DETAILED PROJECT REPORT



Mushroom Classifications

Safe to eat or deadly poison?

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PROJECT DETAIL

Project Title

Mushroom Classification

Technologies

Machine Learning Technology

Domain

Agriculture

level

Intermediate

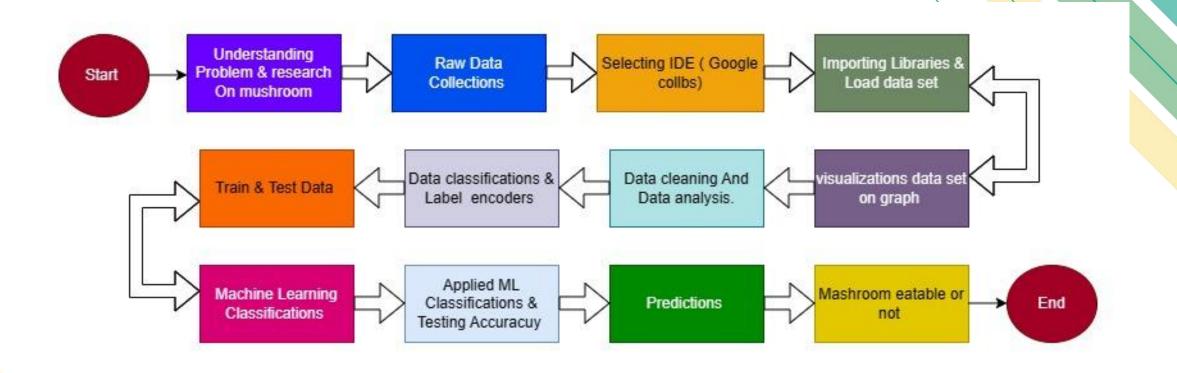
The main goal is to predict which mushroom is poisonous & which is edible

PROBLEM STATEMENT

The Audubon Society Field Guide to North American Mushrooms contains descriptions of hypothetical samples corresponding to 23 species of gilled mushrooms in the Agaricus and Lepiota Family Mushroom (1981). Each species is labelled as either definitely edible, definitely poisonous, or maybe edible but not recommended. This last category was merged with the toxic category. The Guide asserts unequivocally that there is no simple rule for judging a mushroom's edibility, such as "leaflets three, leave it be" for Poisonous Oak and lvy.

The main goal is to predict which mushroom is poisonous & which is edible.

The Architecture



DATASET INFORMATION

The dataset used in this project contains 8124 instances of mushrooms with 23 features like capshape, cap-surface, cap-color, bruises, odor, etc.

Attribute Information:

(classes: edible=e, poisonous=p)

cap-shape: bell=b,conical=c,convex=x,flat=f, knobbed=k,sunken=s

cap-surface: fibrous=f,grooves=g,scaly=y,smooth=s

cap-color: brown=n,buff=b,cinnamon=c,gray=g,green=r,pink=p,purple=u,red=e,white=w,yellow=y

bruises: bruises=t,no=f

odor: almond=a,anise=l,creosote=c,fishy=y,foul=f,musty=m,none=n,pungent=p,spicy=s

gill-attachment: attached=a,descending=d,free=f,notched=n

gill-spacing: close=c,crowded=w,distant=d

gill-size: broad=b,narrow=n

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 stalk-shape: enlarging=e,tapering=t
stalk-root: bulbous=b.club=c.cup=u.equ

stalk-root: bulbous=b,club=c,cup=u,equal=e,rhizomorphs=z,rooted=r,missing=?

stalk-surface-above-ring: fibrous=f,scaly=y,silky=k,smooth=s

stalk-surface-below-ring: fibrous=f,scaly=y,silky=k,smooth=s

stalk-color-above-ring: brown=n,buff=b,cinnamon=c,gray=g,orange=o,pink=p,red=e,white=w,yellow=y

stalk-color-below-ring: brown=n,buff=b,cinnamon=c,gray=g,orange=o,pink=p,red=e,white=w,yellow=y

veil-type: partial=p,universal=u

veil-color: brown=n,orange=o,white=w,yellow=y

ring-number: none=n,one=o,two=t

ring-type: cobwebby=c,evanescent=e,flaring=f,large=l,none=n,pendant=p,sheathing=s,zone=z

