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import heapq
def dijkstra(graph, start, end):
  queue = [(0, start, [])]
 visited = set()
 while queue:
    (cost, node, path) = heapq.heappop(queue)
    if node in visited:
      continue
    path = path + [node]
    visited.add(node)
    if node == end:
      return (cost, path)
    for (next_node, weight) in graph.get(node, []):
      if next_node not in visited:
        heapq.heappush(queue, (cost + weight, next_node, path))
  return float("inf"), []
import math
import heapq
def heuristic(a, b):
  # Menghitung jarak Euclidean sebagai heuristik
 return math.sqrt((a[0] - b[0]) ** 2 + (a[1] - b[1]) ** 2)
def a_star(graph, start, end):
  queue = [(0, start)]
 costs = {start: 0}
  parents = {start: None}
 while queue:
    (current_cost, current) = heapq.heappop(queue)
    if current == end:
      path = []
      while current:
        path.append(current)
        current = parents[current]
      return path[::-1]
    for neighbor, weight in graph[current]:
      new_cost = costs[current] + weight
      if neighbor not in costs or new_cost < costs[neighbor]:
        costs[neighbor] = new_cost
```

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priority = new_cost + heuristic(neighbor, end)
         heapq.heappush(queue, (priority, neighbor))
         parents[neighbor] = current
  return []
import numpy as np
def cell_decomposition(grid, start, goal):
  rows, cols = len(grid), len(grid[0])
  queue = [(start, [start])]
 visited = set()
  while queue:
    (current, path) = queue.pop(0)
    if current == goal:
      return path
    for direction in [(0, 1), (1, 0), (0, -1), (-1, 0)]: # kanan, bawah, kiri, atas
      next_cell = (current[0] + direction[0], current[1] + direction[1])
      if 0 \le \text{next\_cell}[0] \le \text{rows} and 0 \le \text{next\_cell}[1] \le \text{cols} and
grid[next_cell[0]][next_cell[1]] == 0 and next_cell not in visited:
        visited.add(next_cell)
        queue.append((next_cell, path + [next_cell]))
  return []
```