Abstract
Routing is a major issue in the Wireless Mesh Networks. Game theory can be one of the solutions to this problem. The outcomes of the game theory can be sometimes not Pareto-optimal for the leader follower approach, so cooperative solution can be used to enhance the optimality of the solution or make them Pareto optimal. In this paper we presented an analytical model to inculcate the concept of bargaining and cooperation. This is done by associating the channel with various levels of QOS, so that the user can negotiate with the manager for different types of applications according to their QOS requirement. This proposed model can increase the throughput of the network also.
Reference


Index Terms

Computer Science
Communications

Key words
Bargaining solutions
cooperative game
Leader-follower game

Pareto-solutions

Quality of service