 HTTP 1.1 Protocol:

• It was released in 1997.  
• It uses text-based commands for HTTP requests.  
• It added many performance enhancements e.g., caching, request pipelining, keepalive connections, transfer encoding, byte range requests etc.  
• It can load one requests at a time. Hence one request per one TCP connection is possible.

**HTTP 2 Protocol:**

• It was released in Feb. 2015 by IERF.  
• It is binary and not textual.  
• It is fully multiplexed.  
• It interleaves multiple requests/responses in parallel without blocking on anyone.  
• It uses single TCP connection to deliver multiple requests/responses (in parallel).  
• It uses header compression in order to reduce overhead.  
• It allows servers to "push" responses into client caches proactively.  
• It removes unnecessary HTTP/1.x work-arounds e.g. Image sprites, domain sharing etc. • It is less error prone than HTTP/1.