

## ABSTRACT

The size of the explanatory note is 88 sheets, and contains 15 illustrations, 10 tables, 4 appendices, 43 references to sources.

The topicality of the topic is due to the increase in the number of people moving in wheelchairs and the lack of a service with a sufficient level of detail and flexibility for building, planning and optimizing routes within the city.

**The aim** of the research is to improve the quality of route construction in navigation systems intended for people in wheelchairs, in the way of developing an algorithm, method, and software with the possibility of using and updating information about the quality of inclusive infrastructure in real time.

**The object** of research is the process of building routes in navigation systems intended for people in wheelchairs, taking into account many optimality criteria.

**The subject** of research are algorithms, methods, and software tools used in navigation systems to improve the quality of routes intended for people in wheelchairs, taking into account many optimality criteria.

To achieve the goal, the following tasks must be solved:

- to analyze the existing navigation systems, algorithms and methods of building routes for people in wheelchairs;
- to develop a method of construction and multi-criteria optimization of the route;
- to develop the architecture of the navigation system for people moving in wheelchairs;
- implement a web navigation service using the proposed method and architecture;
- perform experimental studies.

**Scientific novelty:** the architecture of the navigation system has been developed for the application of the developed method of construction and multi-criteria optimization of routes based on the genetic algorithm and the modified Dijkstra algorithm.

**The practical significance** of the obtained results lies in facilitating the mobility of persons with limited physical capabilities and providing them with access to the city infrastructure, in the way of providing open access to the created web navigation service.

The research results have been tested and published at scientific and practical conferences, which confirms their relevance and scientific value.

Publications:

- Petryna V.M., Baklan I.V. A genetic algorithm for the problem of multi-criteria optimization of a route on a graph. Abstracts of the SoftTech-2024 conference.
- Petryna V.M., Baklan I.V. Implementation of the genetic algorithm for the problem of multi-criteria optimization of a route on a graph. Abstracts of the 4th international scientific and practical conference "Progressive science and achievements" May 16-18, 2024.

Keywords: MICROSERVICE ARCHITECTURE, GRAPHS, ROUTE CONSTRUCTION, MULTI-CRITERIA OPTIMIZATION, INCLUSIVE NAVIGATION, MOBILITY.

## СПИСОК ВИКОРИСТАНИХ ДЖЕРЕЛ

1. 2013 Disability and Rehabilitation: Assistive Technology Ad Hoc Reviewers. Disability and Rehabilitation: Assistive Technology. 2014. Т. 9, № 3. С. 270. URL: <https://doi.org/10.3109/17483107.2014.889765>
2. Abbott C. Defining assistive technologies - a discussion. Journal of Assistive Technologies. 2007. Т. 1, № 1. С. 6–9. URL: <https://doi.org/10.1108/17549450200700002>.
3. ACM Transactions on Accessible Comp. Reviewers. ACM Transactions on Accessible Computing. 2011. Т. 4, № 1. С. 1. URL: <https://doi.org/10.1145/2039339.2039344> .
4. Alderman J., Park C. W. Designing Across Senses: A Multimodal Approach to Product Design. O'Reilly Media, 2018. 296 с.
5. Event-driven architecture style - Azure Architecture Center. Microsoft Learn: Build skills that open doors in your career. URL: <https://learn.microsoft.com/en-us/azure/architecture/guide/architecture-styles/event-driven> (date of access: 30.05.2024).
6. Ashton T. M. Assistive Technology. Journal of Special Education Technology. 1999. Т. 15, № 1. С. 57–58. URL: <https://doi.org/10.1177/016264340001500105> .
7. Designing Accessible Technology / ред.: J. Clarkson, P. Langdon, P. Robinson. London : Springer-Verlag, 2006. URL: <https://doi.org/10.1007/1-84628-365-5> .
8. IEEE Transactions on Neural Systems and Rehabilitation Engineering publication information. IEEE Transactions on Neural Systems and Rehabilitation Engineering. 2020. Т. 28, № 12. С. C2. URL: <https://doi.org/10.1109/tnsre.2020.3046176> .
9. International Journal of Human–Computer Interaction Reviewers 2015. International Journal of Human-Computer Interaction. 2016. Т. 32, № 2. С. 87–88. URL: <https://doi.org/10.1080/10447318.2016.1138071> .
10. Functional requirements and non-functional requirements : a survey. Welcome to Spectrum: Concordia University Research Repository - Spectrum: Concordia University Research Repository.

URL: <https://spectrum.library.concordia.ca/id/eprint/7991/> (date of access: 30.05.2024).

11. Johnson J. Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Guidelines. Elsevier Science & Technology Books, 2020. 272 с.

12. Kalbag L. Accessibility for Everyone. A Book Apart, 2017. 166 с.

13. Radware Bot Manager Captcha. IOPscience. URL: <https://iopscience.iop.org/article/10.1088/1742-6596/1616/1/012073/pdf> (date of access: 30.05.2024).

