

Model Development Phase Template

Date	10 Feb 2026
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Project Title	Uncovering The Hidden Treasures Of The Mushroom Kingdom: A Classification Analysis
Maximum Marks	10 Marks

Initial Model Training Code, Model Validation and Evaluation Report

Initial Model Training Code

```

base_model = InceptionV3(weights="imagenet", include_top=False, input_shape=(img_size[0], img_size[1], 3))

# Build transfer learning model
model5 = Sequential()
model5.add(base_model)
model5.add(GlobalAveragePooling2D())
model5.add(Dense(100, activation="relu"))
model5.add(BatchNormalization())
model5.add(Dropout(0.5))
model5.add(Dense(100, activation="relu"))
model5.add(BatchNormalization())
model5.add(Dropout(0.5))
model5.add(Dense(3, activation="softmax"))

# Freeze the pre-trained layers
for layer in base_model.layers:
    layer.trainable = False

# Compile the model
optimizer = Adam(learning_rate=0.001)
model5.compile(
    optimizer=optimizer,
    loss="categorical_crossentropy",
    metrics=["accuracy"]
)

# Early stopping
early_stop = EarlyStopping(
    monitor="val_loss",
    patience=5
)

# Training
history100 = model5.fit(train_data, epochs=50, validation_data=test_data, callbacks=[early_stop])

```

Model Validation and Evaluation Report

Model	Summary	Training and Validation Performance Metrics
Model 1 (InceptionV3 + Custom Layers)	Layer Summary: <ul style="list-style-type: none"> InceptionV3 base model GlobalAveragePooling2D Dense(100, relu) BatchNormalization Dropout(0.5) Dense(3, softmax) Total Parameters: 2,311,305 Trainable Parameters: 2,304,505 Non-trainable Parameters: 6,800	Training Accuracy: 83.42% Validation Accuracy: 88.36% Training converged well with slight overfitting mitigated by dropout and batch normalization.