

1) **Outage Probability:** The outage probability is an essential performance metric for evaluating the system where $\text{Outage} = \sum_{l=1}^K \text{outage probability of subcarrier } l$. In the probability of information that the l -th transmitted channel

information. The long-term average throughput (LTAT) is a frequently used performance metric for XP-HARQ after expected throughput of HARQ systems [?]. The LTAT of XP-HARQ system is defined as [?]

$$f_K = \Pr(I_1 < R_1, I_2 < R_2, \dots, I_K < R_K^\Sigma), \quad (4)$$

where $\eta_K = \lim_{t \rightarrow \infty} \frac{\mathcal{R}(T)}{\log_2(1 + \frac{\sum_{k=1}^K R_k(f_{k-1} - f_K)}{1 + \sum_{k=1}^K f_k})}$ stands for the accumulated mutual information until the K -th transmission.

2) Long-Term Average Throughput: The long-term average throughput (LTAT) is a frequently used performance metric to evaluate the expected throughput of HARQ systems [?]. The LTAT of XP-HARQ system is defined as [?]

This paper aims to maximize the LTAT through optimal rate selection if only the aged channel state information (CSI) is available at the transmitter. The optimization problem of the transmission rates can be formulated as

where the transmission rate $\{R_k, k \in [1, K]\}$ is upper bounded by \bar{R} to avoid frequent outages because of the limited resources. However, due to the time correlation among fading channels in (??), and the involved outage definition in (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

III. DRL EMPOWERED RATE SELECTION

Due to the rapid change of time-varying fading channels, it results in a prohibitively high system overhead to acquire the instantaneous CSI. Therefore, we assume that only the outdated and statistical CSIs are available at the transmitter. In (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

Due to the rapid change of time-varying fading channels, it results in a prohibitively high system overhead to acquire the instantaneous CSI. Therefore, we assume that only the outdated and statistical CSIs are available at the transmitter. In (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

Due to the rapid change of time-varying fading channels, it results in a prohibitively high system overhead to acquire the instantaneous CSI. Therefore, we assume that only the outdated and statistical CSIs are available at the transmitter. In (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

Due to the rapid change of time-varying fading channels, it results in a prohibitively high system overhead to acquire the instantaneous CSI. Therefore, we assume that only the outdated and statistical CSIs are available at the transmitter. In (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

Due to the rapid change of time-varying fading channels, it results in a prohibitively high system overhead to acquire the instantaneous CSI. Therefore, we assume that only the outdated and statistical CSIs are available at the transmitter. In (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

Due to the rapid change of time-varying fading channels, it results in a prohibitively high system overhead to acquire the instantaneous CSI. Therefore, we assume that only the outdated and statistical CSIs are available at the transmitter. In (??), it is hardly possible to get the explicit outage expression. Hence, it is unlikely to solve the LTAT maximization problem in (??) with the conventional optimization tools. To overcome this difficulty, we recourse to the deep reinforcement learning (DRL) for the optimal solution of the transmission rate.

The Effective Retransmission rate for MDP successfully received information bits after $\kappa(t)$ rounds during the $n(t)$ -th HARQ cycle. According to the Shannon theory, the successful decoding occurs if and only if the transmission rate is less than the channel capacity. Therefore, $R_{n(t), \kappa(t)}$ can be obtained as

$$\mathcal{R}_{n(t), \kappa(t)}^\Sigma = \mathbb{E} \left(\frac{\mathcal{R}(T)}{T} \right) \stackrel{\Delta}{=} \mathbb{E} \left(\frac{1}{T} \sum_{t=1}^T I_{\kappa(t)} \geq R_{n(t), \kappa(t)}^\Sigma \right) \quad (8)$$

With the problem reformulation of (??), the adaptive rate selection scheme can be modeled as an MDP, which can be solved by leveraging reinforcement learning (RL) method. The MDP essentially comprises four elements including environment, states, state effective transition space rate, and reward space rate. More specifically, after step t of the process in $n(t)$ -th HARQ cycle, according to the state s_t , the agent makes a decision to choose an action a_t and only if taking the action a_t , the next state s_{t+1} is observed along with a reward $r_t \in \mathcal{R}$ received from the environment \mathcal{E} . By mapping the optimal rate selection of XP-HARQ as an MDP, the states, actions, and rewards are designed as follows.

