Difference between HTTP/2 and HTTP/1.1

* MULTIPLEXING:

HTTP/1.1 loads resources one after the other, so if one resources cannot be loaded, it blocks all the other resources behind it. In contrast, HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no resources blocks any other resources. HTTP/2 does this by splitting data into binary-code messages and numbering these messages the client knows which stream each binary message belongs to.

* SERVER PUSH:

Typically, 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 solves this problem by allowing a server to “push” content to a client before the client asks for it. The server also sends a message letting the client know what pushed content to expect – like if bob had sent Alice a table of contents of his novel before sending the whole thing.

* HEADER COMPRESSION:

Small files load more quickly than large one. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packet. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.