

`Preprocessor::removeIsolatedNoise`

```
graph LR; A[Preprocessor::removeIsolatedNoise] --> B[Clip::height]; A --> C[Clip::width];
```

A diagram showing a central gray box labeled `Preprocessor::removeIsolatedNoise`. Two blue arrows originate from the right side of this box. The top arrow points to a white box labeled `Clip::height`. The bottom arrow points to a white box labeled `Clip::width`.

`Clip::height`

`Clip::width`