Abstract

Vertical Handoff Decision Making problem is one of the significant technical issues in the development of Heterogeneous wireless networks. This paper presents a vertical handoff
decision algorithm based on game theory approach. In this algorithm, the handoff decision problem is formulated as a non cooperative game between the mobile users and the wireless networks that are available in the vicinity of the mobile user. It considers terminal parameters such as QoS requirements of the mobile application along with the velocity of the mobile terminal. It also considers network parameters such as available bandwidth and cost per bit offered by each network. The algorithm chooses the target network with maximum network utilization that offers services at lower prices.

References

- Sang-Jo Yoo • David Cypher • Nada Golmie, “Timely Effective Handover Mechanism in Heterogeneous Wireless Networks”, Wireless Personal Communications, 2010

Index Terms

Computer Science

Wireless Networks

Keywords

Game theory

Vertical handoff

QoS parameters

Cost per bit

Traffic class