1) State s_t : To capture the channel aging effect, the historical channel state h_t is considered in (??) the observation of environment. Moreover, the decoding status of MDP-HARQ essentially depends on the accumulated mutual information and rate. Accordingly, the state s_t comprises a vector consisting of the previously accumulated transmission rate and mutual information inputted for the $n(t)$ -th XP-HARQ, and the aged channel state h_t is in state $s_t \in \mathcal{S}$. According to the current state, the agent makes a decision to choose an action $a_t \in \mathcal{A}$. After taking the action a_t , the next state s_{t+1} is observed along with a reward $r_t \in \mathcal{R}$ received from the environment \mathcal{E} . By mapping the optimal rate selection of XP-HARQ as an MDP, the states, actions, and rewards are designed as follows.

2) Action a_t : The action is defined as the effective transmission rate for the new information bits in the next HARQ round, i.e.,

$$a_t \triangleq R(t). \quad (10)$$

3) Reward r_t : The reward function can be defined as the effective transmission rate of the successfully received information bits of the current HARQ cycle $n(t)$, i.e.,

$$r_t \triangleq \begin{cases} \left(R_{n(t-1)}^\Sigma - R_{n(t)}^\Sigma \right) \mathbb{I}_{\{R_{n(t)}^\Sigma \geq R_{n(t-1)}^\Sigma\}} & \text{if } n(t) = n(t-1) \\ 0 & \text{else} \end{cases} \quad (11)$$

By noticing the continuous space of the states and actions, the MDP problem can be solved with the DRL, which combines the reinforcement learning and deep neural networks to learn the policy. The details are deferred to the next subsection.

2) Action a_t : The action is defined as the effective transmission rate for the new information bits in the next HARQ round, i.e.,

$$a_t \triangleq R(t). \quad (12)$$

3) Reward r_t : The reward function can be defined as the effective transmission rate of the successfully received information bits for the current HARQ cycle $n(t)$, i.e., in Fig. ??, this framework consists of four neural networks, i.e., two policy networks (π and π') and two value networks (v and v').

By, $\mu(s_t; \theta)$ and $Q(s_t, a_t; \omega)$ and of the evaluation networks (also DDPG is the critic network, with, $Q(s_t, a_t; \omega)$ and $Q(s_{t+1}, a_t; \omega)$), wherein the target evaluation and target policy networks are used to calculate the temporal difference (TD) target to address the overestimation issue, and these neural networks are parameterized by θ , θ^- , ω , and ω^- . In addition, for the stability and fast convergence, a prioritized experience replay memory pool \mathcal{M} is adopted to collect the agent's experience tuple $e_t = (s_t, a_t, r_t, s_{t+1})$ at each time t . A DRL-based rate selection scheme is proposed for the

maximization of the XP-HARQ. By considering the continuous state and action spaces, a deep deterministic policy gradient (DDPG) with prioritized experience replay will be applied to develop the rate selection framework, as shown in Fig. ??). This framework consists of four neural networks, i.e., two policy networks (also termed as the actor network, i.e., $\mu(s_t; \theta)$ and $\mu(s_{t+1}; \theta^-)$) and two evaluation networks (also termed as the critic network, i.e., $Q(s_t, a_t; \omega)$ and $Q(s_{t+1}, a_t; \omega^-)$), wherein the target evaluation and target-policy networks are used to calculate the temporal difference (TD) target to address the overestimation issue, and these neural networks are parameterized by θ , θ^- , ω , and ω^- . In addition, for the stability and fast convergence, a prioritized experience replay memory pool \mathcal{M} is adopted to collect the agent's experience tuple $e_t = (s_t, a_t, r_t, s_{t+1})$ at each time t . At each time step, the four neural networks will be updated with a mini-batch of experience samples \mathcal{B}_t that are drawn from \mathcal{M} according to the priority of the playback experience, that is, $e_t \sim \mathcal{P}(\mathcal{M})$ for $\forall e_t \in \mathcal{B}_t$, where \mathcal{P} is the probability function defined in (??). In what follows, priority experience playback mechanism and the training processes of the four neural networks are described in detail.

