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Wireless Networks and Games Theory

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Message from the Guest Editor

Dear Colleagues,

Game Theory is a fascinating tool with which to analyze the potential conflict of interest. It has recently gained momentum to boost the utilization of scarce radio resources in a distributed fashion. Game players typically involve mobile nodes, User Equipment (UE), primary and secondary cognitive radios, etc. Utility functions need to be defined to help players assess their payoff from choosing strategy. Additionally, recent innovations in wireless communications, fundamentally rely on cooperation of players. Nonetheless, this cannot be taken for granted, since players naturally seek to maximize their own payoff. Proper mechanisms are needed to foster cooperation and discourage selfish behavior. Finally, coalitional games can be employed in incidents in which players are allowed to form coalitions and, when profitable, pool their resources and improve their individual and group payoff.

The topics for this Special Issue include, but are not limited to: Cooperative Communications, Network Coding, Self-Organizing Network, Radio Resource Allocation, Energy Efficiency, Spectral Efficiency, Trust Management, Cognitive Radio, and Cybersecurity Game.