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| HTTP1.1 | HTTP2 |
| * The first usable version of HTTP was created in 1997 * HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. * Small files load more quickly than large ones. To speed up web performance HTTP/1.1 compress HTTP messages to make them smaller * The header component of a message, however, is always sent as plain text. Although each header is quite small, the burden of this uncompressed data weighs heavier and heavier on the connection as more requests are made. * 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. | * a new version of HTTP called [HTTP/2](https://www.cloudflare.com/website-optimization/http2/what-is-http2/) was created in 2015 * HTTP/2 is able to use a single [TCP](https://www.cloudflare.com/learning/ddos/glossary/tcp-ip/) connection to send multiple streams of data at once so that no one resource blocks any other resource. * HTTP/2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK * HTTP/2 can split headers from their data, resulting in a header frame and a data frame. The HTTP/2-specific compression program [HPACK](https://tools.ietf.org/html/draft-ietf-httpbis-header-compression-12) can then compress this header frame. * It is a binary protocol i.e. only binary commands in the form of 0s and 1s are transmitted over the wire |