

update

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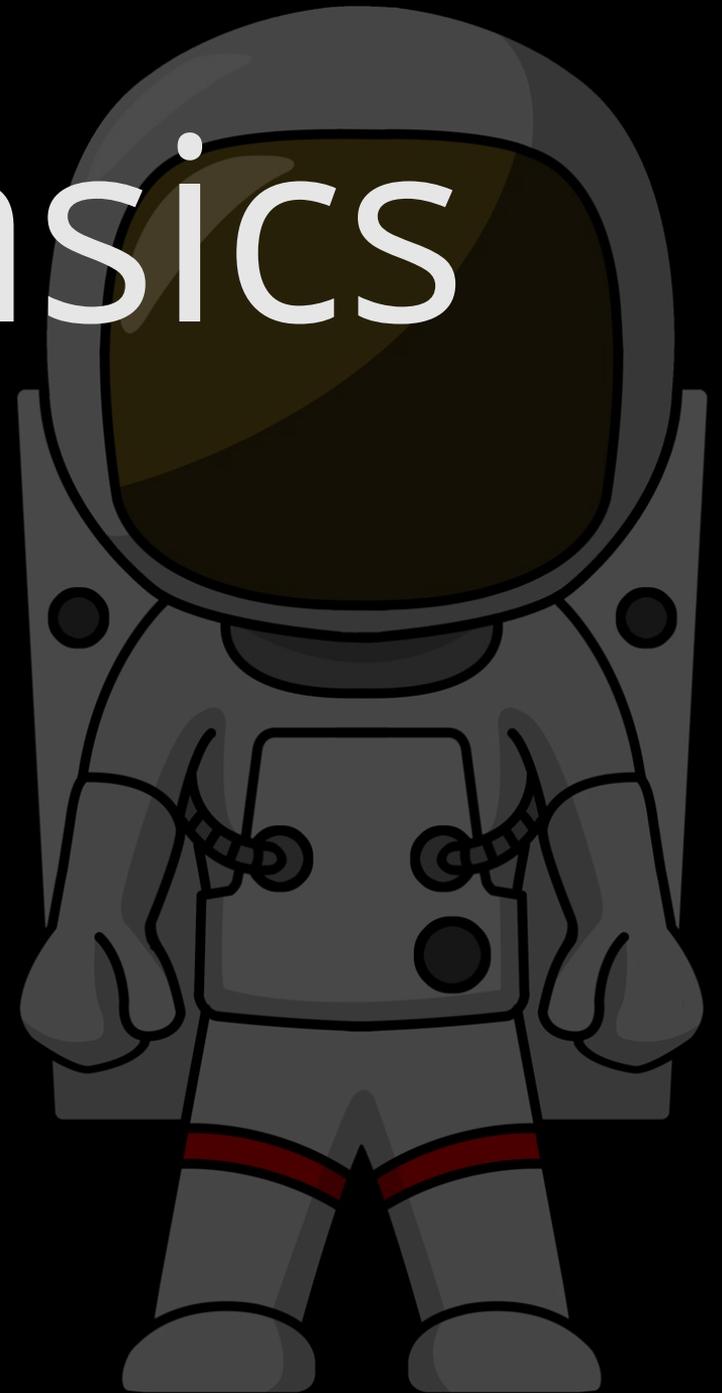
FOSDEM, Brussels, January 30th 2016

HTTP/2 basics

Status

Deploy

Future



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GENERAL



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about the protocol

Why HTTP/2

HTTP/1 ping-pong

... makes it latency sensitive

TCP connection fatigue

HTTP Pipelining failed

Deliver more data earlier!



Speed of light reminder

The world is still big
+ slower through fiber
+ never the shortest distance
+ buffer (bloat)
+ radio networks =

