

# H2 performance analysis in the real world

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# GOALS

Is it faster?

H2 vs H1 performance in the real world

Network scenarios

Cell Networks

Browsers

Mobile devices

Site characteristics

# • MEASUREMENT Methodology

Real User Monitoring

Navigation Timing API; enriched

Edge clusters serve 50% H2 and 50% H1

Fair and unbiased comparison possible

Straight transition; no de-optimization

No specific TCP tuning

# • ANALYSIS

## Per URI

No domination of popular sites

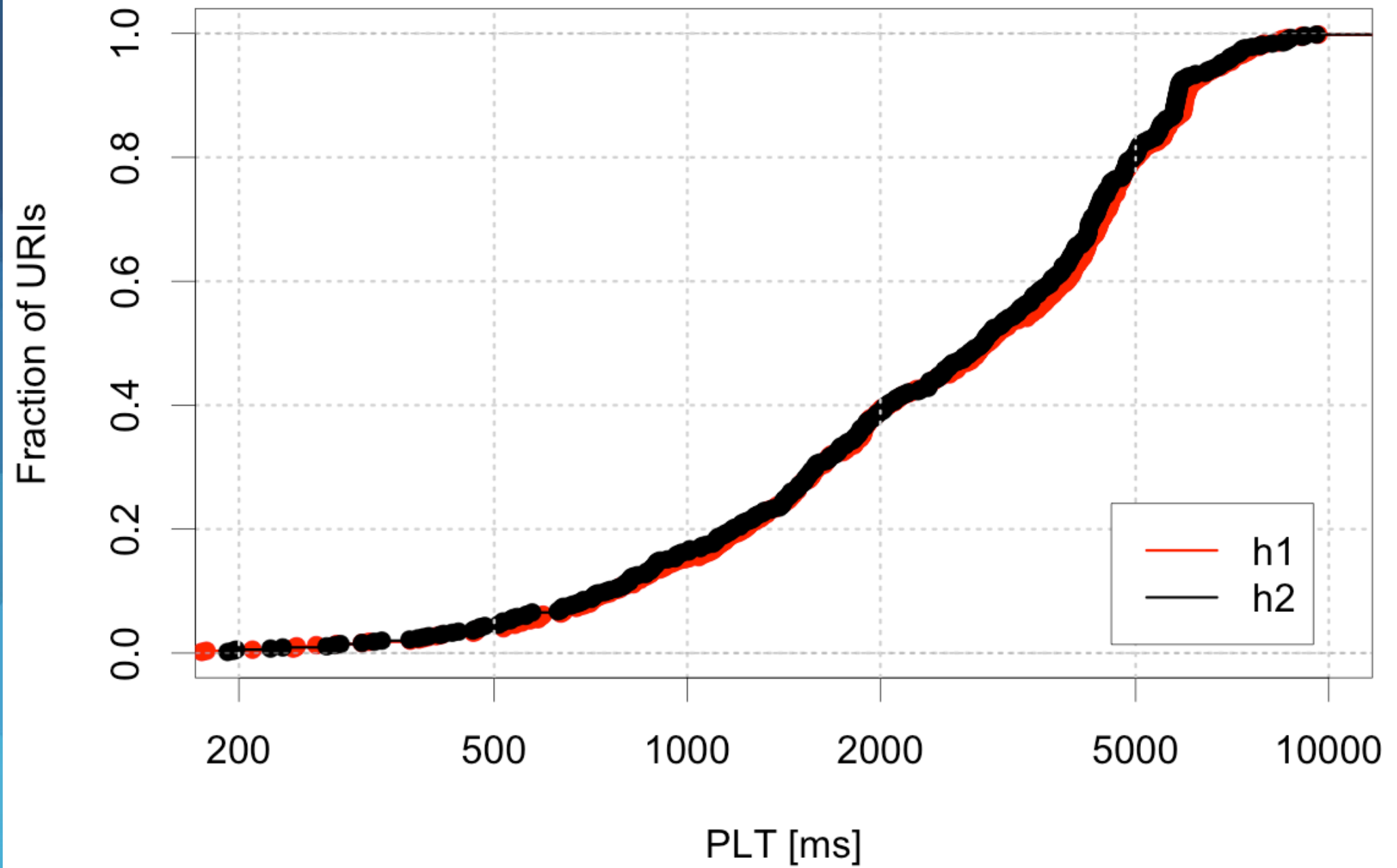
Statistical significance

Median: sites and user experience

Long tail: sites and user experience

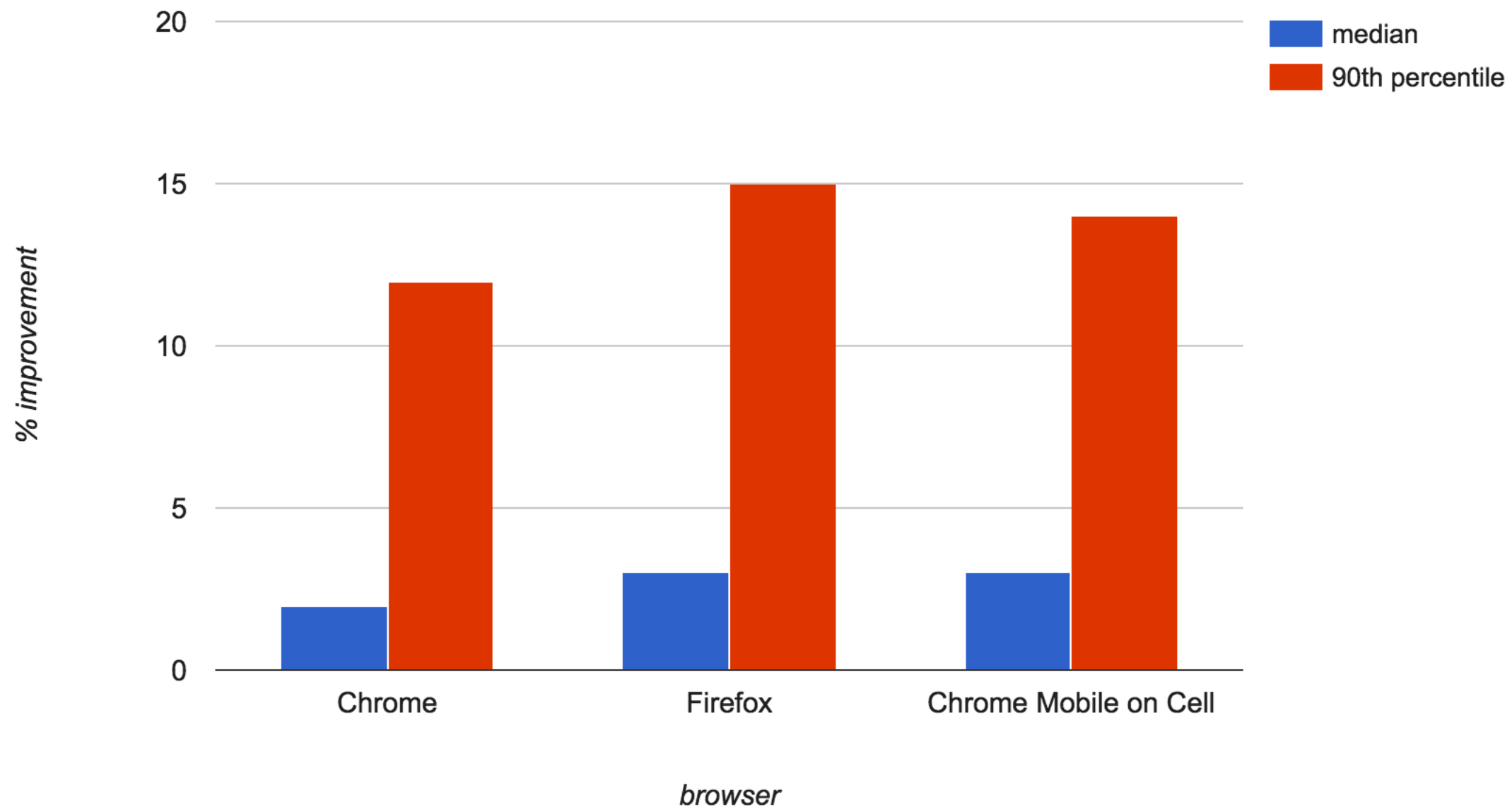
Interesting information for customers

- Median Page Load Times (PLT)



