Multiplexing:

HTTP1.1-load sources one after the another.So, if one resource cannot be loaded, it blocks all the other resources behind it.

HTTP 2-It is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.It does this by splitting data into binary-code messages and numbering these messages so that the client knows which stream each binary message belongs to.

Server Push:

HTTP1.1-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.

HTTP2-HTTP/2 solves this problem by allowing a server to "push" content to a client before the client asks for it.

**Header compression:**

**HTTP1.1-**To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller

**HTTP2-**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. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.

Format:

HTTP1.1-It keeps all requests and responses in plain text format

HTTP2-It uses the binary framing layer to encapsulate all messages in binary format