The Spectrum-Access Game Formulation using Wireless Sensor Network

Charisa Llema[1], Olayiwola Babarinsa[2]
[1]Mindanao State University - Tawi-Tawi College of Technology and Oceanography, Philippines
[2]Federal University Lokoja, Nigeria

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ABSTRACT

Multiple access techniques in wireless sensor networks enable various nodes where the accessible channel sets can be segmented for sending information. The links can collaborate or For the purpose of to gain entry to the network or pathways, it is possible to obtain a group goal or an individual. The study of games is a branch of mathematics instrument created to comprehend the relationship between logical beings, it can also be used to analyze and model the group or individual node conduct in wireless sensor networks for multiple access. Within this study, we give an extensive overview of the frameworks of strategy (such as dynamic/static, cooperative / non- cooperation as well as partial or full data) that is created within wireless sensor networks for multiple multi- access methods (such as random-access routes that are contention-free or contention-based). The significant result is identified using the game concept paradigm that is described in the various access points.

Corresponding Author:

Charisa Llema,
Mindanao State University - Tawi-Tawi College of Technology and Oceanography,
Philippines.
Email: charisa.llema@g.msuiit.edu.ph

1. INTRODUCTION

Game theoretical divide but mathematics is utilized there, wherever a rational entity highlights in a situation of encounter and in what way conclusions are chosen. Many computational techniques for modeling and analyzing rational creatures are provided by game theory. The main use of game theory is in finance. It is frequently employed in conversations of information in Engineering. Individually, game theory is used in a competitive setting to model and analyze resource and allocation issues. From the layered view, game theory, instruments are used to analyze energy management, node participation, medium access, routing, and waveform adaptability [1]. A limited radio property (e.g. transmitter energy and wireless channels) is distributed in the multi- user communication of the wireless sensor network with the assistance of transmission nodes. Therefore, to improve the efficiency of an important and unclear subject in game theory is the sharing of resources among nodes in an optical network, which facilitates the transport of information. There are two main types of various access approaches in wireless sensor networks: contention-based randomization and contention-free channel utilization. The multi-access method, the nodes may collaborate or compete to attain the goals of QoS (Quality of Service) and ideal performance. Subsequently, a mathematical instrument known as the concept of games is extremely helpful for analyzing and putting together the various access method in wireless sensor networks. And the solutions for managing the energy, allocating resources, enforcing collaboration and assigning channels throughout the nodes are also acquired. A distinct model called a game model is created to study the functioning of the transmitting nodes so that several access (or balance) solutions can be obtained and the radio channel(s) are accessible [2], [3]. This model's primary purpose is to maximize system efficiency (e.g. maximizing flow rate, minimizing asset usage, and providing guaranteed Quality of Services (QoS)). The reasons for applying concepts from the theory of games to optimize, analyze and design various accesses in wireless sensor networks are as follows:

The conceptual basis of multiple-access techniques: The theory of games is particularly employed in finance, where a multiplayer choice issue is usually regarded. It is dependent on others when making an individual's choice for better achievement or advantages. The study of games offers a conceptual foundation. so that The interactional systems are examined. Both humans and non-human players—such as gadgets, organisms, and animals—are included in cooperative networks [4]. Nonetheless, it is used to facilitate wireless interactions in relation to resource sharing where the nodes (such as base stations, mobility stations, and access points) are the participants through the network.

Distributed-protocols: In many situations, judgments conducted the nodes for the sensors that are wireless networks are operated within a centralized system dispersed (or person). The most effective technique for distributive optimization of internet access networks is game theory. In the centralized solution, fixing the numerous access issues gets more expensive as the network size grows. And there may be a possibility that the network control overhead will be banned. Using game theory, a distributed protocol's effective and efficient algorithm is intended to reduce computation and overhead communication.

The Design in Mechanism: There are separate wifi nodes at the head of towards the result of the scheme to design the game parameters. However, pricing is one of the significant issues for this sort of design system that is overcome by using a minimum amount of maintaining the cost of mobile nodes and electromagnetic services.

2. DETAILS OF DIFFERENT ACCESS METHODS

This part covers fundamental models as well as throughput and channel access concerns that are closely related to wireless sensor network multi-access architecture.

Basic Ideas: In a wireless sensor network, the channel access techniques can be further divided into two main categories: contention-free network access and contention-based stochastic channel access approach. Several nodes (such as numbers, pathways, and time slots) provide radio bandwidth to the key unit in contention-free techniques, and the nodes employ the resources to disseminate information [5]. Temporal dividing, codes splitting, and frequency division multiple access systems can all make use of the contention-free channel approach.

TDMA (Multiple Access Time-Division): The time is fully divided into various structures in multiple ways time-division, where every image is further divided into several time slots and the length is predetermined. Different nodes are allotted specific time periods for the transmission of information. Synchronization is employed to prevent interference between the many nodes in time-division multiple access [6].