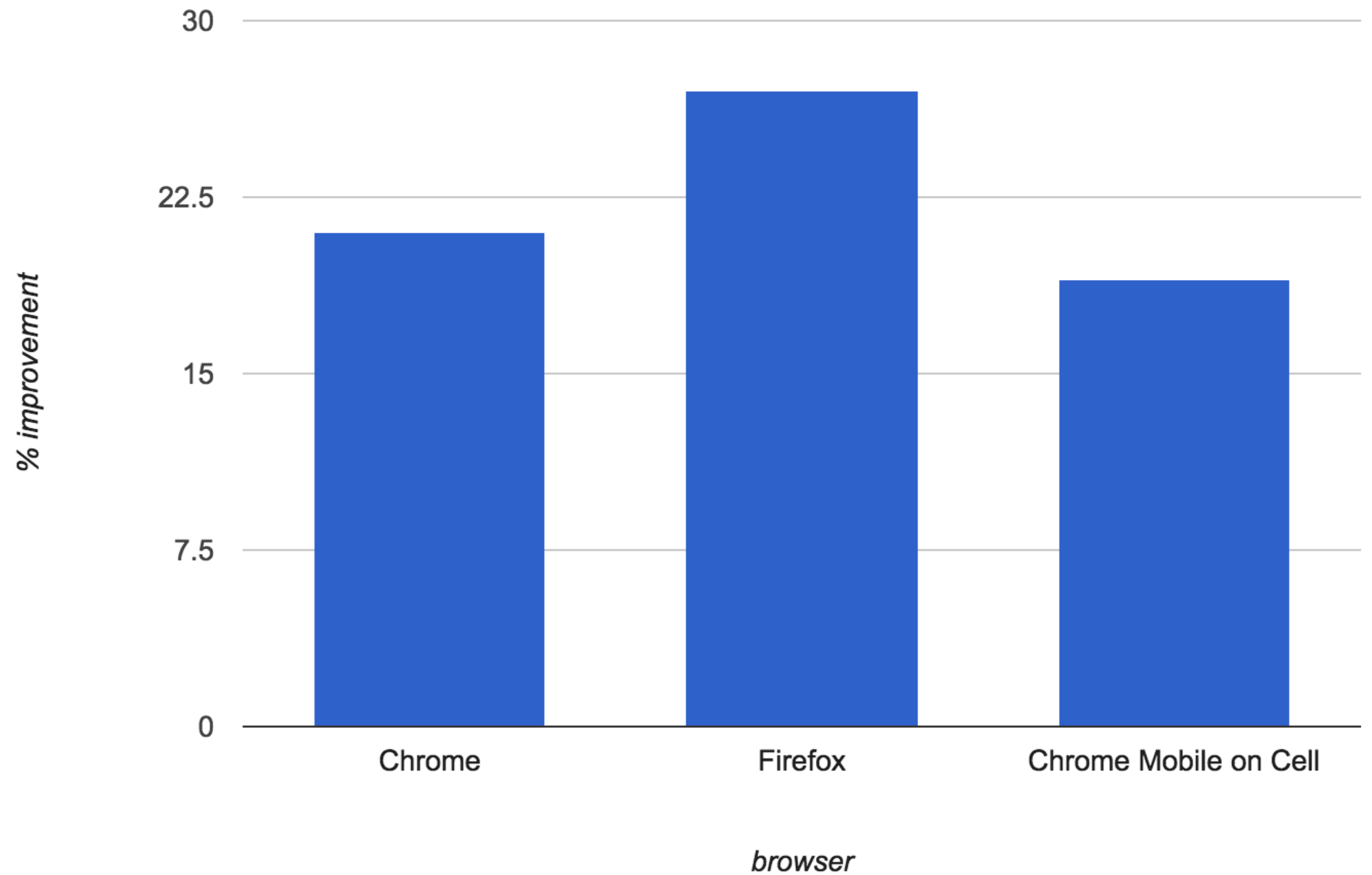
chrome; non-cell

- Median  
PLTs  
Speedup



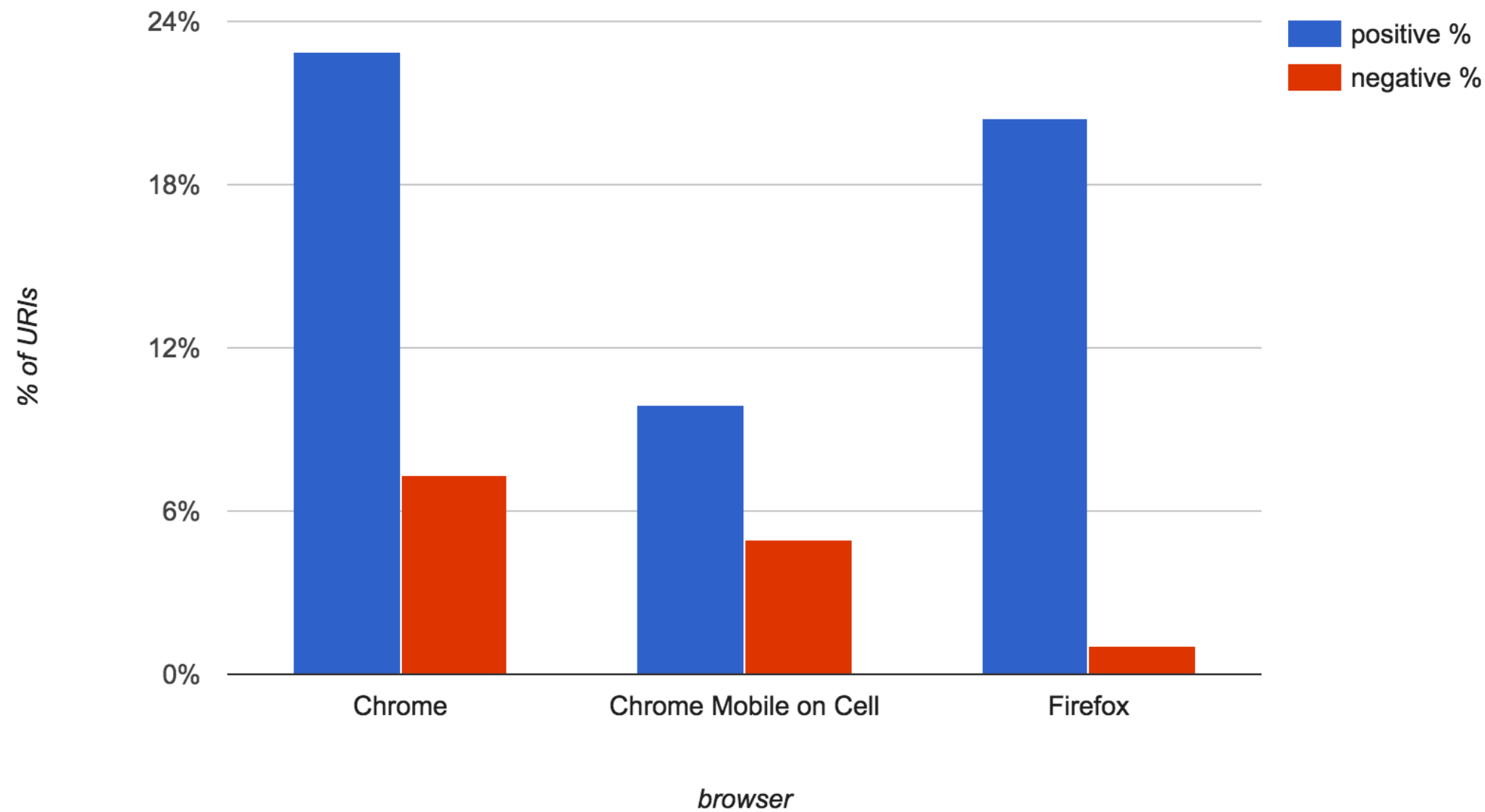
Some URIs see a impressive speedup

- 90<sup>th</sup> Perc  
PLTs and  
Sites  
Speedup



Reduced bad user experience

# Statistical Significance



Regression analysis

Slowdowns non reproducible



# 3rd Party Objects

Protocol	Remote Address	Type	Size	Time	Priority	Connection Id	Timeline – Start Time
h2	23.5.219.40:443	document	10.5 KB	32 ms	Highest	446	
h2	23.5.219.40:443	stylesheet	25.4 KB	26 ms	Highest	446	
h2	23.5.219.40:443	script	43.8 KB	29 ms	High	446	
h2	23.5.219.40:443	script	92.3 KB	66 ms	Medium	446	
h2	23.5.219.40:443	png	12.4 KB	27 ms	Low	446	
h2	23.5.219.40:443	jpeg	144 KB	66 ms	Low	446	
h2	23.5.219.40:443	jpeg	96.4 KB	65 ms	Low	446	
