent=p, spicy=s
mush_subset$0dor <- ifelse(str_detect(mush_subset$0dor, "a") == TRUE, "almond", ifelse(str_detect(mush_
#population: abundant=a, clustered=c, numerous=n, scattered=s, several=v, solitary=y
mush_subset$Population_Type <- ifelse(str_detect(mush_subset$Population_Type, "a") == TRUE, "abundant",
```

```
#habitat: grasses=g,leaves=l,meadows=m,paths=p, urban=u,waste=w,woods=d
mush_subset$Habitat <- ifelse(str_detect(mush_subset$Habitat, "g") == TRUE, "grasses", ifelse(str_detect)</pre>
```

#### Summary:-

The data frame after subsetting, has been given meaningfull name and updating column values is as below.

head(mush subset, n=20)

```
##
           Type Shape Surface Color
                                         Odor Population_Type Habitat
     Poisonous convex
                       smooth brown pungent
                                                    scattered
                                                                 paths
         Edible convex
                        smooth yellow
## 2
                                      almond
                                                     numerous grasses
## 3
         Edible
                  bell
                        smooth white
                                        anise
                                                     numerous meadows
## 4
                         scaly white pungent
    Poisonous convex
                                                    scattered
                                                                 paths
## 5
         Edible convex
                        {\tt smooth}
                                 gray
                                         none
                                                     abundant grasses
## 6
         Edible convex
                         scaly yellow
                                       almond
                                                     numerous grasses
## 7
         Edible
                        smooth white
                                                     numerous meadows
                  bell
                                       almond
## 8
         Edible
                  bell
                         scaly white
                                        anise
                                                     scattered meadows
## 9
     Poisonous convex
                         scaly white pungent
                                                      several grasses
                        smooth yellow
## 10
         Edible
                  bell
                                       almond
                                                     scattered meadows
## 11
         Edible convex
                         scaly yellow
                                        anise
                                                     numerous grasses
## 12
         Edible convex
                         scaly yellow
                                       almond
                                                     scattered meadows
## 13
         Edible
                        smooth yellow
                  bell
                                       almond
                                                    scattered grasses
## 14 Poisonous convex
                         scaly
                               white pungent
                                                      several
                                                                 paths
## 15
         Edible convex fibrous brown
                                         none
                                                     abundant grasses
## 16
         Edible sunken fibrous
                                 gray
                                         none
                                                     solitary
                                                                 urban
## 17
         Edible
                  flat fibrous white
                                                     abundant grasses
                                         none
## 18 Poisonous convex smooth brown pungent
                                                    scattered grasses
## 19 Poisonous convex
                         scaly white pungent
                                                     scattered
                                                                 paths
## 20 Poisonous convex smooth brown pungent
                                                    scattered
                                                                 paths
```