Fig. 2. The DDPG network for Rate Selection of XP-HARQ. The diagram illustrates the architecture of the DDPG network. It includes an Actor Network (parameterized by θ and θ^-) and a Critic Network (parameterized by ω and ω^-). The Actor Network outputs actions a_t and a_{t+1} , which are fed into the Environment. The Environment provides the next state s_{t+1} and reward r_{t+1} . The Critic Network takes s_t, a_t and s_{t+1}, a_{t+1} as input to calculate the TD error $\delta_t = Q(s_{t+1}, a_{t+1}; \omega^-) - Q(s_t, a_t; \omega)$. The Actor Network is updated using the TD error δ_t and the current state s_t to produce the next action a_{t+1} . The Critic Network is updated using the TD error δ_t and the current state-action pair (s_t, a_t) to produce the next value $Q(s_{t+1}, a_{t+1}; \omega^-)$. A Target Policy Network (parameterized by θ^-) and a Target Critic Network (parameterized by ω^-) are also shown, which are updated from the Actor and Critic networks respectively. A Prioritized Experience Replay (PER) buffer is used to store experience tuples (s_t, a_t, r_t, s_{t+1}) and sample them for training. The PER buffer is updated with new experience tuples and samples them based on their priority. The Actor and Critic networks are trained using the sampled experience tuples. The Actor network is trained to maximize the expected return, while the Critic network is trained to minimize the TD error. The Target Actor and Target Critic networks are used to calculate the TD error and provide targets for the Actor and Critic networks. The Actor and Critic networks are updated using the TD error and the current state-action pair. The Target Actor and Target Critic networks are updated from the Actor and Critic networks respectively. The Actor and Critic networks are trained using the sampled experience tuples. The Actor network is trained to maximize the expected return, while the Critic network is trained to minimize the TD error. The Target Actor and Target Critic networks are used to calculate the TD error and provide targets for the Actor and Critic networks. The Actor and Critic networks are updated using the TD error and the current state-action pair. The Target Actor and Target Critic networks are updated from the Actor and Critic networks respectively. The Actor and Critic networks are trained using the sampled experience tuples. The Actor network is trained to maximize the expected return, while the Critic network is trained to minimize the TD error. The Target Actor and Target Critic networks are used to calculate the TD error and provide targets for the Actor and Critic networks. The Actor and Critic networks are updated using the TD error and the current state-action pair. The Target Actor and Target Critic networks are updated from the Actor and Critic networks respectively.

1) **Prioritized Experience Replay:** In contrast with the uniform random experience replay, the prioritized experience replay is capable of accelerating the learning process and enhancing the training stability [?]. According to the prioritized sampling strategy, the sampling probability p_i of the tuple e_i (evaluation network $Q(s_i, a_i; \omega)$) is proportional to the absolute value of TD error δ_i , i.e., $p_i \propto |\delta_i| + \epsilon$, where ϵ is a positive constant to avoid a zero sampling probability, $\delta_i = Q(s_i, a_i; \omega) - r_i - \gamma Q(s_{i+1}, a_{i+1}; \omega^-)$ denotes the TD error, and γ is the discount factor.

2) **Evaluation Network:** The evaluation network aims to approximate the actual state-action function $Q_\pi(s, a)$ with a neural network parameterized by ω . The network parameters ω can be updated with the TD algorithm. More specifically, the loss function is defined as the weighted squared TD error averaged over the sampled mini-batch \mathcal{B}_t , i.e.,