FDMA (Multiple Access Frequency Divisions): The frequency division divides the radio frequency range into different channels. To transfer the information, the nodes are assigned channels. An enhanced FDMA technology known as OFDMA (Orthogonal-frequency-divisions, simultaneous access) is based solely on the multiplexing orthogonal-frequency-division transmission.

CDMA (Multiple Access Code Division): In several access points code divisions, information can be transferred through various modes on the same channel consecutively.

Performance issues with wireless sensor networks with various access: The crucial requirements for creating and optimizing multiple-channel accessing techniques for fully mobile sensor networks [7].

Growing speed of the networking: In a given time frame, bandwidth is the volume of data that the routers are able to efficiently convey. The multiple access scheme's primary purposes are to maximize general throughput. It improves spectrum efficiency in sensors that are remote.

Delay reduction: Delays are the amount of time it takes for particles to efficiently send data across the network, even though the greater stage acquires a transfer cache. Some of the actual time traffic delays that affects speech and video is significant metrics of execution. However, the various channel access schemes decrease the delay for this type of traffic.

Improving energy effectiveness: A crucial performance indicator for wireless node sensors driven by batteries is energy efficiency. There's a tradeoff between network performance and energy effectiveness. It is necessary to keep each node in standby state to minimize the use of energy so that neither the nodes can transfer the packets nor receive the packets. At the same time, there is a decrease in performance. We might see some kind of different behaviors in the wireless sensor network, whereas the nodes only have a little quantity of wireless assets in common.

3. PROPOSED MODEL

The available channel data are considered and ECA is obtained from that channel. Let's suppose that the sensors know how to use the geographic distribution of a channel and its time flow i.e., $G_{AB,a}$ $G_{AD,a}$ H_a Despite this, the wireless sensor network's operation can yield the specifics of the primary detection networks. The ECA can be retrieved by the sensor nodes using this information. For specific channels, i.e., it depends entirely on their pace.. The wireless sensor conducts the spectrum sensing before the transmission, but it should be precise in this document. The ECA is e$\mu_{bs,a}$\$\mu_{ide,a}$hing, i.e. (Zero) provided that that channel is inaccessible due to significant transmissions. We consider the autonomous channel bandwidth to be comparable to the same channel, the game theory [8] can be used to analyze distributed performance. A non-cooperative congestion game is used in the wireless sensor networks to model the spectrum access process, wherein the sensors the channels are selected for access in a circulated method through the clusters, attempting to enhance their services. We recognize the existence and effectiveness of the Nash equilibria (NE) by using slotted ALOHA and MAC.

Developing the Spectrum-Access Games:

The issue of broadband accessibility is intended as a congestion game, it is considered as several resources and players, and for a specific participant by choosing an item that is associated with a different multiplayer obtaining identical assets [9]. This study clarifies the spectrum-access congestion created by games as$\Pi = \{S, K, \{T_b\}_{b \in S}, \{Z_b\}_{b \in S}\},$ where $S = \{1, \dots, S\}$ is the players which are infinite set, i.e., sensors in the cluster. The density of the sensor is associated as S, it is represented as β_i ; $X = \{1, \dots, K\}$ is a regular channel that is reachable, where accessible represents that it is recognized as inactive and $X \subseteq R$; T_b is represented as Absolutely clean strategies which is related to a sensor b, Z_b is the service functions of b sensor.

4. SIMULATION RESULT AND ANALYSIS

The software used by the system is 64-bit quad-core. 8 GB RAM, Windows 7, and 4 GB dedicated CUDA graphic card. Coding languages were utilized like C #6.0 and. NET framework 4.0 for the suggested job. An experimental study is carried out on several following parameters. Successful packet transmission, packet collisions per unit channel and throughput is achieved as per channels. The nodes that collect data are numbered 10 and 40, and frequency spaces are designated, and the network area is 50 by fifty feet are assigned as 7 and the time slots are assigned as 8, which is integrated into the range generally. The highest quantity of bandwidth is 27mbps. The slotted- ALOHA Mac is regarded as the current model and we regarded PS-MAC as the suggested model. In Fig.1, the outcome of the simulation acquired by the channel is shown. The suggested approach has more data transfer than the current model, with the number of node sensors varying between 10 and 40. A 10.06 percent increase in the average throughput is achieved when the sensor node is equal to 10. And the performance enhancement of 13.7 when the sensor node is equivalent to 40 the throughput improvement of 13.72% is obtained.