Several hundred milliseconds

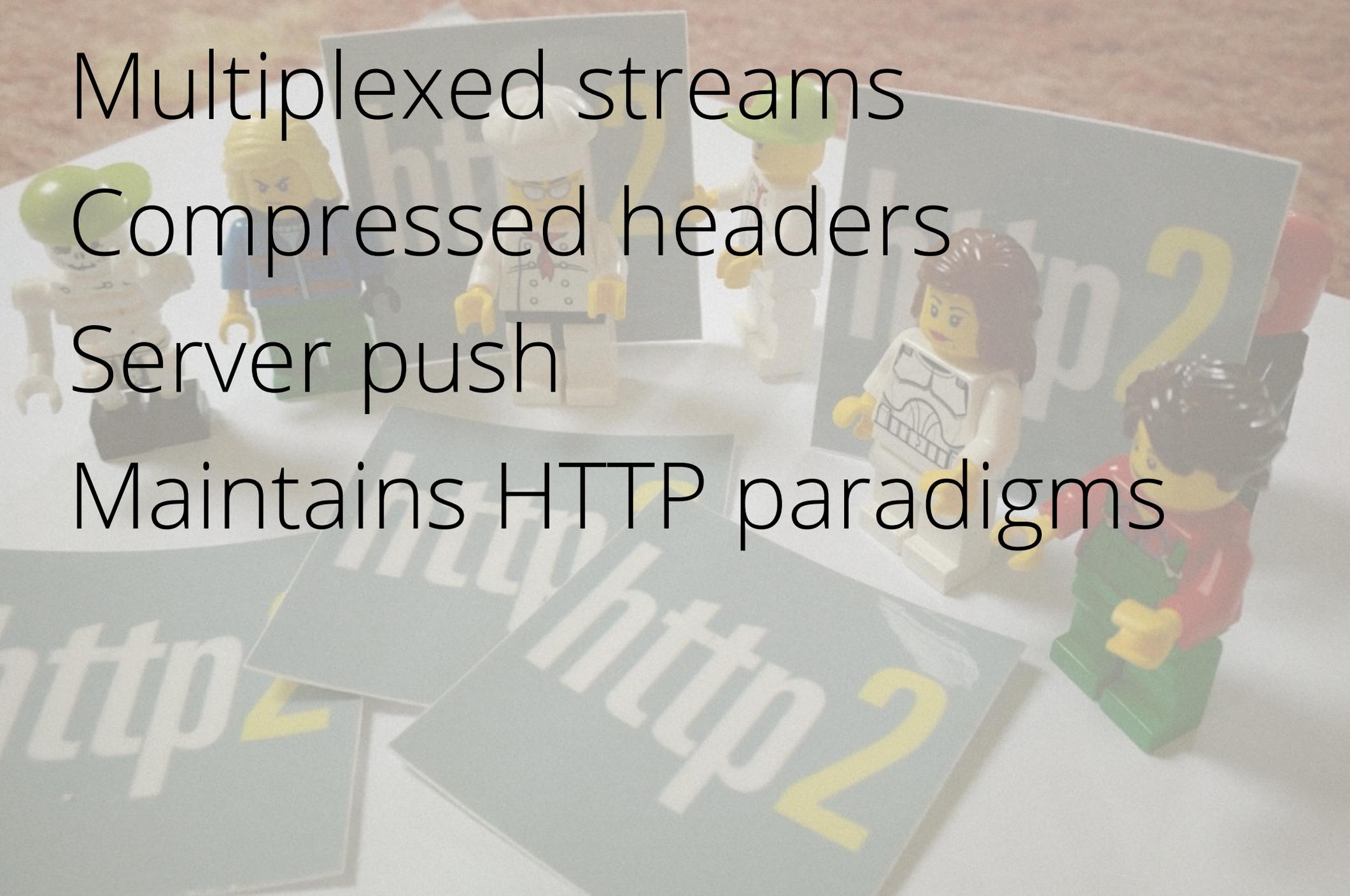
HTTP/2

Multiplexed streams

Compressed headers

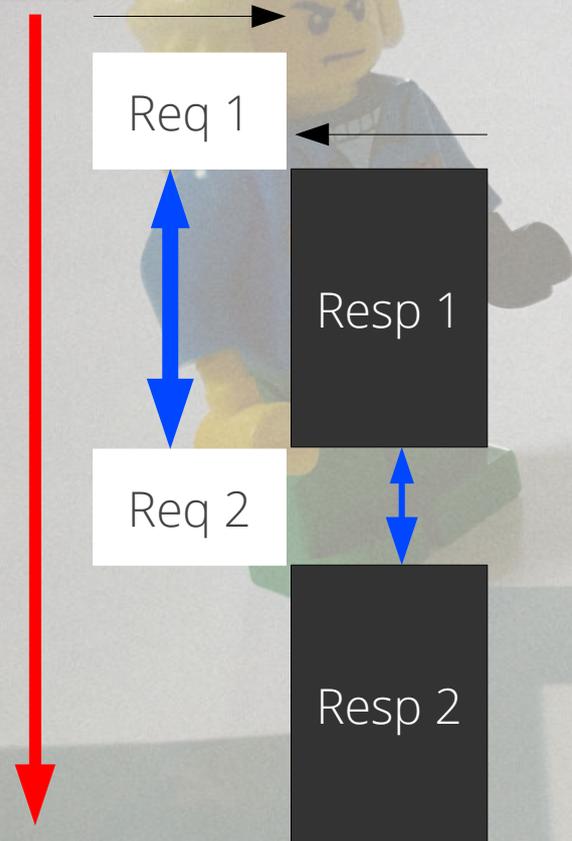
Server push

Maintains HTTP paradigms

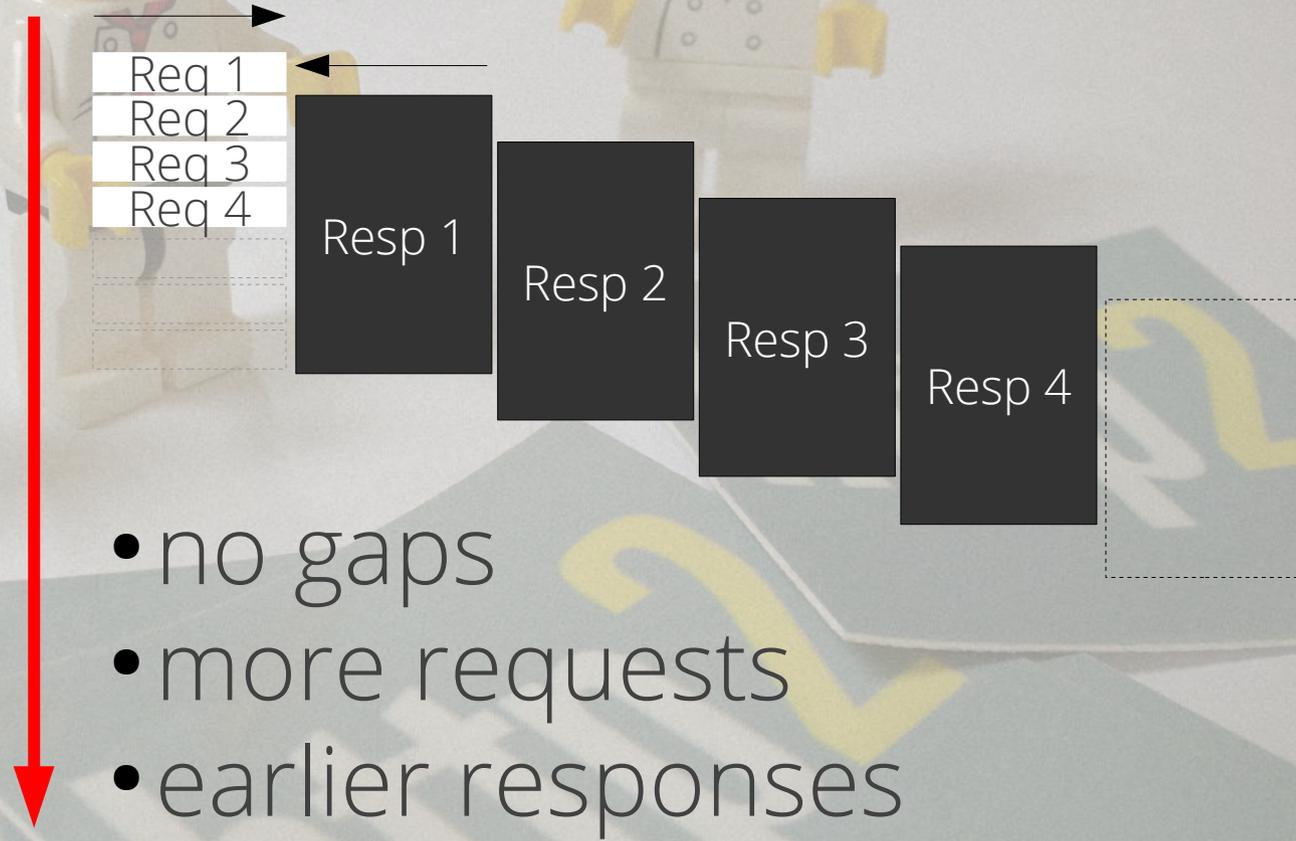


Multiplexed and compressed

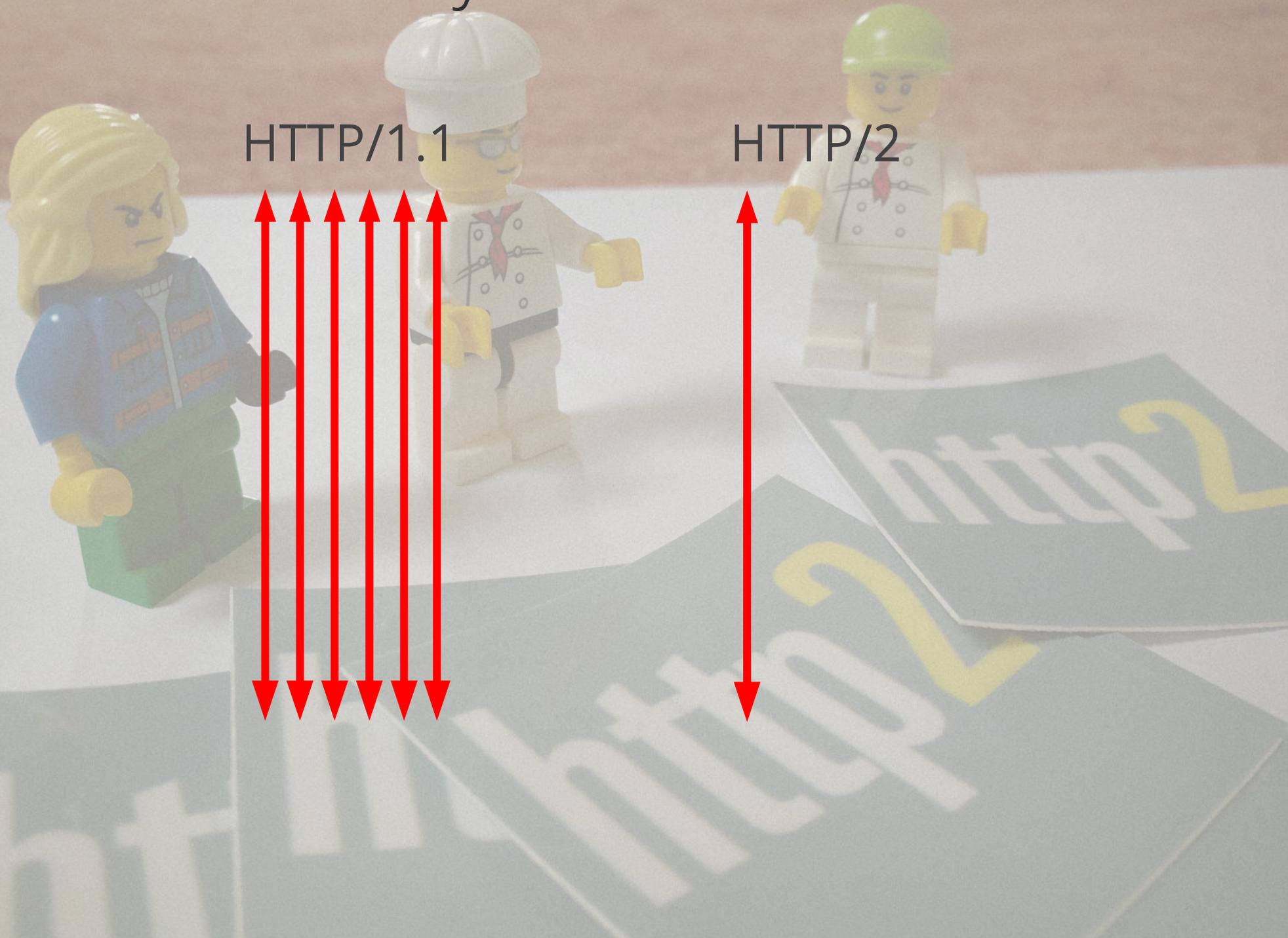
