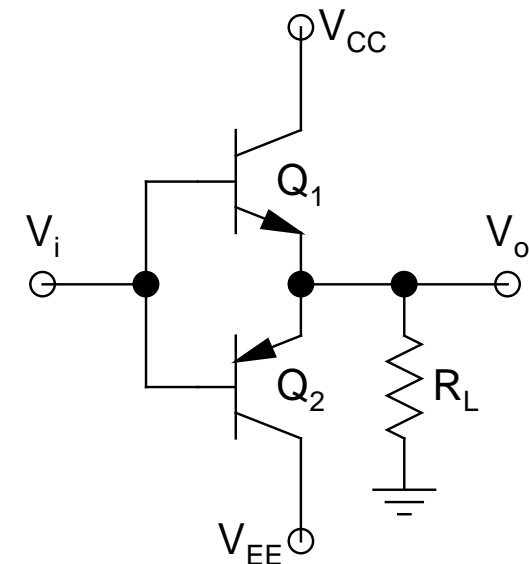


- ***Class B Push-Pull Output Stage:***

- BJT Implementation:***

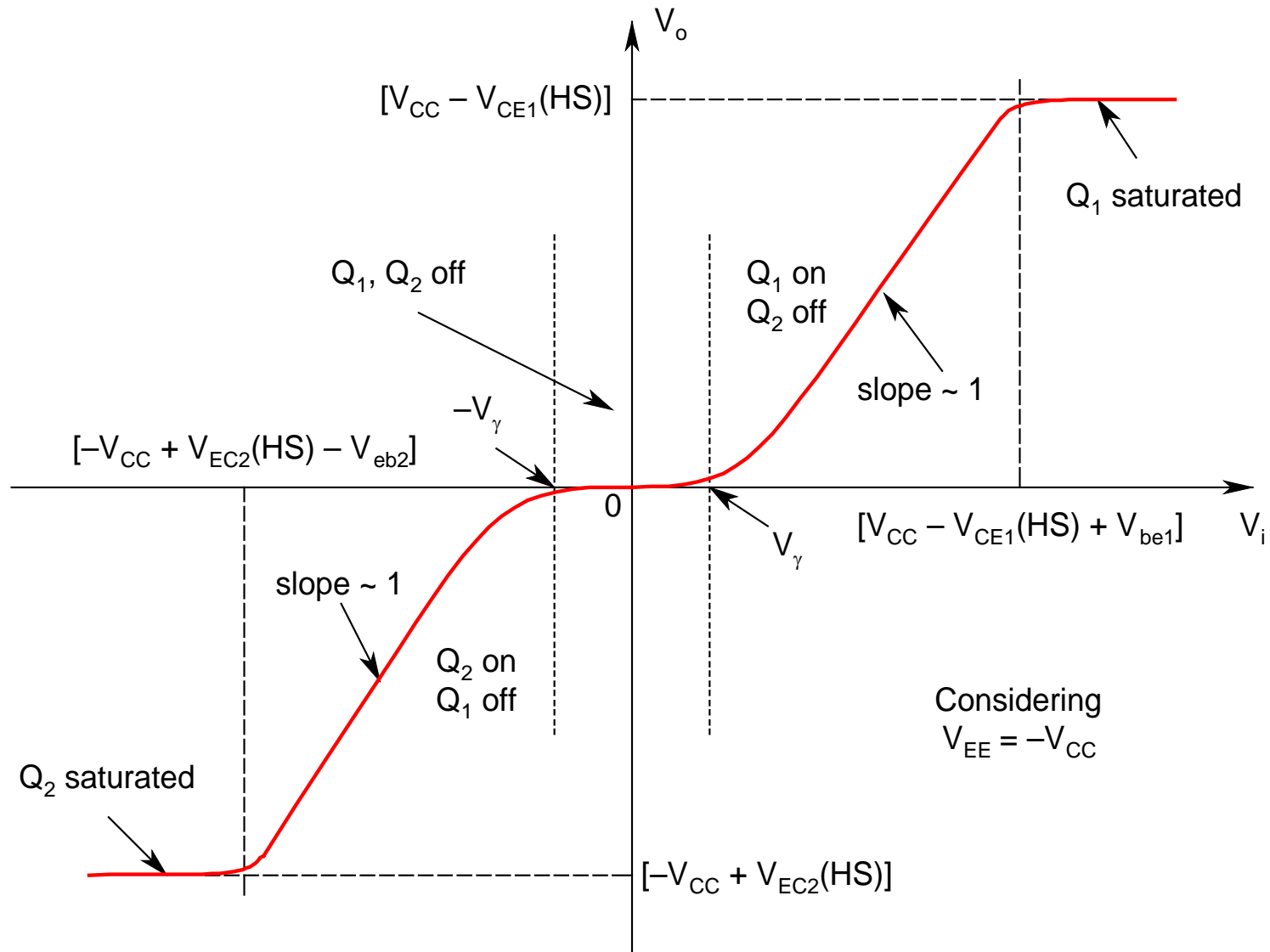
- Also known as ***Complementary Output Stage***
- ***Uses dual symmetric power supplies***
- ***Typical values used:***
 $\pm 3\text{ V}$, $\pm 5\text{ V}$, $\pm 12\text{ V}$, $\pm 15\text{ V}$
- ***Q-point:*** ***$V_i = V_o = 0$***
 $\Rightarrow V_{be1} = V_{eb2} = 0$