spore-print-color: black=k,brown=n,buff=b,chocolate=h,green=r,orange=o,purple=u,white=w,yellow=y

population: abundant=a,clustered=c,numerous=n,scattered=s,several=v,solitary=y

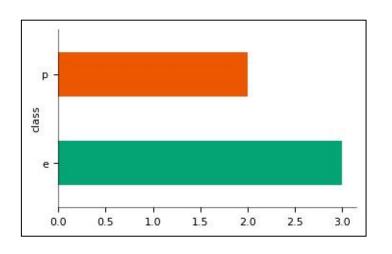
habitat: grasses=g,leaves=l,meadows=m,paths=p,urban=u,waste=w,woods=d

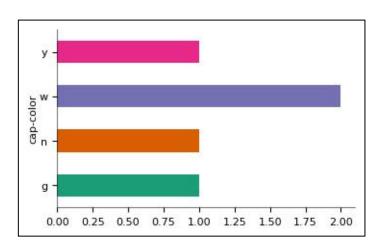
The data set is given in csv file Column and about data set as follows:

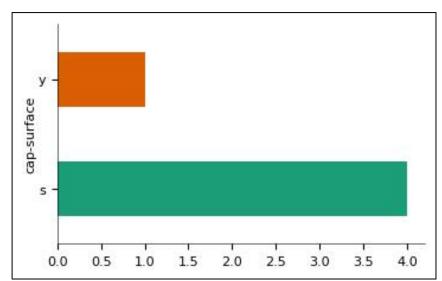
Data Set Characteristics:	Multivariate	Number of Instances:	8124	Area:	Life		
Attribute Characteristics:	Categorical	Number of Attributes:	22	Date Donated	1987-04-27		
Associated Tasks:	Classification	Missing Values?	Yes	Number of Web Hits:	37270		

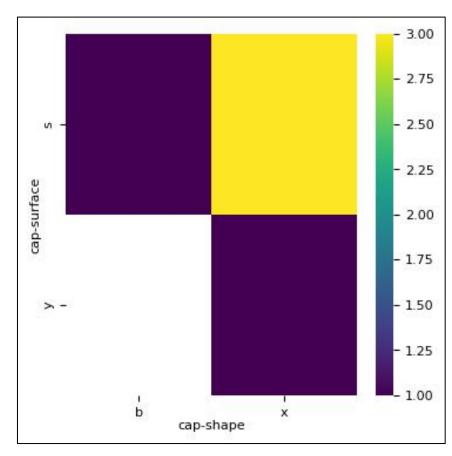
	class	cap- shape	cap- surface	cap- color	bruises	odor	gill- attachment	gill- spacing			 stalk- surface- below- ring	stalk- color- above- ring	stalk- color- below- ring			ring- number		spore- print- color	population	habitat
8119	е	k	S	n	f	n	а	С	b	у	 s	0	0	p	0	0	р	b	С	1
8120	е	X	S	n	f	n	а	С	b	у	 S	0	0	р	n	0	р	b	V	1
8121	е	f	S	n	f	n	а	С	b	n	 S	0	0	р	0	0	р	b	С	1
8122	р	k	у	n	f	y	f	С	n	b	 k	W	W	р	W	0	е	W	V	1
8123	е	X	S	n	f	n	а	С	b	У	 S	0	0	р	0	0	р	0	С	1