HTTP/1.1



HTTP/2

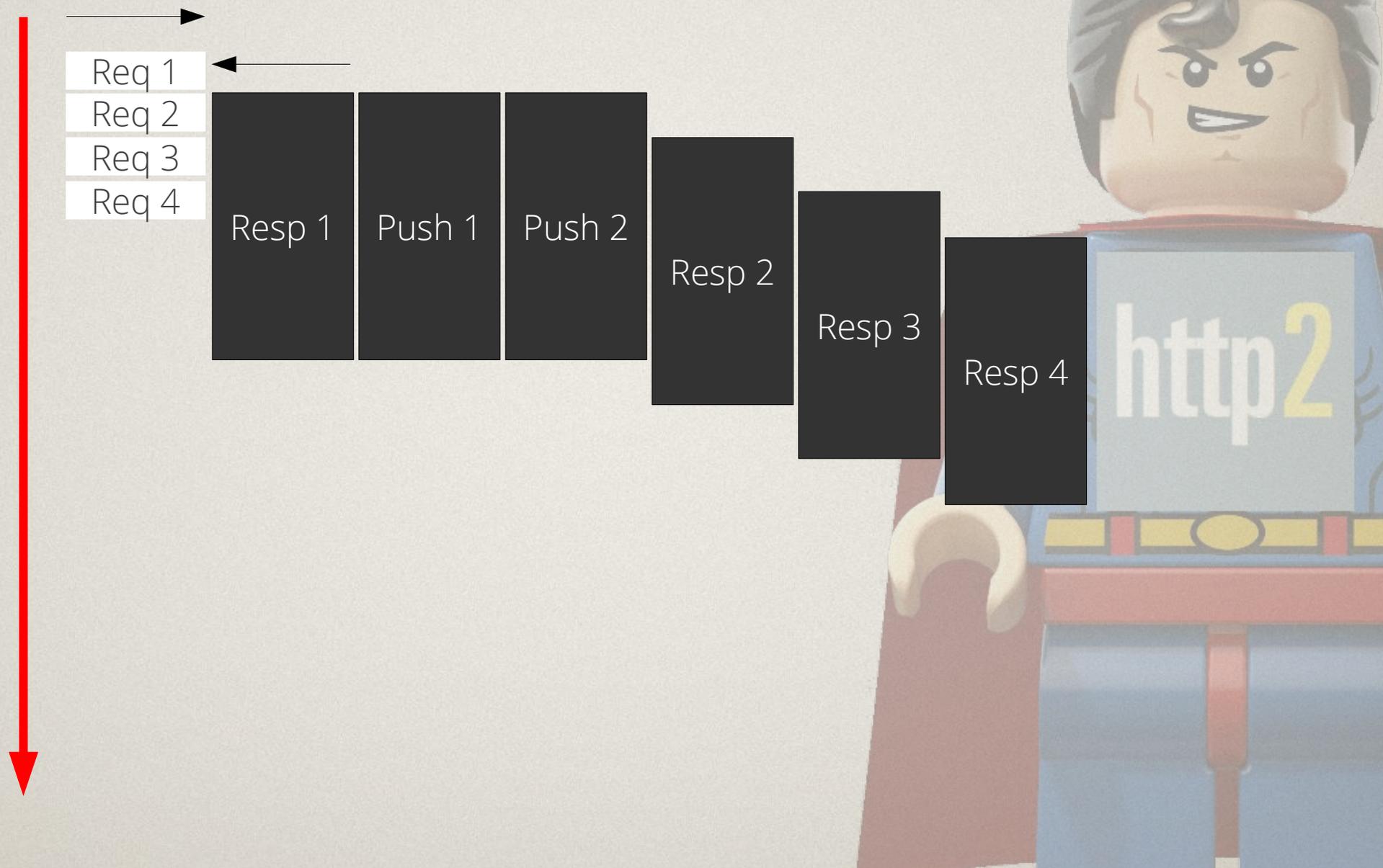


Many TCP vs one



Server push

HTTP/2



HTTP paradigms stay

Header and body

HTTP:// and HTTPS://

Most client-side apps won't notice

Most server-side apps won't notice

http2

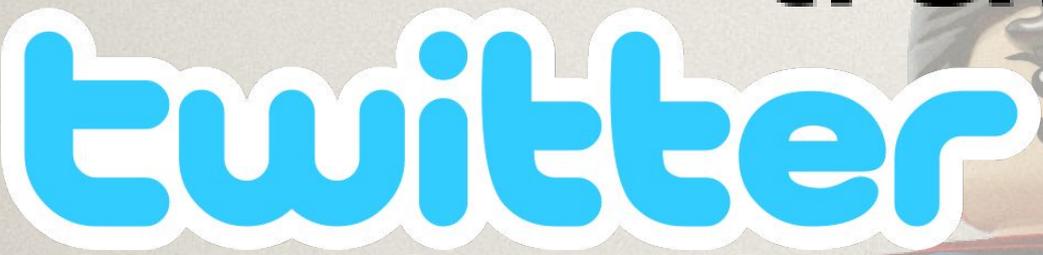


status

browsers



