Mushroom Classifier (Architecture)
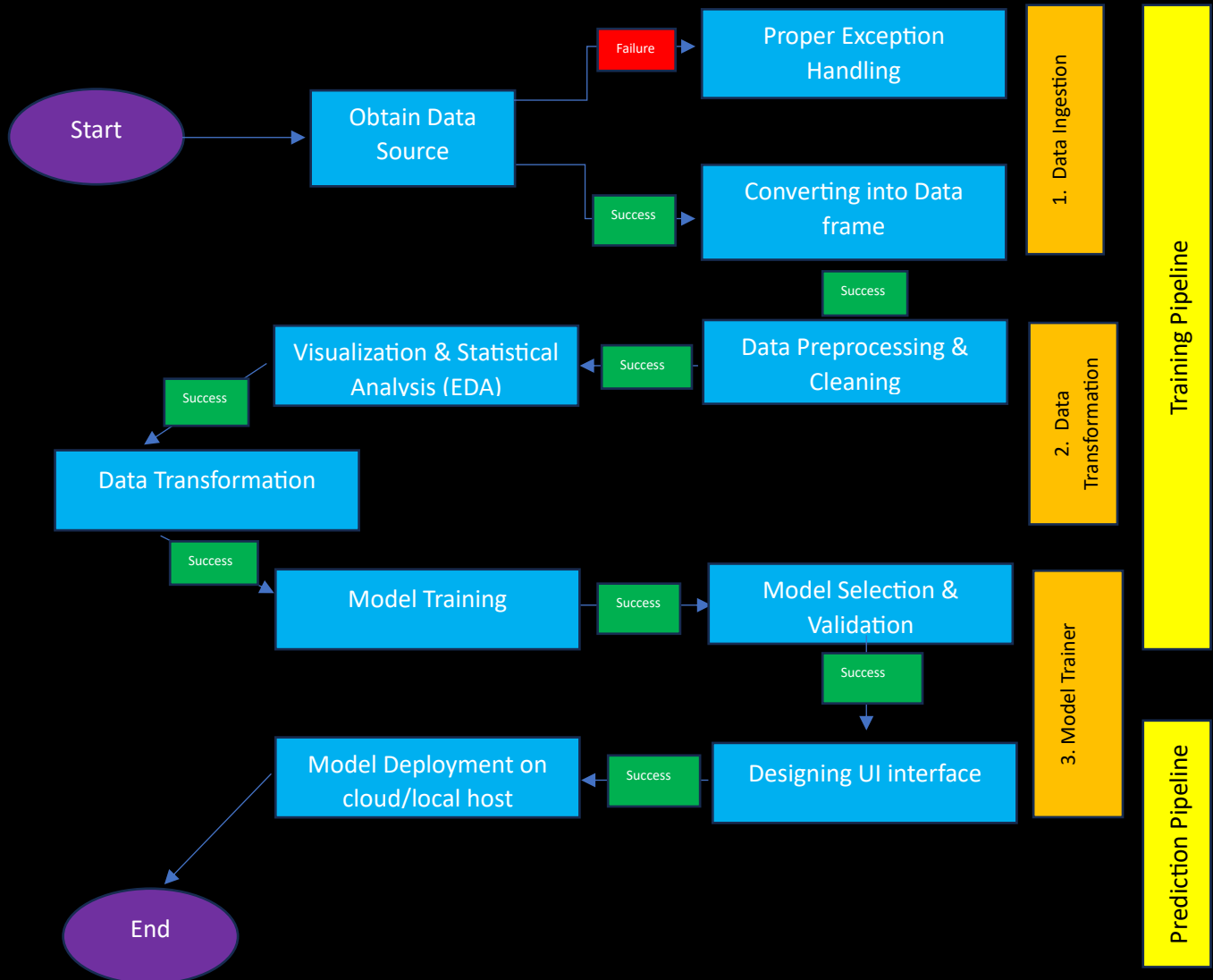
Project Architecture