h2	23.5.219.40:443	jpeg	10.4 KB	36 ms	Low	446	
h2	23.5.219.40:443	script	24.9 KB	50 ms	Medium	446	
h2	23.5.219.40:443	script	7.9 KB	51 ms	Medium	446	
h2	23.5.219.40:443	script	4.7 KB	51 ms	Medium	446	
h2	23.5.219.40:443	font	32.3 KB	12 ms	Highest	446	
http/1.1	[2001:428:7008::3f96:c11]:443	script	5.8 KB	22 ms	Low	519	
h2	23.5.219.40:443	media	104 KB	21 ms	Low	446	
h2	23.5.219.40:443	script	12.8 KB	11 ms	Low	446	
h2	23.5.219.40:443	stylesheet	4.4 KB	16 ms	Highest	446	
h2	23.5.219.40:443	xhr	6.0 KB	11 ms	High	446	
h2	23.5.219.40:443	png	2.4 KB	11 ms	Low	446	
h2	23.5.219.40:443	xhr	4.3 KB	1.36 s	High	446	
h2	216.58.194.206:443	gif	119 B	12 ms	Low	373	
h2	23.5.219.40:443	xhr	2.4 KB	14 ms	High	446	
h2	23.5.219.40:443	xhr	8.7 KB	11 ms	High	446	
h2	23.5.219.40:443	xhr	7.0 KB	11 ms	High	446	
http/1.1							

