Abstract

Mobile Adhoc Networks (MANET's) are autonomous distributed systems that comprise a number of mobile nodes connected by wireless links, forming arbitrary time varying wireless network topologies. Security in mobile ad-hoc networks are particularly difficult to achieve, notably because of the limited physical protection to each of the nodes, the sporadic nature of connectivity, the absence of a certification authority, and the lack of a centralized monitoring or management unit, so it is not practically possible to prevent the network all the time. But Intrusion Detection System (IDS) can act as a frontier security area in relation to mobile ad hoc networks. In this paper the existing intrusion detection methods in mobile ad hoc network that uses game theory concepts are critically analyzed and their advantages, limitations over the other models are also explained. This paper can give a very good exposure to researchers who are willing to develop new algorithms for mobile adhoc network security.
Reference

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Index Terms

Computer Science

Security

Key words

Bayesian Game

Cooperative Game

Signaling Game

Shapley Value

Nash Equilibrium