# Mushroom Classification



## Objective

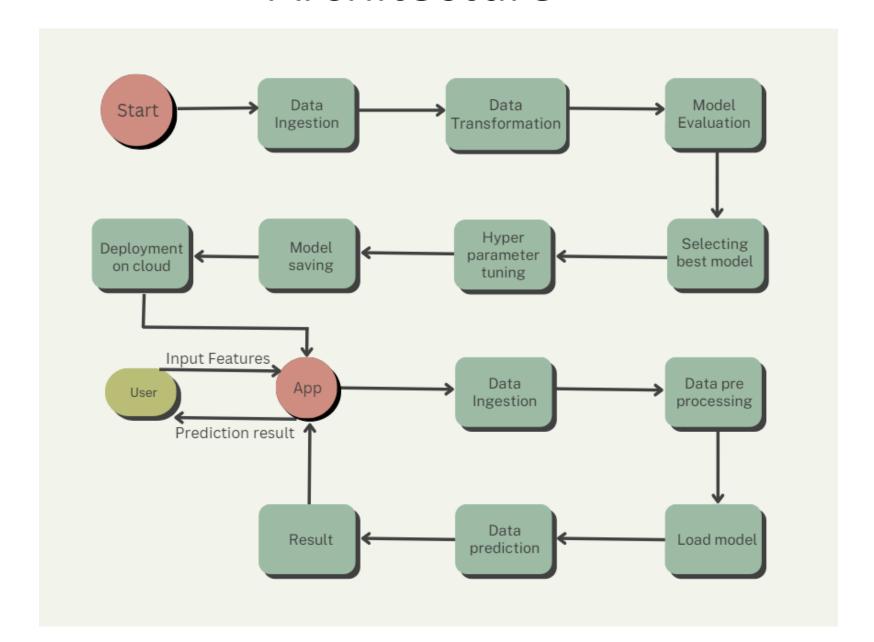
The main objective of the project is to help people who are not familiar with the mushroom types by classifying the mushroom is edible or poisonous

#### Benefits:

- Identify mushroom edibility
- Preventing health issues
- Enriching nutrition intake
- Promoting good mushrooms



### Architecture



## Data Ingestion

Data Link: <a href="https://www.kaggle.com/uciml/mushroom-classification">https://www.kaggle.com/uciml/mushroom-classification</a>

- Data is downloaded in csv format from this link.
- Data is read from that csv and converted and sored in a data frame for further process.
- Data is split in training and testing data and they are individually stored in different csvs.

#### Data Validation and Data Transformation

- Data type of columns All features of this data is in object format. They are converted to numerical format through one hot encoding.
- Null values in columns This data does not contain null values but there are some missing values which are filled through imputation.
- Name of columns The name of the columns are as per the columns name of the dataset
- Target column is separated for training and testing data and preprocessing is done on it.
- Preprocessing object is stored in pickle format for further use.

## Model Training

- The transformed data is trained through models and then the accuracy of its prediction is tested
- These models are tested in the data using GridSearchCV
  - Logistic Regression,
  - 2. Support Vector Classifier
  - 3. Decision Tree
  - 4. KNN
  - 5. Naive Bayes
  - 6. Random Forest
- Out of these models Support Vector Classifier gave the best results and thus it was stored in pickle format for further use.

#### Prediction

- Input: User enters the input data through UI.
- Preprocessing: The data is stored and transformation in applied on it by loading pickle file.
- Model Prediction: Output is then predicted by using our model stored in pickle format.
- Results: The output received after model prediction is presented to user on UI.

#### Thank You

- The application source code is uploaded on <u>GitHub</u>.
- Application is hosted through AWS BeanStalk.
- Live application: Link