1) **Prioritized Experience Replay:** In contrast with the uniform random experience replay, the prioritized experience replay is capable of accelerating the learning process and enhancing the training stability [?]. According to the prioritized sampling strategy, the sampling probability p_i of the tuple e_i (evaluation network $Q(s_i, a_i; \omega)$) is proportional to the absolute value of TD error δ_i , i.e., $p_i \propto |\delta_i| + \epsilon$, where ϵ is a positive constant to avoid a zero sampling probability, $\delta_i = Q(s_i, a_i; \omega) - r_i - \gamma Q(s_{i+1}, a_{i+1}; \omega^-)$ denotes the TD error, and γ is the discount factor.

$$w_{\text{TD}} \propto |\mathcal{B}_t| p_i \epsilon^{-\beta}, \quad (12)$$

where β is $[0, 1]$ positive hyperparameter that controls the clipping probability. Then, the ω -gradient-descent algorithm is leveraged to update the network parameters as a factor.

2) **Evaluation Network:** The evaluation network aims to approximate the actual state-action function $Q_\pi(s, a)$ with a neural network parameterized by ω . The network parameters ω can be updated with the TD algorithm. More specifically, the loss function is defined as the weighted squared TD error averaged over the sampled mini-batch \mathcal{B}_t , i.e.,

where $|\mathcal{B}_t|$ represents the batch size and the importance-sampling weight w_i is used to eliminate the bias introduced by prioritized sampling and ensure the same learning rate. To learn the best policy, the parameters of the policy network can be optimized through the maximization of $J(\theta)$. Accordingly, the gradient ascent method is used to update θ , i.e.,

which $\beta \in [0, 1]$ is a hyperparameter that controls the extent of the correction. Then, the gradient descent where v is the learning rate, and using chain rule yields $\nabla_{\theta} J(\theta) = \frac{1}{|\mathcal{B}_t|} \sum_{e_i \in \mathcal{B}_t} \nabla_{\theta} \mu(s_i; \theta) \nabla_a Q(s_i, a_i; \omega_{\text{now}})$.

4) **Target Evaluation/Policy Networks:** To further improve the stability, the soft update strategy is applied to update the parameters of the target networks, i.e., ω^- and θ^- . More specifically, with the new parameters ω_{new} and θ_{new} given by the gradient of the loss function with respect to (w.r.t.) (??) and (??), respectively, the parameters of the two target networks will be updated as

3) **Policy Network:** The policy network $\mu(s_t; \theta)$ aims to learn action policy by mapping the states to specific actions. Since the action-value function $Q_\pi(s, a)$ can evaluate the score of the current action policy, the performance objective for $\mu(s_t; \theta)$ can be defined as [?]

$$J(\theta) = \frac{1}{|\mathcal{B}_t|} \sum_{e_i \in \mathcal{B}_t} Q(s_i, a_i; \omega_{\text{now}}). \quad (16)$$

In this section, simulated results are presented for verifications and discussions. For illustration, the system parameters are set as optimized through the maximization of $J(\theta)$. Accordingly, the gradient ascent method is used to update θ for XP-HARQ, i.e., $P_1 = \dots = P_K$, and the average transmit signal-to-noise ratio (SNR) is defined as $P_1/\sigma^2 = \dots = P_K/\sigma^2 = \text{SNR}$. To deploy the DDPG,

both the actor and critic networks consist of one input layer, where v is the learning rate, and using chain rule yields $\nabla_{\theta} J(\theta) = \frac{1}{|\mathcal{B}_t|} \sum_{e_i \in \mathcal{B}_t} \nabla_{\theta} \mu(s_i; \theta) \nabla_a Q(s_i, a_i; \omega_{\text{now}})$.

4) **Target Evaluation/Policy Networks:** To further improve the stability, the soft update strategy is applied to update the parameters of the target networks, i.e., ω^- and θ^- . More specifically, with the new parameters ω_{new} and θ_{new} given by the gradient of the loss function with respect to (w.r.t.) (??) and (??), respectively, the parameters of the two target networks will be updated as

both the actor and critic networks capitalize on the adaptive moment estimation (Adam) optimizer to update the network parameters, and the learning rates are set to $v = \alpha = 0.001$. Furthermore, we assume that the number of epochs in the training state is 100, the number of time slots in each epoch is 6000, the size of the prioritized replay buffer is $|\mathcal{M}| = 20000$,

the mini-batch size $B = 512$. In addition, we assume that the weight of the soft update $\tau = 0.01$, the discount factor $\gamma = 0.9$, the extent of the correction $\beta = 0.5$, and the noise variance of the behavior policy $\sigma^2 = 0.2$.

