**Limitations documentation**

* Pixels
  + Limited granularity/resolution
  + Hard to see the difference in colour between each pixel due to computer glare, similarity in colours etc. 🡪 may select not enough, too many or the wrong ones and is subjective to the viewer’s eye
* Precision of data from LUCAS
  + Some points more accurate than others - can influence which pixel the point is on and therefore which pixels are selected
* Cannot ground truth the data myself – I have not seen the points in person
* Potential of overfitting 🡪 but random trees help account for this and correct for it