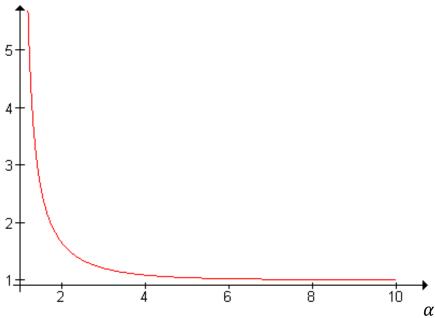
The *Riemann zeta function* ζ , named after *Bernhard Riemann*, is defined as follows:

$$\zeta(\alpha) = \sum_{n=1}^{\infty} \frac{1}{n^{\alpha}}, \quad \alpha \in (1, \infty)$$

Zeta function converges for $\alpha > 1$ and diverges for $\alpha \le 1$.



The zeta function satisfies the following properties:

- a. ζ is decreasing.
- b. ζ is concave upward.
- c. $\zeta(\alpha) \downarrow 1$ as $\alpha \uparrow \infty$.
- d. $\zeta(\alpha) \uparrow \infty$ as $\alpha \downarrow 1$.

The zeta distribution with shape parameter $\alpha \in (1, \infty)$ is a discrete distribution on \mathbb{N}_+ with probability density function f given by:

$$f(n) = \frac{1}{\zeta(\alpha)n^{\alpha}}, \quad n \in \mathbb{N}_+$$

Suppose that *N* has the zeta distribution with shape parameter $\alpha \in (1, \infty)$:

- If $k \ge \alpha 1$, $\mathbb{E}(X) = \infty$. If $k < \alpha 1$, $\mathbb{E}(N^k) = \frac{\zeta(\alpha k)}{\zeta(\alpha)}$.
- If $\alpha > 2$, mean of N equals $\mathbb{E}(N) = \frac{\zeta(\alpha 1)}{\zeta(\alpha)}$.
- If $\alpha > 3$, $var(N) = \frac{\zeta(\alpha-2)}{\zeta(\alpha)} \left(\frac{\zeta(\alpha-1)}{\zeta(\alpha)}\right)^2$.

R code snippet:

```
    draw.zeta <- function(nrep, alpha)</li>

3.
        if (alpha <= 1) { stop("Alpha must be greater than 1!\n") }</pre>
4.
        zeta <- numeric(nrep)</pre>
5.
        for (i in 1:nrep)
6.
7.
             index <- 0;
8.
             while (index < 1)</pre>
9.
10.
                 u1 <- runif(1)
                 u2 <- runif(1)
11.
12.
                 x <- floor(u1 ^ (-1 / (alpha - 1)))
                 t \leftarrow (1 + 1 / x) ^ (alpha - 1)
13.
                 w <- x < (t / (t - 1)) * (2 ^ (alpha - 1) - 1) / (2 ^ (alpha - 1) * u2)
14.
15.
                 zeta[i] <- x
16.
                 index <- sum(w)</pre>
17.
18.
19.
        zeta
20.}
```

Zeta (Zipf) distribution

PDF:
$$f(x \mid \alpha) = \frac{1}{\zeta(\alpha)x^{\alpha}}$$
 for

$$x=1,2,3,...$$
 and $\alpha > 1$, where $\zeta(\alpha) = \sum_{x=1}^{\infty} x^{-\alpha}$

(Riemann zeta function). *EAA*: Modeling the frequency of random processes. *GA*: Acceptance/rejection algorithm of Devroye (1986).

$$E(X) = \frac{\zeta(\alpha - 1)}{\zeta(\alpha)},$$

$$V(X) = \frac{\zeta(a)\zeta(a - 2) - (\zeta(a - 1))^2}{(\zeta(a))^2}$$