Fig. ?? depicts the LTAT performance of XP-HARQ versus the average transmit SNR under different K . To exhibit the superiority of the proposed DRL-empowered rate selection scheme, two baseline HARQ schemes are used for comparison, including the conventional HARQ-IR [?] and the XP-HARQ with only statistical CSI (labeled as "S-CSI" in the figure) [?]. The results of XP-HARQ with S-CSI can be regarded as the worst performance limit of our proposed scheme. In the meantime, the ergodic capacity is incorporated for benchmarking purpose or as design guidelines. It is shown in Fig. ?? that the XP-HARQ scheme performs much better than the HARQ-IR scheme. For example, by fixing $\text{snr} = 35$ dB and $K = 5$, the XP-HARQ scheme achieves a higher LTAT than the HARQ-IR scheme by around 1.65 bps/Hz. It is also seen from Fig. ?? that the proposed XP-HARQ scheme with outdated CSI surpasses the XP-HARQ scheme with statistical CSI by around 0.15 bps/Hz. Moreover, as the maximum number of transmissions K increases from 3 to 5, a remarkable performance gain can be attained by both XP-HARQ schemes with the outdated CSI and the statistical CSI, whereas the HARQ-IR scheme achieves a negligible LTAT enhancement particularly at high SNR. This advantage of XP-HARQ attributes to new information bits introduced in retransmissions. Moreover, this merit also brings about a reduced transmission delay.

Fig. ?? depicts the LTAT performance of XP-HARQ versus of the average transmit SNR under different K . To exhibit the superiority of the proposed DRL-empowered rate selection scheme, two baseline HARQ schemes are used for comparison, including the conventional HARQ-IR [?] and the XP-HARQ with only statistical CSI (labeled as "S-CSI" in the figure) [?]. The results of XP-HARQ with S-CSI can be regarded as the worst performance limit of our proposed scheme. In the meantime, the ergodic capacity is incorporated for benchmarking purpose or as design guidelines. It is shown in Fig. ?? that the XP-HARQ scheme performs much better than the HARQ-IR scheme. For example, by fixing $\text{snr} = 35$ dB and $K = 5$, the XP-HARQ scheme achieves a higher LTAT than the HARQ-IR scheme by around 1.65 bps/Hz. It is also seen from Fig. ?? that the proposed XP-HARQ scheme with outdated CSI surpasses the XP-HARQ scheme with statistical CSI by around 0.15 bps/Hz. Moreover, as the maximum number of transmissions K increases from 3 to 5, a remarkable performance gain can be attained by both XP-HARQ schemes with the outdated CSI and the statistical CSI, whereas the HARQ-IR scheme achieves a negligible LTAT enhancement particularly at high SNR. This advantage of XP-HARQ attributes to new information bits introduced in retransmissions. Moreover, this merit also brings about a reduced transmission delay.

Fig. ?? investigates the impact of the time correlation coefficient on the LTAT given a fixed $\text{snr} = 20$ dB. Overall, it is not beyond our expectation that the time correlation has a detrimental impact on the LTAT. This is because more time diversity gain can be achieved from fading channels with a lower time correlation coefficient. Nevertheless, it is noteworthy that the superiority of the proposed XP-HARQ schemes essentially stems from utilizing the outdated CSI. Hence, a low channel correlation will result in less impact of the CSI between two adjacent transmissions, which limits the time diversity gain from retransmissions. Accordingly, it can be seen from Fig. ?? that the LTAT of the proposed XP-HARQ schemes slightly decreases with ρ .

