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| HTTP 1.1 | HTTP 2 |
| textual | HTTP2 is binary |
| ordered and blocking | HTTP2 is fully multiplexed |
| HTTP/1.1 is the duplication of data across requests | HTTP2 can use one connection for parallelism |
| data redundancy | HTTP2 uses header compression to reduce overhead |
| waiting for the client to request for assets like JS and CSS | HTTP2 allows servers to “push” responses proactively into client caches |