| **HTTP/1.1** | **HTTP/2** |
| --- | --- |
| It works on the textual format. | It works on the binary protocol. |
| There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| It uses requests resource inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data |
| It uses text based format so chances of error are high. | Because it uses binary which makes it more efficient and less error-prone. |
| It did not work before client request . | It Allows server pushing, which means it can proactively send responses to the browser cache, without waiting for the client to request them. |
| It works on the basis of ordered and blocking. Uses multiple connections for parallelism which lead to increased resource consumption. | It can use one connection for multiple requests and responses in parallel. |
| Because of its Self compression , requires more data and less efficient. | Uses header compression to reduce overhead, which means it can send less data and improve performance and reduce latency. |
| Lack data prioritization. | It supports prioritization , Enabling important resources to be loaded first. |
| Larger header size | Smaller header size |