

## **Always and initial blocks**

Similarity: All starts at  $t = 0$ ;

Differences:

### **Initial**

Syntax for initial statement can be indicated as below

```
<initial_statement>  
::= initial <statement>
```

The instruction executes only once in the whole process. It begins its execution at the start of the simulation at the time  $t = 0$ . If there exists more than 1 initial block, then all the initial blocks are executed concurrently

### **Always**

Always statement executes repeatedly, although the execution starts at time  $t = 0$  and keep on executing all the simulation time. It works like an infinite loop. It is generally used to model a functionality that 's continuously repeated

Syntax:

```
always [timing_control] procedural_statement
```

To control the always statement we can use the trigger depending on what you are choosing to control