Circuit Schematic

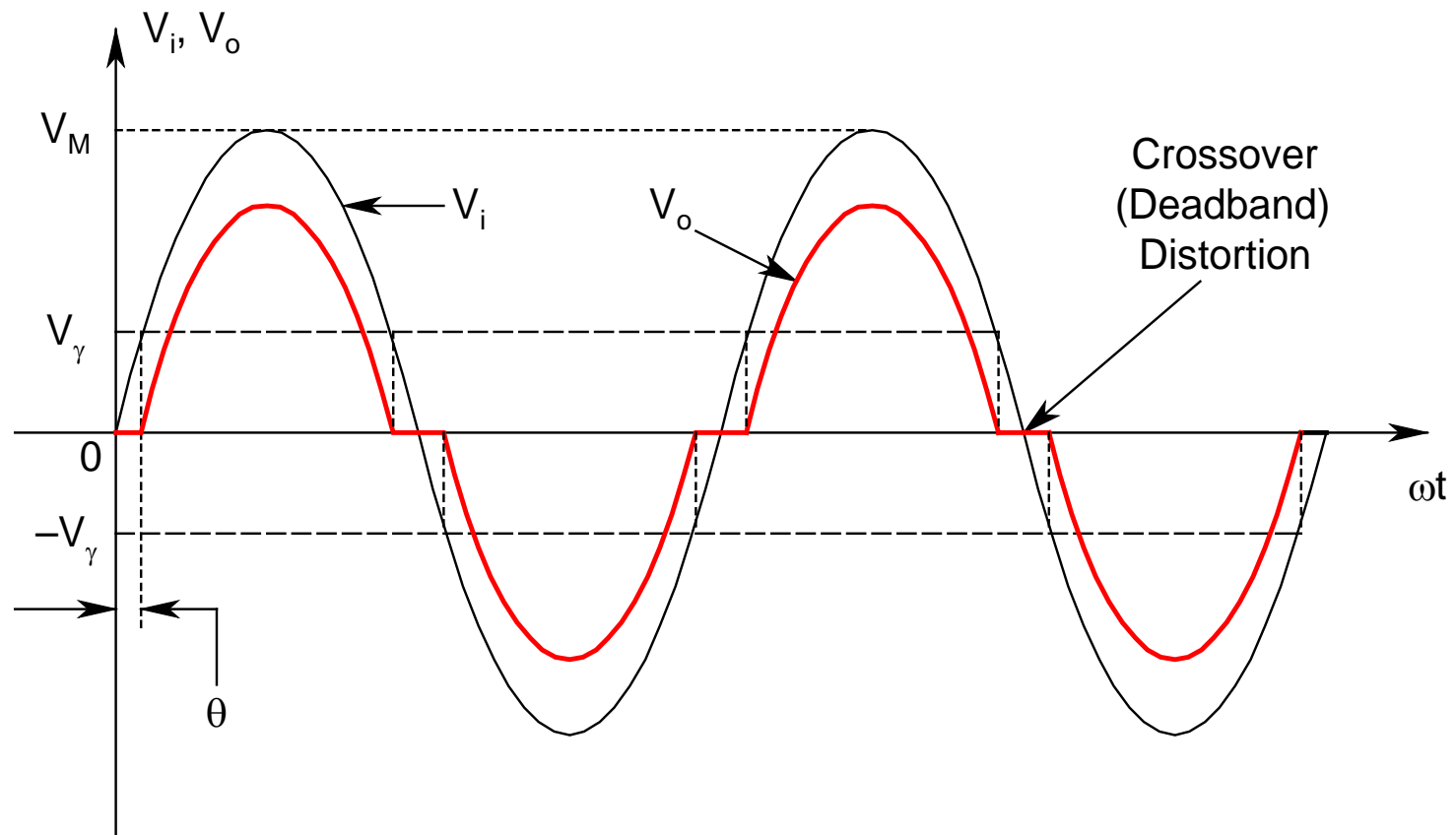
- *Both Q_1 and Q_2 cutoff*
 \Rightarrow *Zero standby power*
- *Note: $V_{be1} + V_{eb2} = 0$ (always)*
- *As $V_i \uparrow$ beyond zero, $V_{be1} \uparrow$ and $V_{eb2} \downarrow$*
 \Rightarrow *Q_1 moves towards turning on and Q_2 is pushed deeper into cutoff*
- *V_i has to be at least equal to V_γ for Q_1 to conduct* - till then, *V_o remains zero*
- *Once V_i becomes greater than V_γ , Q_1 turns on, supplies current to the load (R_L), and V_o starts to increase*

- Similarly, *as $V_i \downarrow$ below zero, $V_{be1} \downarrow$ and $V_{eb2} \uparrow$*
 $\Rightarrow Q_2$ *moves towards turning on* and Q_1 *is pushed deeper into cutoff*
- Again, V_i *has to be at least equal to $-V_\gamma$ for Q_2 to conduct* - till then, V_o *remains zero*
- *Once V_i becomes less than $-V_\gamma$, Q_2 turns on, pulls current away from the load (R_L), and V_o starts to decrease (remains negative)*
- Thus, the name ***Push-Pull***
 - *Each transistor remains on for little less than half a cycle*



The Voltage Transfer Characteristic (VTC)

- Note the *deadband* ($V_o = 0$) *between* $\pm V_\gamma$
- Consider *positive* V_i :
 - *For* $V_i > V_\gamma$, V_o follows V_i with a *slope of almost unity* and *without any phase shift* (CC stage)
 - *As* $V_o \uparrow$, $V_{ce1} \downarrow$, and Q_1 starts to move towards saturation
 - \Rightarrow *Positive* $V_{o,max} = V_{CC} - V_{CE1}(HS)$
 - However, for this to happen, V_i has to be greater than V_{CC} (since there is an *extra drop of* V_{be1})
 - \Rightarrow *This point can never be reached*
- *The characteristic for negative V_i can be similarly understood*



Crossover Distortion