Clean site; most object and bytes on h2

17% median reduction in PLT

# 3rd Party Objects

302	http/1.1	173.241.250.143:443		650 B	351...	Lowest	2352	
302	http/1.1	173.241.250.143:443		625 B	352...	Lowest	2351	
302	http/1.1	173.241.250.143:443		650 B	351...	Lowest	2353	
200	h2	184.87.76.129:443	xhr	1.3 KB	90 ms	High	2144	
200	h2	184.87.76.129:443	jpeg	20.3 ...	18 ms	Low	1755	
200	h2	184.87.76.129:443	jpeg	14.4 ...	21 ms	Low	1755	
200	h2	184.87.76.129:443	jpeg	10.1 ...	21 ms	Low	1755	
200	h2	184.87.76.129:443	jpeg	10.7 ...	23 ms	Low	1755	
200	http/1.1	93.184.216.180:443	script	1.3 KB	18 ms	Low	1909	
200	http/1.1	93.184.216.180:443	script	1011 B	28 ms	Low	1909	
200	http/1.1	93.184.216.180:443	script	17.0 ...	36 ms	Low	1909	
200	http/1.1	93.184.216.180:443	script	1.3 KB	45 ms	Low	1909	
200	h2	184.87.76.129:443	script	3.7 KB	24 ms	Low	1755	
200	http/1.1	151.101.40.222:443	script	31.4 ...	17 ms	Low	2220	
200	http/1.1	151.101.40.222:443	script	11.8 ...	60 ms	Low	2220	
200	http/1.1	173.241.250.209:443	script	727 B	49 ms	Lowest	2108	
200	http/1.1	173.241.250.209:443	script	726 B	89 ms	Lowest	2108	
200	http/1.1	173.241.250.209:443	script	726 B	101...	Lowest	2274	
200	http/1.1	173.241.250.209:443	script	726 B	82 ms	Lowest	2285	
200	http/1.1	173.241.250.209:443	script	714 B	107...	Lowest	2273	
200	h							
200	h							
200	http/1.1	173.241.250.143:443	script	10.2...	29 ms	Low	2109	
200	h							
200	h							
200	h							
200	http/1.1	72.21.203.136:443	xhr	471 B	432...	High	2550	
200	h2	184.87.76.129:443	script	3.2 KB	25 ms	Low	1755	

