 Difference between HTTP1.1 vs HTTP2

HTTP/1.1, the first standardized version of HTTP, was introduced in 1997.

Key Features of HTTP/1.1:

* It was no longer required for each connection to be terminated immediately after every request was served with a response; instead, with the keep-alive header, it was possible to have persistent connections. It allowed multiple requests/responses per TCP connection.
* The Upgrade header was used to indicate a preference from the client that made it possible to switch to a more preferred protocol if found appropriate by the server.
* HTTP/1.1 provided support for chunk transfers that allowed streaming of content dynamically as chunks and for additional headers to be sent after the message body. This enhancement was particularly useful in cases where values of a field remained unknown until the content had been produced. For example, when the content had to be digitally signed, it was not possible to do so before the entire content gets generated.
* Other features that reinforced its stability were introduced such as:
* pipelining (the second request is sent before the response to the first is adequately served)
* content negotiation (an exchange between client and server to determine the media type, it also provides the
* provision to serve different versions of a resource at the same URI)
* cache control (used to specify caching policies in both requests and responses)

At the beginning of 2010, Google introduced an experimental protocol, SPDY, which supported multiplexing (multiple requests/responses sent and received asynchronously over a single TCP connection) but as it gained traction IETF’s HTTP Working Group came up with HTTP/2 in 2015, which is based on the SPDY protocol.

HTTP2 Vs. HTTP1 is not a debate at all. HTTP2 is much faster and more reliable than HTTP1. HTTP1 loads a single request for every TCP connection, while HTTP2 avoids network delay by using multiplexing.