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| |  |  | | --- | --- | | **Multiplexing:**  HTTP/1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. | **Multiplexing:**  HTTP/2 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. | | **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. | **Server push:**  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 ones. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller. | **Header compression:**  However, 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. |  |  | | --- | | **HTTP1 HTTP2** | |