**Difference between HTTP1.1 vs HTTP2**

**HTTP/1.1**

Developed by Timothy Berners-Lee in 1989 as a communication standard for the World Wide Web, HTTP is a top-level application protocol that exchanges information between a client computer and a local or remote web server. In this process, a client sends a text-based request to a server by calling a *method* like GET or POST. In response, the server sends a resource like an HTML page back to the client.

There is much to discuss about the lower levels of this stack, but in order to gain a high-level understanding of HTTP/2, you only need to know this abstracted layer model and where HTTP figures into it.

With this basic overview of HTTP/1.1 out of the way, we can now move on to recounting the early development of HTTP/2.

**HTTP/2**

HTTP/2 began as the SPDY protocol, developed primarily at Google with the intention of reducing web page load latency by using techniques such as compression, multiplexing, and prioritization. The publication of HTTP/2 in May 2015.

From a technical point of view, one of the most significant features that distinguishes HTTP/1.1 and HTTP/2 is the binary framing layer, which can be thought of as a part of the application layer in the internet protocol stack. As opposed to HTTP/1.1, which keeps all requests and responses in plain text format, HTTP/2 uses the binary framing layer to encapsulate all messages in binary format, while still maintaining HTTP semantics, such as verbs, methods, and headers. An application level API would still create messages in the conventional HTTP formats, but the underlying layer would then convert these messages into binary. This ensures that web applications created before HTTP/2 can continue functioning as normal when interacting with the new protocol.

The conversion of messages into binary allows HTTP/2 to try new approaches to data delivery not available in HTTP/1.1, a contrast that is at the root of the practical differences between the two protocols. The next section will take a look at the delivery model of HTTP/1.1, followed by what new models are made possible by HTTP/2.