80 domains; most of them not on h2

No significant reduction in PLT

# H2 performance analysis in emulated cellular networks

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# • CELL network emulation

Dynamics of cellular connectivity

Production network traces

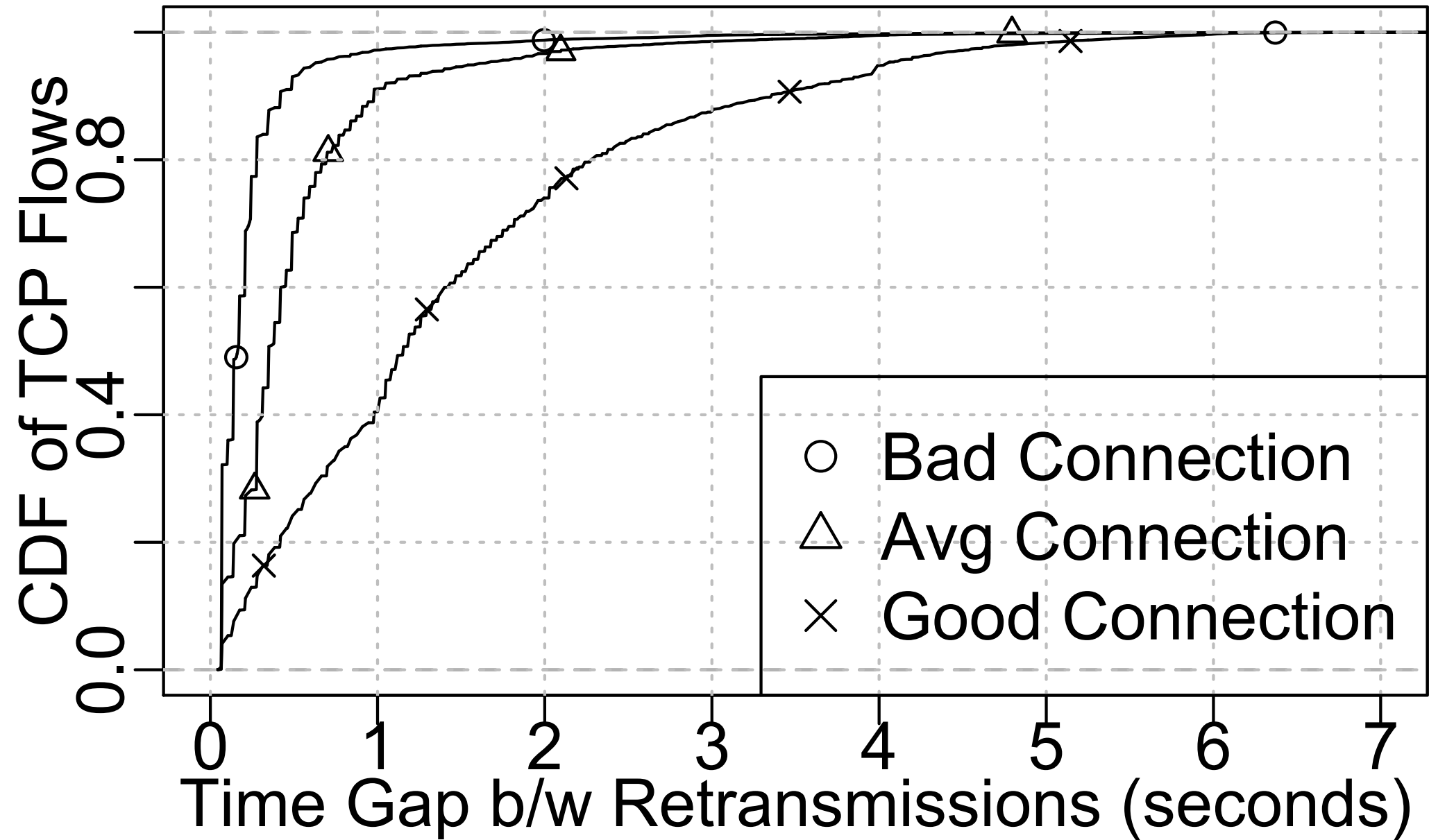
Analysis

Emulation on simple testbed

Page load measurements

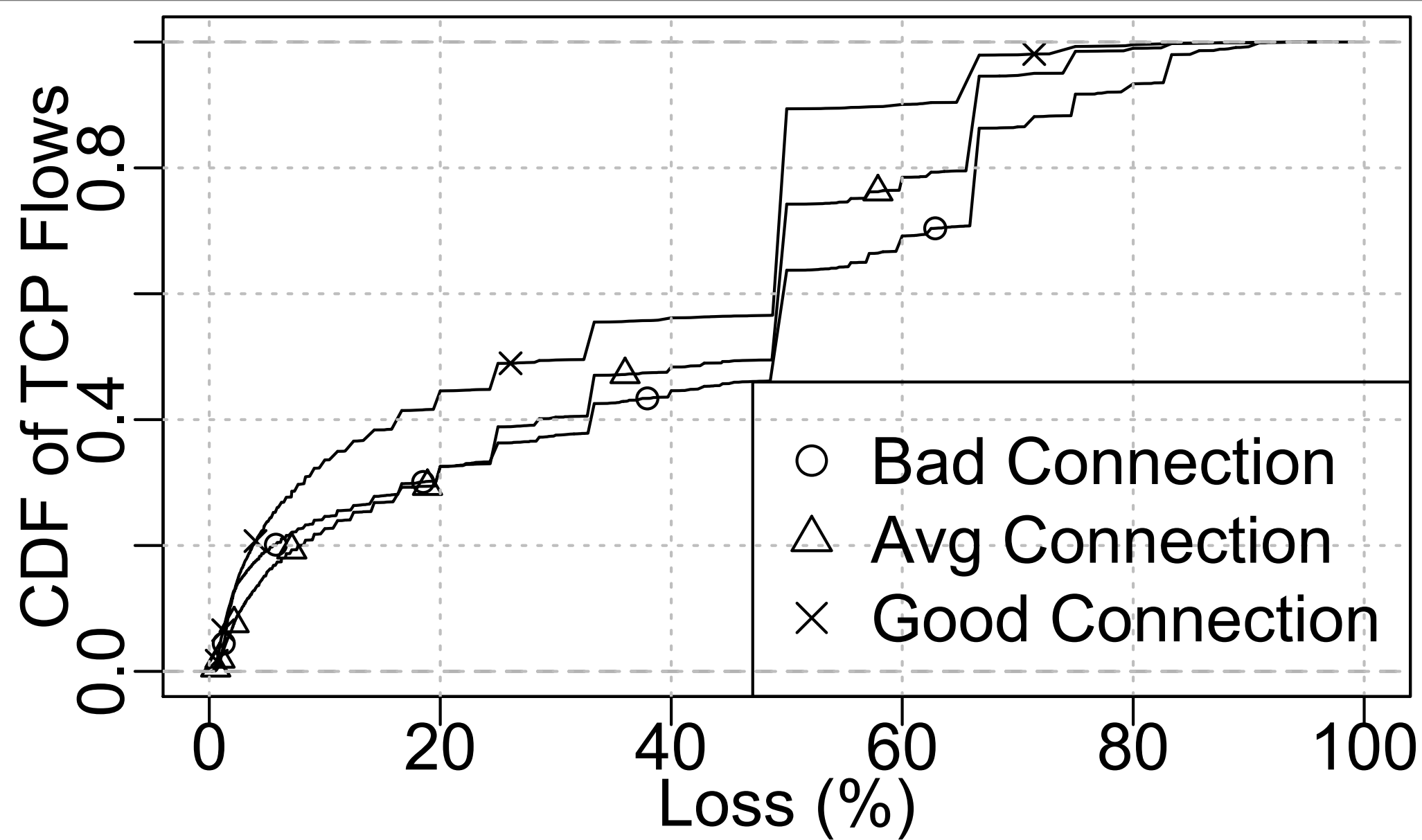
Sharding; Initial Congestion Window

- **TIME GAPS**  
between  
loss events