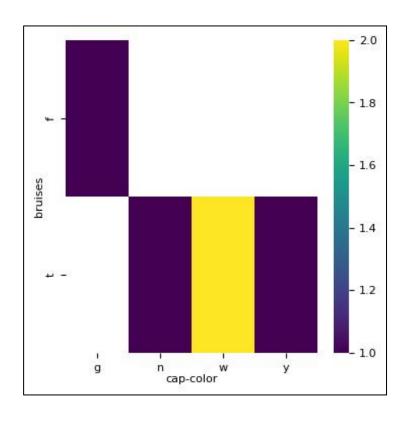
2-D Categorical Graphs

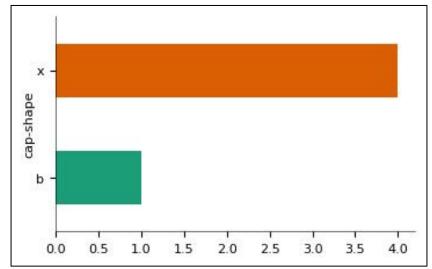


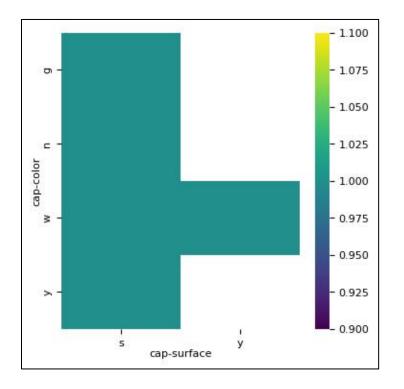


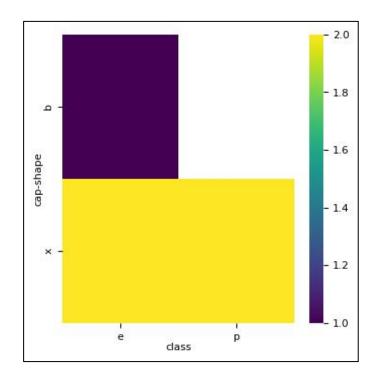


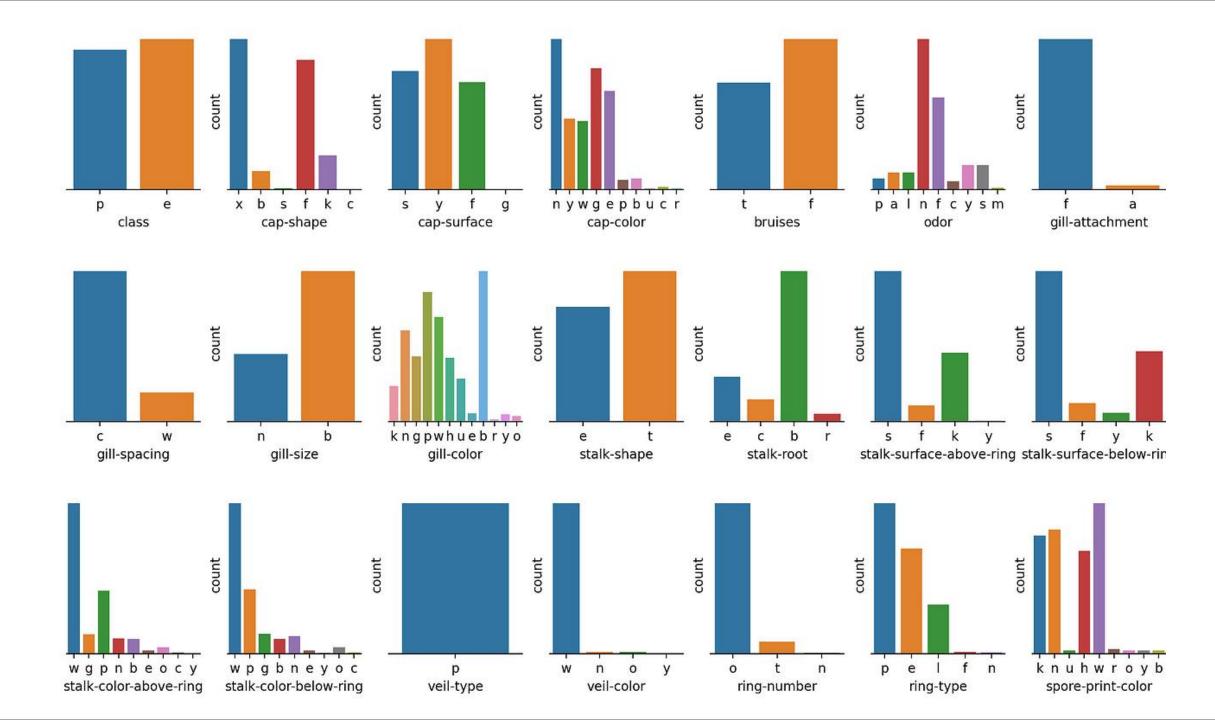




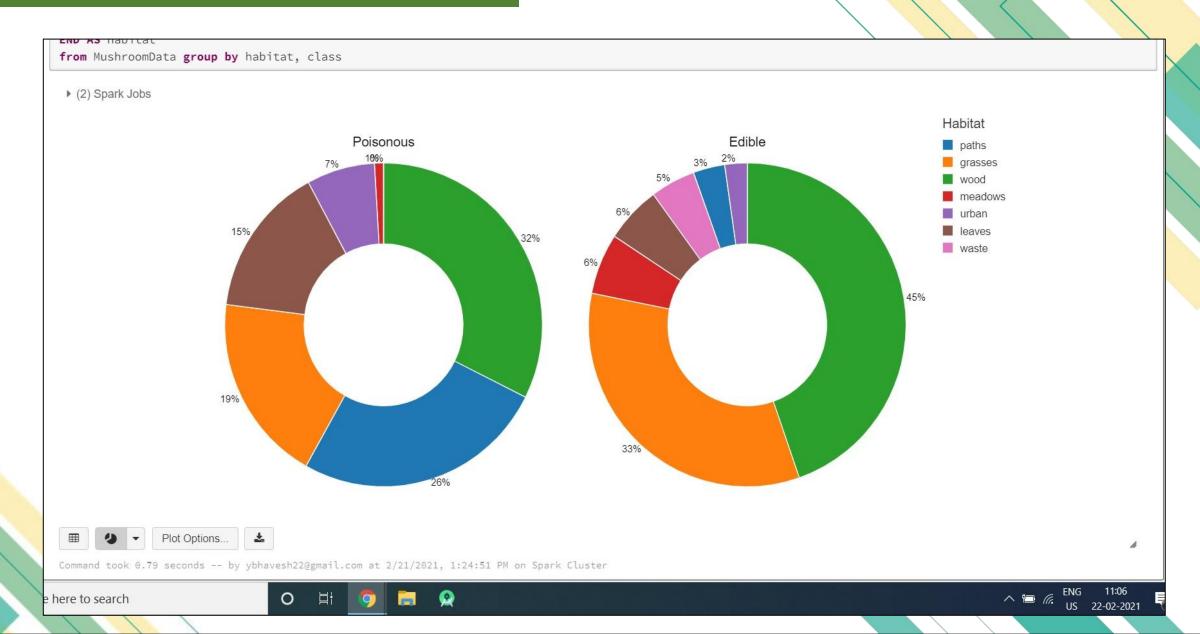








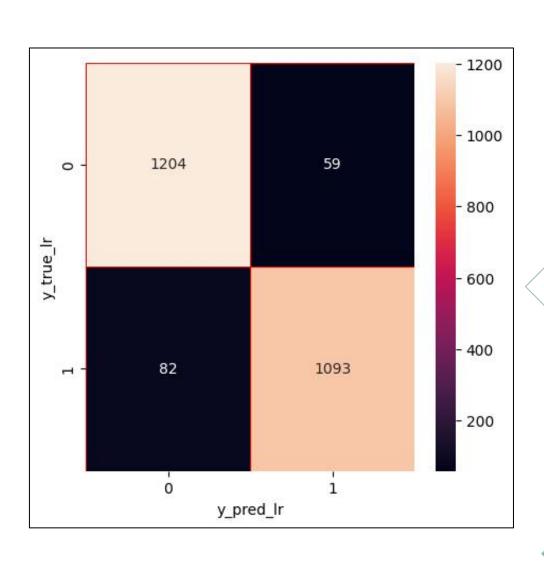
Poision And Edible Class



Machine Learning Classification Test Result

Sr. no	Classifications	Result
1	#Random Forest Classification	100%
2	#Decision tree classification	100%
3	#naive bayes classfications	91. 88%
4	#SVM Classification	100%
5	#K-Nearest neighbour	100%
6	#Logistic Regressions	94%

Confusion Matrix



Conclusion

From the confusion matrix, we saw that our train and test data is balanced. Most of classification methods hit 100% accuracy with this dataset.

In conclusion, the application of machine learning in mushroom classification has demonstrated its remarkable potential in automating and enhancing the accuracy of identifying mushroom species. Through the utilization of advanced algorithms and vast datasets, we have witnessed the development of robust models capable of distinguishing between edible and toxic mushrooms with a high degree of confidence. As technology continues to advance and more research is conducted, we can anticipate even greater strides in the accuracy and efficiency of mushroom classification using machine learning. This, in turn, will contribute to safer mushroom foraging practices, greater understanding of fungal biodiversity, and the preservation of ecosystems.

Thank You