|  |  |  |
| --- | --- | --- |
| CATEGORIES | HTTP1.1 | HTTP/2 |
| **Multiplexing** | HTTP 1.1 only allows one request and response to be sent at a time. This reduces the overhead of establishing new connections and improves the performance of the protocol | HTTP/2 allows multiple requests and responses to be sent over a single connection |
| **Binary protocol** | This reduces the size of the data transmitted between the client and server, improving the efficiency of the protocol. | HTTP/2 uses a binary protocol instead of the text-based protocol used in HTTP 1.1 |
| **Header compression** | This also helps to improve the efficiency of the protocol and reduce latency | HTTP/2 uses header compression to reduce the size of header data, which can be significant in HTTP 1.1 |
| **Server push** | which can improve the speed and efficiency of web applications | HTTP/2 allows the server to send multiple responses to a single request |
| **Prioritization** | HTTP 1.1, all requests are treated equally. | HTTP/2 allows the client to specify the priority of requests, which can improve the responsiveness of the protocol and reduce latency |
| **TLS encryption** | HTTPS is optional in HTTP 1.1 | While, it is mandatory in HTTP/2 |
| **Format** | It works on textual format | It works on the binary protocol. |
| **Blocks** | There is head of line blocking that blocks all the request | It allow all the request for the blocking |
| **Compression** | It compress data itself. | It use HPACK for compress |
| **Multiple pages** | It uses request resources inline use getting multiple pages | It use PUSH frame by server that collect all multiple data |