

`Preprocessor::removeIsolatedNoise`

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

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

`Clip::height`

`Clip::width`