14. Mendoza A. Mobile User Experience: Patterns to Make Sense of It All. Elsevier Science & Technology Books, 2013.

15. &NA;. Journal articles on rehabilitation research. International Journal of Rehabilitation Research. 1979. Т. 2, № 1. С. 109–127. URL: <https://doi.org/10.1097/00004356-197902000-00018> .

16. &NA;. Journal of Developmental and Behavioral Pediatrics. Journal of Developmental & Behavioral Pediatrics. 1990. Т. 11, № 3. С. 102-104. URL: <https://doi.org/10.1097/00004703-199006000-00001> .

17. Schildt H. Java: A beginner's guide. New York : McGraw-Hill Education, 2014.

18. The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications, Second Edition (Human Factors and Ergonomics) / ред.: A. S. (Editor), J. A. J. (Editor). 2-ге вид. CRC, 2007. 1384 с.

19. Multi-objective optimization with Pareto front – d3VIEW. d3VIEW – Data to Decision Platform for Engineers and Scientists. URL: <https://www.d3view.com/multi-objective-optimization-with-pareto-front/> (date of access: 07.05.2024).

20. Dipòsit Digital de la Universitat de Barcelona: Home. URL: <https://diposit.ub.edu/dspace/bitstream/2445/140466/1/memoria.pdf> (дата звернення: 26.04.2024).

21. PostgreSQL. URL: <https://www.postgresql.org/> (date of access: 07.05.2024).

22. pgRouting Project – Open Source Routing Library. pgRouting Project – Open Source Routing Library. URL: <https://pgrouting.org/> (date of access: 07.05.2024).
23. SPA vs MPA: what is better, faster, stronger? – MindK Blog. Web and Mobile App Development Company – MindK.com. URL: <https://www.mindk.com/blog/single-page-applications-the-definitive-guide/> (date of access: 07.05.2024).
24. JavaScript With Syntax For Types. TypeScript: JavaScript With Syntax For Types. URL: <https://www.typescriptlang.org/> (date of access: 07.05.2024).
25. Leaflet – an open-source JavaScript library for interactive maps. Leaflet - a JavaScript library for interactive maps. URL: <https://leafletjs.com/> (date of access: 07.05.2024).
26. Spring Boot. Spring Boot. URL: <https://spring.io/projects/spring-boot> (date of access: 07.05.2024).
27. Cloud Computing Services - Amazon Web Services (AWS). Amazon Web Services, Inc. URL: <https://aws.amazon.com/> (date of access: 07.05.2024).
28. Terraform by HashiCorp. Terraform by HashiCorp. URL: <https://www.terraform.io/> (date of access: 07.05.2024).
29. Production-Grade Container Orchestration. Kubernetes. URL: <https://kubernetes.io/> (date of access: 07.05.2024).
30. Continuous Integration and Delivery. CircleCI. URL: <https://circleci.com/> (date of access: 07.05.2024).
31. ТЕОРІЯ ГРАФІВ. dspace.uzhnu.edu.ua. URL: <https://dspace.uzhnu.edu.ua/jspui/bitstream/lib/31527/1/Теорія%20графів.pdf> (дата звернення: 11.05.2024).
32. gRPC. gRPC. URL: <https://grpc.io/> (date of access: 11.05.2024).
33. What are microservices?. microservices.io. URL: <https://microservices.io/> (date of access: 11.05.2024).
34. Libretexts. 9.1.1: Finite-State Machine Overview. Engineering LibreTexts. URL: [https://eng.libretexts.org/Under\\_Construction/Book:\\_Discrete\\_Structures/09](https://eng.libretexts.org/Under_Construction/Book:_Discrete_Structures/09)

:\_Finite-State\_Automata/9.01:\_Introduction/9.1.01:\_Finite-State\_Machine\_Overview (date of access: 11.05.2024).

35. Wheelmap. Wheelmap. URL: <https://wheelmap.org/> (date of access: 11.05.2024).

36. Moovit App Features: One App, All Your Urban Mobility Options. Moovit. URL: <https://moovit.com/features/> (date of access: 11.05.2024).

37. Introduction to A\*. URL: <https://theory.stanford.edu/~amitp/GameProgramming/AStarComparison.html> (date of access: 11.05.2024).

38. Targeted Multiobjective Dijkstra Algorithm. arXiv.org. URL: <https://arxiv.org/abs/2110.10978> (date of access: 11.05.2024).

39. Papers with Code - Reinforcement Learning (RL). The latest in Machine Learning | Papers With Code. URL: <https://paperswithcode.com/task/reinforcement-learning-1> (date of access: 11.05.2024).

40. Vue.js. Vue.js - The Progressive JavaScript Framework | Vue.js. URL: <https://vuejs.org/> (date of access: 11.05.2024).

41. <https://arxiv.org/abs/2212.14604>

42. DigitalOcean | Cloud Infrastructure for Developers. DigitalOcean | Cloud Infrastructure for Developers. URL: <https://www.digitalocean.com/> (date of access: 11.05.2024).

43. Google Cloud. URL: <https://cloud.google.com> (date of access: 11.05.2024).