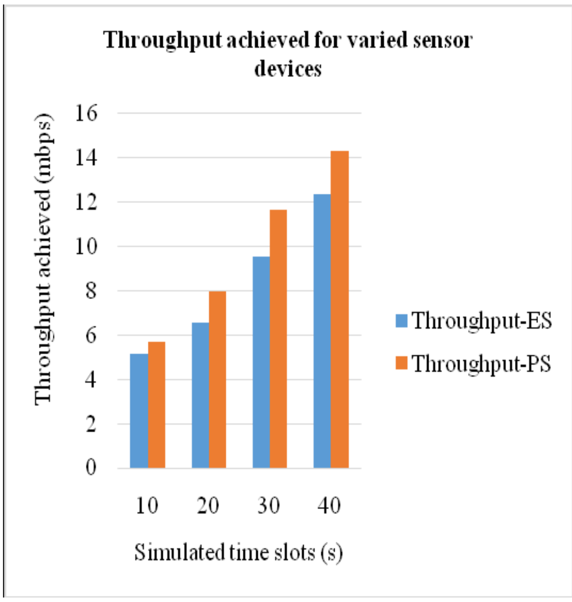

Figure 1. The performance per space for a variety of sensor devices.

In the picture. 2, the simulation result is displayed for packet collision. The results indicate that the proposed model minimizes packet collisions compared to the current model, and the sensor nodes are different between 10 and 40 sensor devices. When the nodes of the sensors are equivalent to 10, the decrease of the collision is 82.35% and when the sensor nodes are equivalent to 40 the decrease of the crash is 83.71%. In the chart depicted, we see that the likelihood of both colliding has increased. methods, i.e. the suggested and current method, as the amount of sensor devices rises.

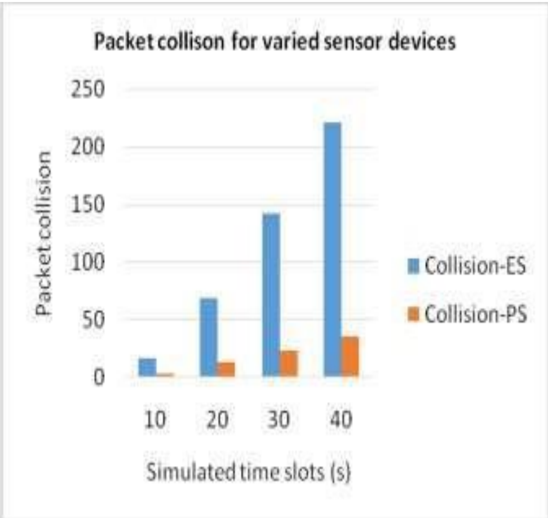

Figure 2. Collision of packets for different types of sensors.

In the picture. 3, The result of the packet transmission simulation is displayed. The sensor nodes vary from 10 to 40 sensor units and the result demonstrates that the model being suggested improves packet transmission over the current model. A transmission increase of 18.42 percent is accomplished when the sensor node is equal to 10 and when the sensor node is equal to 40, a transmission increase of 22.42 percent is reached. It is seen from the graph as we increase the number of sensor devices for both the present and proposed approach.

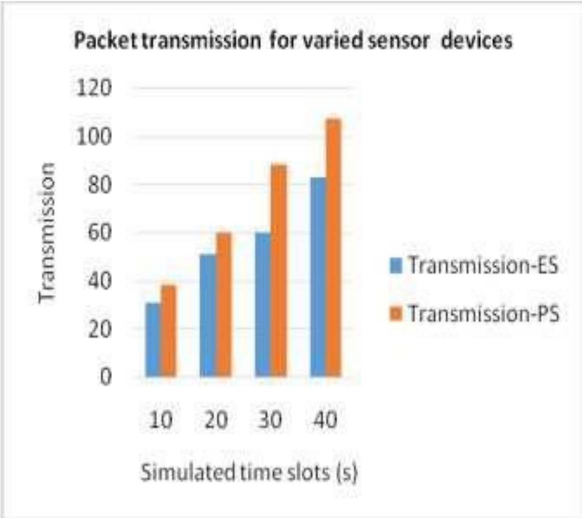

Figure 3 Sending packets for a variety of sensors

5. CONCLUSION

Game Theory is widely applied in the multi-access framework to analyze and model the sensor node's competitive and uncooperative characteristics. The distributed-channel access mechanisms are intended by the game theory model in the wireless sensor network so that efficient and long-term fixes can be acquired. In this work, we depicted an extensive study of game-theory models that are being created in wireless sensor networks for multiple access. Based on various types of procedures, the game theory model is classified as a contention-based and contention-free and various types of games (e.g. data that may be incomplete and complete, and static and dynamic games). Therefore, this article discusses significant regions of the game theory model. Node behavior, unavailability for complete information, systematic consideration (i.e. implementation) are the significant elements that give development to the primary problems of developing the multi-access game-theoretical model scheme in wireless sensor networks.

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