* HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.
* a server only serves content to a client device if the client asks for it. However, this approach is not always practical for modern webpages, which often involve several dozen separate resources that the client must request
* HTTP/2 is able to use a single [TCP](https://www.cloudflare.com/learning/ddos/glossary/tcp-ip/) connection to send multiple streams of data at once so that no one resource blocks any other resource
* HTTP/2 solves this problem by allowing a server to "push" content to a client before the client asks for it
* Small files load more quickly than large ones. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller
* HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets. This eliminates a few bytes from every HTTP packet.