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| **HTTP1.1** | **HTTP2** |
| Requests and responses are sent sequentially over a single TCP connection. If one request is slow or blocked, it can delay others. | Allows multiple requests and responses to be sent and received simultaneously over a single TCP connection. This reduces latency and improves efficiency. |
| Uses a text-based protocol, which is human-readable but less efficient for machines to parse | Utilizes a binary protocol, which is more efficient for both machines and humans, designed for easier parsing and improved performance. |
| Doesn't support server push natively. The server can't proactively send additional resources to the client without prior requests | Introduces server push, enabling the server to push resources to the client's cache before they are requested, improving page load times |
| Requests are prioritized based on their order, with limited control over resource fetching priority | Offers more granular stream prioritization, allowing the client and server to specify the importance of different resources, optimizing critical asset loading |
| Widely supported and compatible with older web infrastructure | Servers and clients can negotiate the protocol version during the initial handshake |