

The Evolving CMTS Chassis: Low Latency DOCSIS® and the E6000® Converged Edge Router

Interest in Low Latency DOCSIS is on the rise. In the past, network latency was largely an issue for the online gaming community, where lag times caused by latency could impact response times for gamers and put them at a disadvantage when playing online against other gamers. Today, however, gaming is just one of many online activities in which latency can negatively impact the user experience. As consumers begin adopting latency sensitive services such as video conferencing, augmented and/or virtual reality, and voice services, they'll expect flawless performance when they use them.

Latency, however, can be a source of frustration to these consumers due to delays incurred in the network; these delays are caused by the time it takes information packets to go from the sender (the end user) to the receiver (the network CMTS) and back again. Latency isn't a bandwidth issue, though; delays aren't the result of a network's capacity or lack thereof. Rather, latency is a messaging (or "pinging") issue, so adding bandwidth to a network won't address latency problems. Interactive applications, such as those mentioned above, simply require faster packet communication times between the subscriber's location and the headend to operate smoothly. Compounding the problem is that during peak traffic times, latency can spike dramatically, which can further compromise packet communication in the network; while typical latency in a DOCSIS 3.1 network is ~10 milliseconds (ms), latency under peak network traffic can spike as high as 100 ms or more. These spikes, in turn, can create an even more unstable user experience, beset by lag, video buffering, and jitter.

Networks configured for Low Latency DOCSIS, on the other hand, can always maintain a consistent latency time of ~1 ms, no matter how heavy the network traffic. In this type of network, packets are queued by how quickly the application sends data and expects to receive a response. For example, gaming applications, which transmit large amounts of packets quickly and expect an equally rapid response from the headend, are assigned to a low latency queue. Other applications, such as Teams, which don't have to transmit and receive packets quickly to function properly and don't typically cause latency problems, are assigned to a different queue that uses "classic" methods of communication between the end user and the headend.

MSOs can deploy Low Latency DOCSIS by upgrading DOCSIS 3.1 CPE devices and their CMTS with software that supports low latency provisioning and tools. CommScope currently offers software Release 14 for its E6000 Converged Edge Router (CER) for MSOs who want to upgrade their networks to support Low Latency DOCSIS. Building off software Release 12 and Release 13's expanded latency support, software Release 14 supports several new Low Latency DOCSIS functions that provide enhanced network responsiveness for interactive services, including:

- Expanded support for downstream Low Latency DOCSIS service flows, enabling fairer service splits between Classic and Low Latency queues
- · Improved support for Low Latency DOCSIS classifiers, simplifying the ability to add new classifiers as needed

- Support for ASF-AQP-EXPLICIT Expansion with no CL or LL SFs in the CM config file, which enables operators to deploy user-defined classifiers
- Support for three legacy upstream/downstream low latency Aggregate Service Flow (ASF) provisioning scenarios: SF-SCN ASF Expansion; ASF-AQP-EXPLICIT Expansion; and ASF-NoAQP-EXPLICIT

While bandwidth doesn't impact Low Latency DOCSIS deployments, MSOs should note that software Release 14 also supports D3.1*Enhanced* (D3.1*E*) operation in DOCSIS 3.1 mid-split and high-split networks. MSOs who operate at these bandsplits can leverage Release 14's support for D3.1*E* technology, which greatly expands downstream bandwidth to the subscriber by using next-generation DOCSIS 3.1+ and 4.0 CPE devices and bonding more OFDM channel blocks together than was possible with previous generation DOCSIS 3.1 CPE devices. When operating in conjunction with these CPE devices, an E6000 CER with Release 14 can support up to five OFDM downstream channels instead of the two OFDM channels available in standard DOCSIS 3.1 networks. With a simple upgrade to Release 14, MSOs can easily and economically deploy an unbeatable combination of enhanced performance (via Low Latency DOCSIS) and capacity (via D3.1*E*) without costly equipment upgrades or invasive network rebuilds.

E6000 software Release 14 demonstrates CommScope's ongoing commitment to help MSOs get the most out of their current network assets. By enhancing the performance and capacity of E6000 CERs, MSOs can extend the lives of their current deployments for the foreseeable future. Doing so supports the monetization of these assets while maintaining competitive value proposition with consumers and getting the best return on investment from any field upgrades they deploy. CommScope will continue to enhance and expand E6000 CER features in future releases to keep pace with cutting-edge network technologies like Low Latency DOCSIS and D3.1E and improve the return on investment MSOs can realize from these upgrades.

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