**Always and initial blocks**

Similarity: All starts at t =0;

Differences:

**Initial**

Syntax for initial statement cam be indicated as below

<initial\_statement>

::= initial <statement>

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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