Introduction

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The convergence of wireless networks with mobile devices and embedded sensing technologies has a tremendous impact on how to model, develop and evaluate computer and software systems. Consequently, new computing and system models such as context-aware computing, spatially-aware computing and physically-embedded computing are supplementing or replacing traditional notions of distributed and parallel computing. This topic explores fundamental and practical research questions related to these emerging concepts and mobile and ubiquitous computing in general. This topic is new in the scope of the EuroPar series of conferences. It attracted 4 submissions, of which one was accepted, reflecting a 25% acceptance rate. This particular paper is quite representative for the ubiquitous computing area: it presents solutions for (near) optimal broadcasting, focusing on energy-efficiency in particular. This is very important for battery-powered wireless sensor networks, where broadcasting is the main communication mechanism, and energy efficiency is the key deployment requirement.

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