Abstract

Today, cluster-based routing protocols achieve the highest efficiency in network life duration and network coverage as compared with other routing methods by dividing neighboring nodes into separate clusters and selecting local cluster heads for each node data combination and transmission to the basic station as well as by consuming energy in a balanced way. This study offers a centralized energy-based clustering protocol for WSNs on the basis of game theory and fuzzy logic in order to cluster network nodes by considering energy level and proximity of nodes. The simulation findings reveal the protocol's high efficiency in network life as compared with LEACH and other algorithms.

References

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**Index Terms**

Computer Science  Wireless

**Keywords**