servers



HTTP/2 - January 2016

Browsers are HTTPS-only

Firefox: **17%** HTTP/2

30% of HTTPS

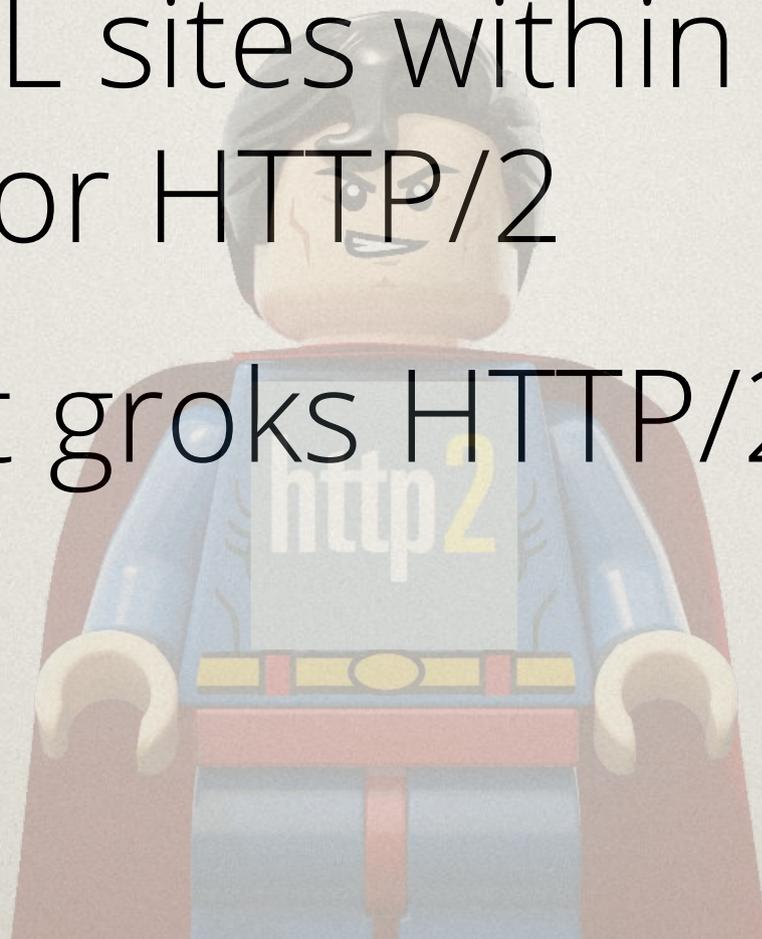
HTTP/2 in **70%** of browsers

HTTP/2 for content – January 2016

51% of HTTPS contents over
HTTP/2

29% of SSL sites within top-1000
use SPDY or HTTP/2