Ayush Gandhi

Architecture of Project

Data Importing →	Data Exploring →	Data Cleaning ↓
EDA ↓	← Univariate & Multivariant Analysis	← Data Preprocessing
Data Transformation →	Feature Engineering →	Model Selection ↓
Model Deployment	← Model Evaluation	← Model Training
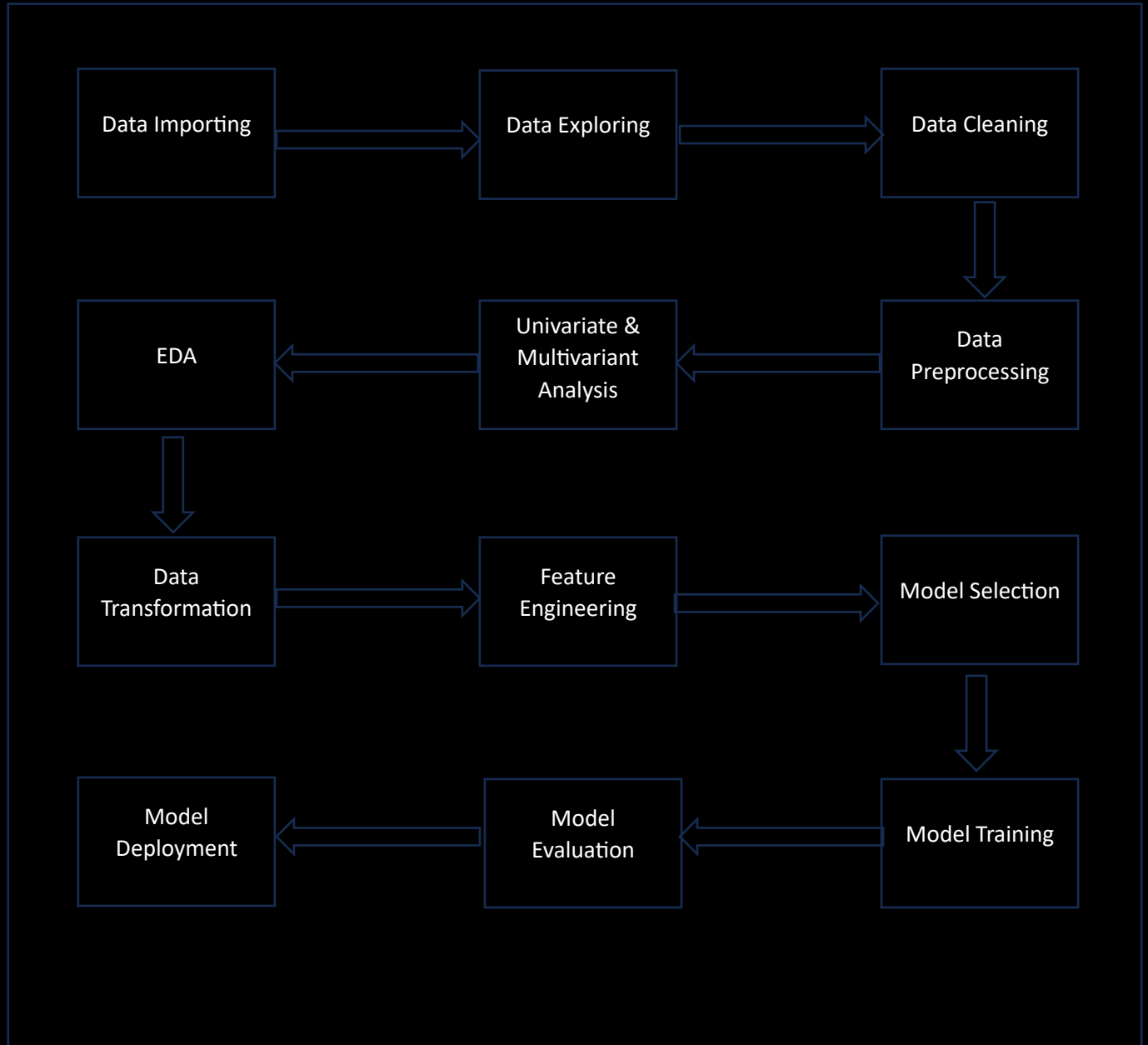
Model Training & workflow of system

Start

Obtain Data Source

Failure → Proper Exception Handling

Success → Converting into Data frame

Success

Data Preprocessing & Cleaning

Success → Visualization & Statistical Analysis (EDA)

Success → Data Transformation

Success → Model Training

Success → Model Selection & Validation

Success → Designing UI interface

Success → Model Deployment on cloud/local host

End

1. Data Ingestion

2. Data Transformation

3. Model Trainer

Training Pipeline

Prediction Pipeline

User I/O workflow

UI Interface

Start

Users select category from each feature.

Output in form of edible or poisonous

End

Accept data in request form.

Preprocessor file

Data Transformation

Backend framework

Returns the value according to trained model.

Trained Model