
Contents

FOREWORD	ix
INTRODUCTION	xi
LIST OF ACRONYMS	xv
CHAPTER 1. <i>Ad Hoc</i> NETWORKS: STUDY AND DISCUSSION OF PERFORMANCE	1
1.1. Introduction	1
1.2. Concepts specific to <i>ad hoc</i> networks	2
1.2.1. Topology	2
1.2.2. Connectivity	3
1.2.3. Mobility	4
1.2.4. Networks: wireless mesh network (WMN), wireless sensor networks (WSN) and mobile <i>ad hoc</i> network (MANET)	5
1.2.5. Routing	7
1.2.6. Weak security	9
1.2.7. Access to the environment	9
1.3. MAC protocols in mobile <i>ad hoc</i> networks	10
1.3.1. ALOHA	10
1.3.2. CSMA	15
1.4. Energy consumption in <i>ad hoc</i> networks	25
1.4.1. Energy overconsumption and/or waste	28
1.4.2. Toward more efficient energy consumption	30
1.5. Conclusion	34

CHAPTER 2. GAME THEORY AND COMMUNICATION NETWORKS	35
2.1. Introduction	35
2.2. Introductory concepts in game theory	38
2.2.1. Game	38
2.2.2. Player	38
2.2.3. Strategy (pure and mixed)	39
2.2.4. Utility	40
2.2.5. General classification of games	41
2.2.6. Equilibrium	44
2.3. Nash equilibrium	46
2.3.1. Definition	46
2.3.2. Existence	47
2.3.3. Uniqueness	50
2.3.4. Specific cases	51
2.4. Famous games	52
2.4.1. The prisoner's dilemma	52
2.4.2. Cournot duopoly	53
2.5. Applications to wireless networks	55
2.5.1. Routing game	56
2.5.2. Power control game	58
2.6. Conclusion	60
CHAPTER 3. GAMES IN SALOHA NETWORKS	61
3.1. Introduction	61
3.2. Functioning of the SALOHA algorithm	64
3.2.1. Study of stability	68
3.2.2. Transmission time	72
3.3. Modeling of node behavior in SALOHA with a strategic coding game	73
3.3.1. Issues	73
3.3.2. RS erasure codes	75
3.3.3. The impact of erasure encoding on SALOHA	79
3.3.4. Description of game model	80
3.3.5. Study of utility	83
3.3.6. Discussion of equilibrium	84
3.4. SALOHA network performance at Nash equilibrium	86
3.4.1. Coding cost	86

3.4.2. Loss rate	87
3.4.3. Output	88
3.4.4. Stability	90
3.4.5. Transmission time	91
3.5. Conclusion	92
CHAPTER 4. GAMES IN CSMA NETWORKS	93
4.1. Introduction	93
4.2. CSMA performance	95
4.3. Sources of problems in CSMA networks	99
4.4. Modeling of node behavior in CSMA using a strategic coding game	100
4.4.1. Game model analysis	100
4.4.2. Utility function	101
4.4.3. Discussion of equilibrium	103
4.5. CSMA performances at equilibrium	105
4.5.1. Coding/decoding price (cost)	105
4.5.2. Output	106
4.5.3. Transmission time	108
4.5.4. Energy optimization at equilibrium	109
4.6. Conclusion	110
CONCLUSION	113
BIBLIOGRAPHY	119
INDEX	139