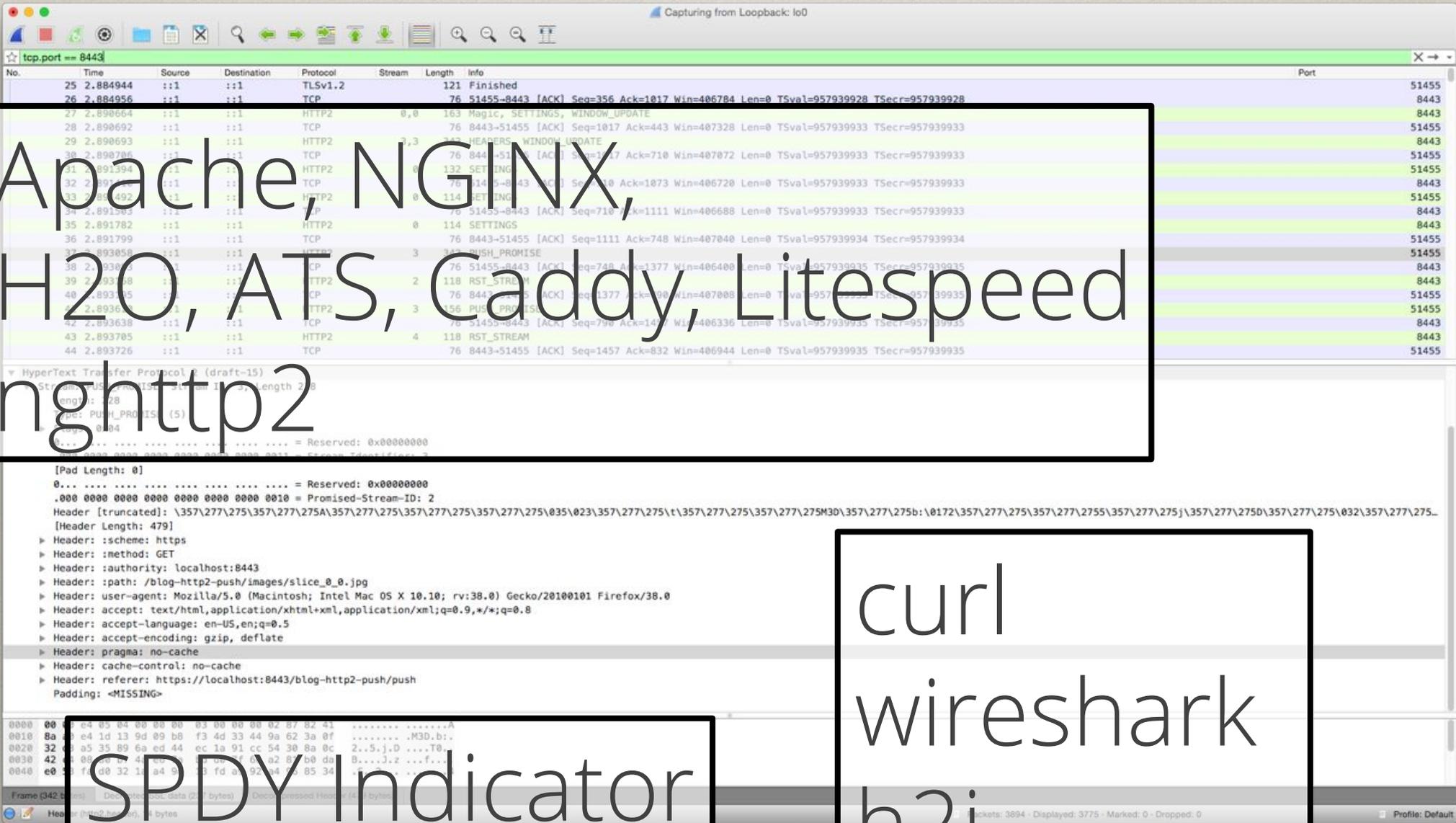
Googlebot groks HTTP/2 **early**
2016





deploy

Poking at it



Apache, NGINX,
H2O, ATS, Caddy, Litespeed
nghttp2

curl
wireshark
h2i

SPDY Indicator

Challenges for you

h2 is straight-forward, but ...

HTTPS!

OpenSSL / other TLS-lib versions and ALPN

Mixed content / ads

Certs and Let's Encrypt



Let's Encrypt

HTTP/2 – what to expect for your site

It depends

20% - 60% faster is common

Server push makes a difference

Priorities is key

Remember: HTTPS

Shorten dependency chains!



the HTTP future

Improving what we have

h2 server push improvements

h2 extensions have not taken off

h2 client certs?

(slightly) improved cookies

Guide to TCP when writing HTTP

More HTTPS, blind caches?

Better h2 tools, more h2 comparisons

Beyond HTTP/2

Time to drop HTTP/1 legacies

HTTP/3 will happen faster

QUIC and the OSI model crash

Thank you!



Doing good is part of our code