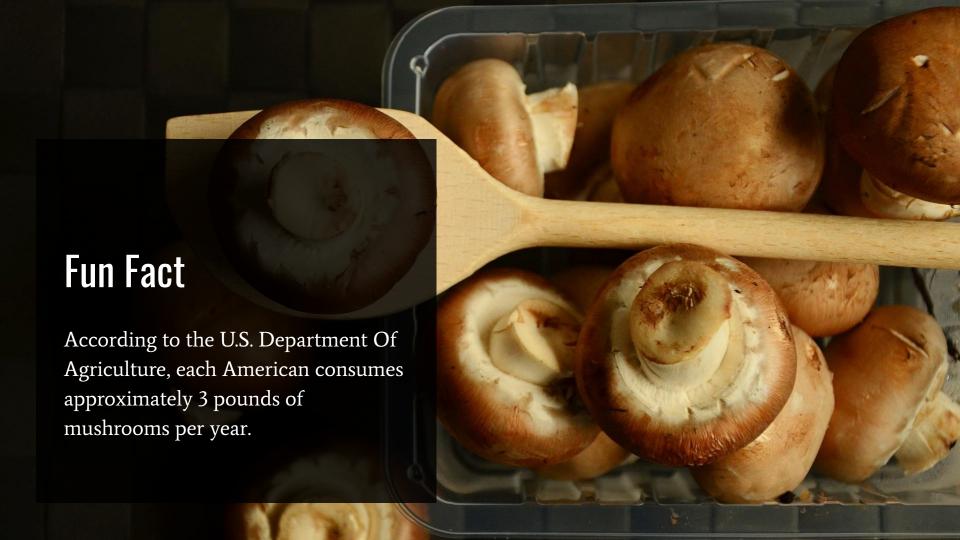


What are Mushroom?

- Mushrooms are a type of fungi that grows from the ground.
 - There are two types
 - Edible
 - Poisonous



The Problem:

The problem is deciding which mushrooms are good to eat and which are not.

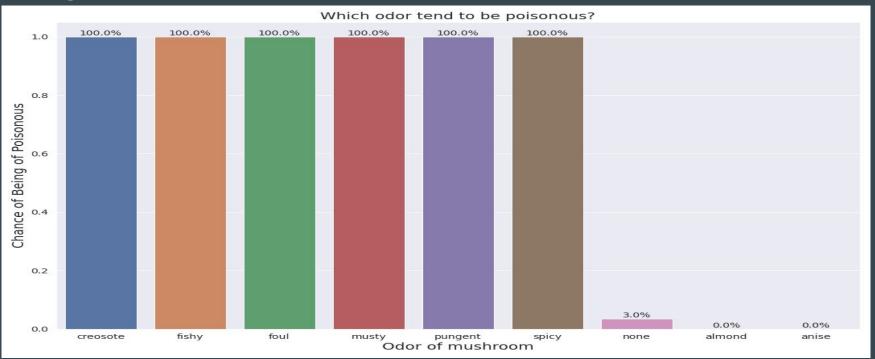
The Solution:

Create a computer system that can learn and adapt without following explicit instructions, also known as a machine learning model that is efficient at determining if a mushroom is edible or poisonous.

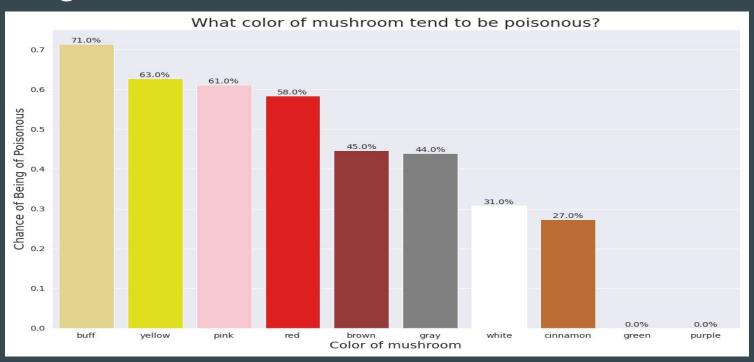
The Training Data

- We are training our model on the UMI mushroom dataset.
- This dataset consists of hypothetical samples corresponding to 23 type of gilled mushrooms.

Insight from Data Sets



More Insight



Info on the Model

The model I recommend for production is a Logistic Regression that was hyperparameter tuned and preprocessed with the Principal Component Analysis algorithm to increase performance.

- The model has an accuracy of 100%.

The reason for my recommendation

- The model is the fastest out of all my models.
- It determines if mushrooms are edible or poisonous with 100% precision.

Conclusion

In Conclusion, The goal is to make the most optimal model to determine if a mushroom is poisonous or edible based on a synthetic mushroom dataset. The final model was the fastest and had an accuracy of hundred percent, but because the data set is based on a hypothetical data set. I can not fully support putting it in production because I am still determining how it will fare with real mushrooms.