

Algorithm 1: ABR Model Training

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1: Initialize critic networks  $Q_{\theta_1}, Q_{\theta_2}$ , actor network  $\pi_{\phi}$ 
2: Initialize target networks  $Q_{\theta_1^{tar}}, Q_{\theta_2^{tar}}, \pi_{\phi^{tar}}$ 
3: Initialize replay buffer  $\mathcal{D}$ , mini-batch  $\Omega$ 
4: Initialize soft update factor  $\tau$ , delay update para  $\delta$ 
5: for each video session do
6:   for segment  $t = 1$  to  $T$  do
7:     Select action (bitrate):  $a_t = \pi_{\phi}(s_t)$ 
8:     Observe reward (QoE)  $r_t$ , and done  $d_t$ 
9:     Store tuple  $(s_t, a_t, r_t, d_t)$  in  $\mathcal{D}$ 
10:    Sample a mini-batch of  $j$  sequences, each
        with  $n$  consecutive steps from  $\mathcal{D}$ :
         $(s_{t'_0+i}, a_{t'_0+i}, r_{t'_0+i}, d_{t'_0+i})_{i=0,1,2,\dots,n-1}$ 
         $(s_{t'_1+i}, a_{t'_1+i}, r_{t'_1+i}, d_{t'_1+i})_{i=0,1,2,\dots,n-1}$ 
11:         $\vdots$ 
         $(s_{t'_{j-1}+i}, a_{t'_{j-1}+i}, r_{t'_{j-1}+i}, d_{t'_{j-1}+i})_{i=0,1,2,\dots,n-1}$ 
12:     $R, m = \text{ComputeCumulativeReward}(n)$ 
13:     $Q_{tar} = \text{ComputeTargetQValue}(R, m, n)$ 
14:    Update  $Q_{\theta_1}, Q_{\theta_2}$  by minimizing:
15:     $E_{\Omega}[(Q_{\theta_{i=1,2}}(s_{t'}, a_{t'}) - Q_{tar})^2]$ 
16:    if  $t \bmod \delta == 0$  then
17:      Update  $\pi_{\phi}$  by maximizing:
18:       $E_{\Omega}[Q_{\theta_1}(s_{t'}, \pi_{\phi}(s_{t'}))]$ 
19:      Softly update target networks:
20:       $\phi^{tar} = \tau \phi^{tar} + (1 - \tau) \phi$ 
21:       $\theta_1^{tar} = \tau \theta_1^{tar} + (1 - \tau) \theta_1$ 
22:       $\theta_2^{tar} = \tau \theta_2^{tar} + (1 - \tau) \theta_2$ 
23: Function  $\text{ComputeCumulativeReward}(n)$  :
24:   Initialize cumulative reward:  $R = 0$ 
25:   Initialize video terminal tag:  $m = n$ 
26:   for  $k = 0$  to  $n-1$  do
27:     Update cumulative reward:
28:      $R = R + \gamma^k r_{t'+k}$ 
29:     if  $d_{t'+k} == 1$  then
30:       Mark the termination step:  $m = k$ 
31:       return  $R, m$ 
32:   return  $R, m$ 
33: Function  $\text{ComputeTargetQValue}(R, m, n)$  :
34:   if  $m < n$  then
35:     return  $R$ 
36:   else
37:     Calculate target bitrate with Gaussian noise:
38:      $a_{tar} = \pi_{\phi^{tar}}(s_{t'+n}) + \mathcal{N}(\mu, \sigma^2)$ 
39:     Calculate minimum target Q value:
40:      $Q_{tar_1} = Q_{\theta_1^{tar}}(s_{t'+n}, a_{tar})$ 
41:      $Q_{tar_2} = Q_{\theta_2^{tar}}(s_{t'+n}, a_{tar})$ 
42:      $min\_value = \min(Q_{tar_1}, Q_{tar_2})$ 
43:     return  $R + \gamma^n \times min\_value$ 

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