Fig. ?? depicts the LTAT performance of XP-HARQ versus of the average transmit SNR under different K . To exhibit the superiority of the proposed DRL-empowered rate selection scheme, two baseline HARQ schemes are used for comparison, including the conventional HARQ-IR [?] and the XP-HARQ with only statistical CSI (labeled as "S-CSI" in the figure) [?]. The results of XP-HARQ with S-CSI can be regarded as the worst performance limit of our proposed scheme. In the meantime, the ergodic capacity is incorporated for benchmarking purpose or as design guidelines. It is shown in Fig. ?? that the XP-HARQ scheme performs much better than the HARQ-IR scheme. For example, by fixing $\text{snr} = 35$ dB and $K = 5$, the XP-HARQ scheme achieves a higher LTAT than the HARQ-IR scheme by around 1.65 bps/Hz. It is also seen from Fig. ?? that the proposed XP-HARQ scheme with outdated CSI surpasses the XP-HARQ scheme with statistical CSI by around 0.15 bps/Hz. Moreover, as the maximum number of transmissions K increases from 3 to 5, a remarkable performance gain can be attained by both XP-HARQ schemes with the outdated CSI and the statistical CSI, whereas the HARQ-IR scheme achieves a negligible LTAT enhancement particularly at high SNR. This advantage of XP-HARQ attributes to new information bits introduced in retransmissions. Moreover, this merit also brings about a reduced transmission delay.

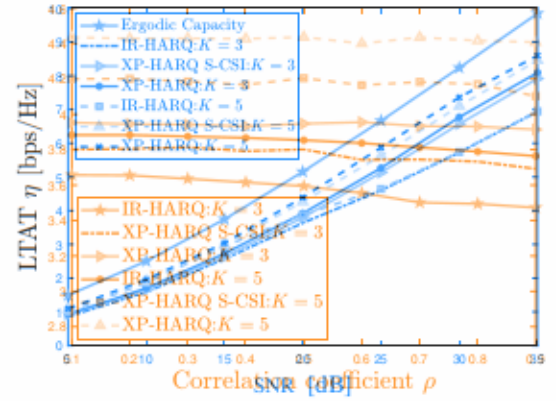


Fig. 3. Impact of correlation coefficient ρ for different HARQ schemes.

more time diversity gain can be achieved from fading channels with a lower time correlation [3]. Nevertheless, due to the lack of simple analytical results of the performance metrics of XP-HARQ, we applied the DRL to properly select the incremental information rate for XP-HARQ over correlated fading channels, without recourse to the traditional optimization tools. More specifically, the maximization of the LTAT was formulated as a problem of MDP, which can be solved by using the algorithm of DDPG with prioritized experience replay. To demonstrate the efficacy of the proposed XP-HARQ scheme, its LTAT performance was compared to the conventional HARQ-IR and the XP-HARQ with only statistical CSI through simulations. It was found that IR-HARQ is more aggressive than XP-HARQ when determining the initial rate. In the meantime, it was also found that the time correlation has a slightly negative impact on the LTAT of the proposed XP-HARQ scheme.

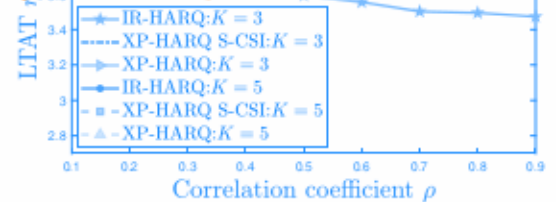


Fig. 4. Impact of correlation coefficient ρ .

V. Conclusion

Due to the lack of simple analytical results of the performance metrics of XP-HARQ, we applied the DRL to properly select the incremental information rate for XP-HARQ over correlated fading channels, without recourse to the traditional optimization tools. More specifically, the maximization of the LTAT was formulated as a problem of MDP, which can be solved by using the algorithm of DDPG with prioritized experience replay. To demonstrate the efficacy of the proposed XP-HARQ scheme, its LTAT performance was compared to the conventional HARQ-IR and the XP-HARQ with only statistical CSI through simulations. It was found that IR-HARQ is more aggressive than XP-HARQ when determining the initial rate. In the meantime, it was also found that the time correlation has a slightly negative impact on the LTAT of the proposed XP-HARQ scheme.