| **Point** | **HTTP/1.1** | **HTTP/2** |
| --- | --- | --- |
| **Multiplexing** | Limited parallelism, relies on multiple connections | Efficient multiplexing, multiple streams over a single connection |
| **Header Compression** | Headers are not compressed, leading to increased overhead | Headers are compressed, reducing overhead and improving performance |
| **Binary Protocol** | Text-based protocol | Binary protocol for more efficient parsing |
| **Prioritization** | No built-in support for prioritization | Introduces stream prioritization for better resource allocation |
| **Connection Handling** | One request per connection, leading to high latency | Multiple requests over a single connection, reducing latency |
| **Server Push** | Not supported | Introduces server push, allowing servers to send resources proactively |
| **Error Handling** | Stops processing when an error occurs | Continues processing, isolating errors for individual streams |
| **Flow Control** | No native support for flow control | Incorporates flow control mechanisms to manage data transmission |
| **Upgrade Mechanism** | Uses upgrade header for protocol upgrades | Negotiates protocol version during connection establishment |
| **Backward Compatibility** | Widely supported but can lead to slower performance | Backward compatible, enabling seamless transition without sacrificing performance |