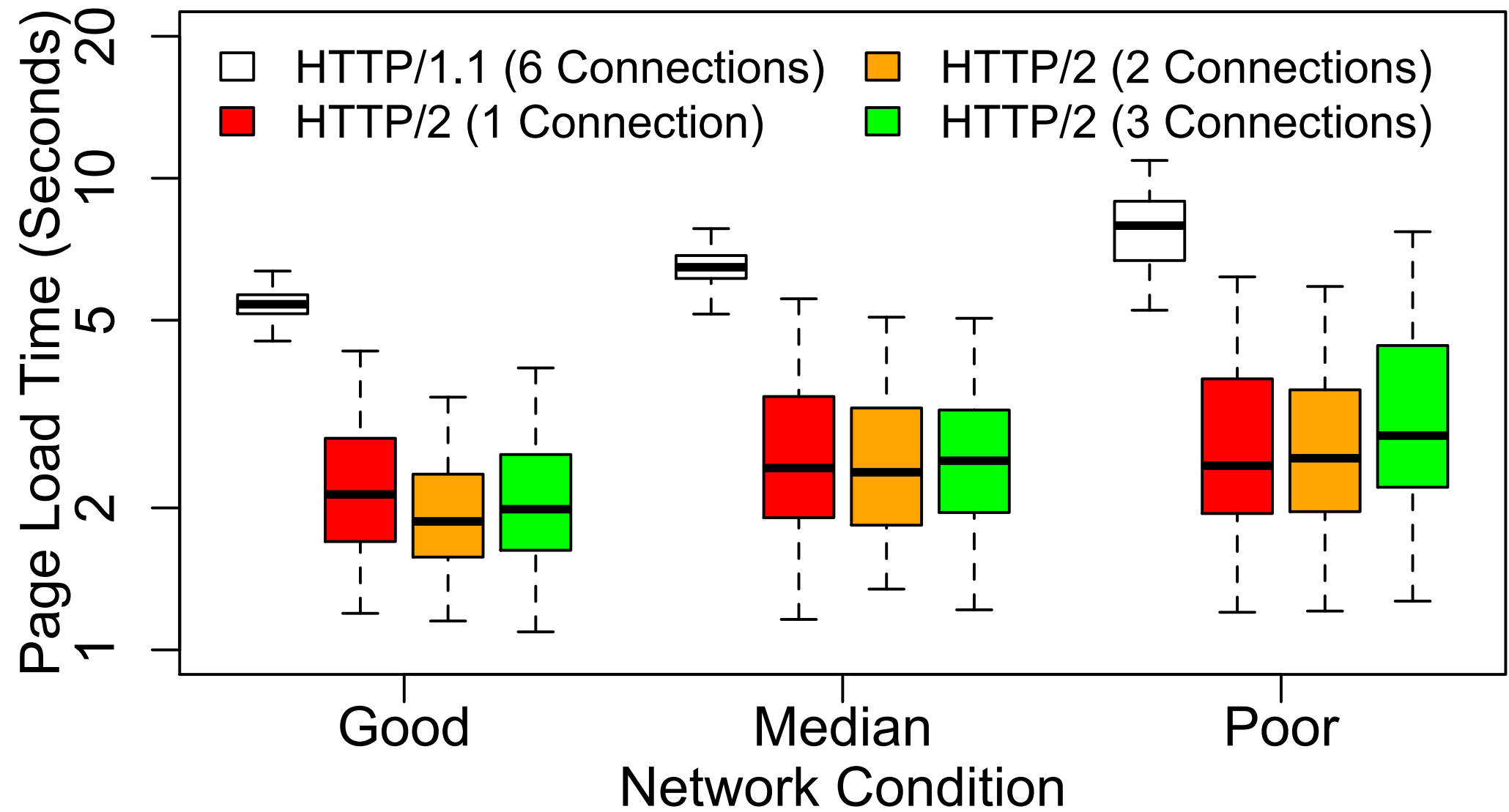
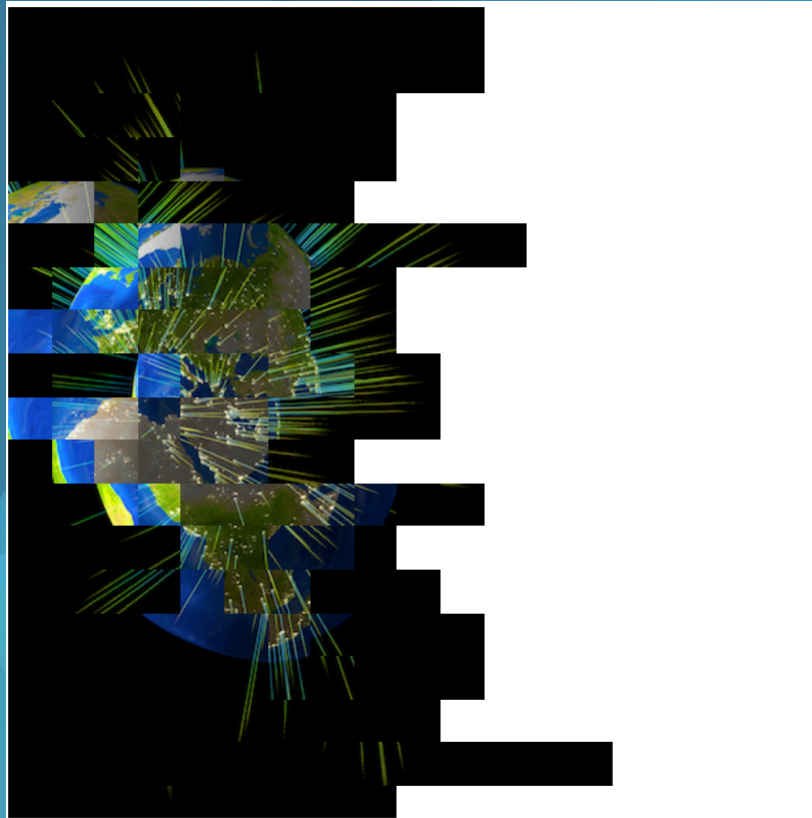
focus on connections with loss

● LOSS FRACTION  
when loss  
occurs



more frequent loss -> more loss per occurrence

- **POSTER BOY**  
365 objects  
2 KB



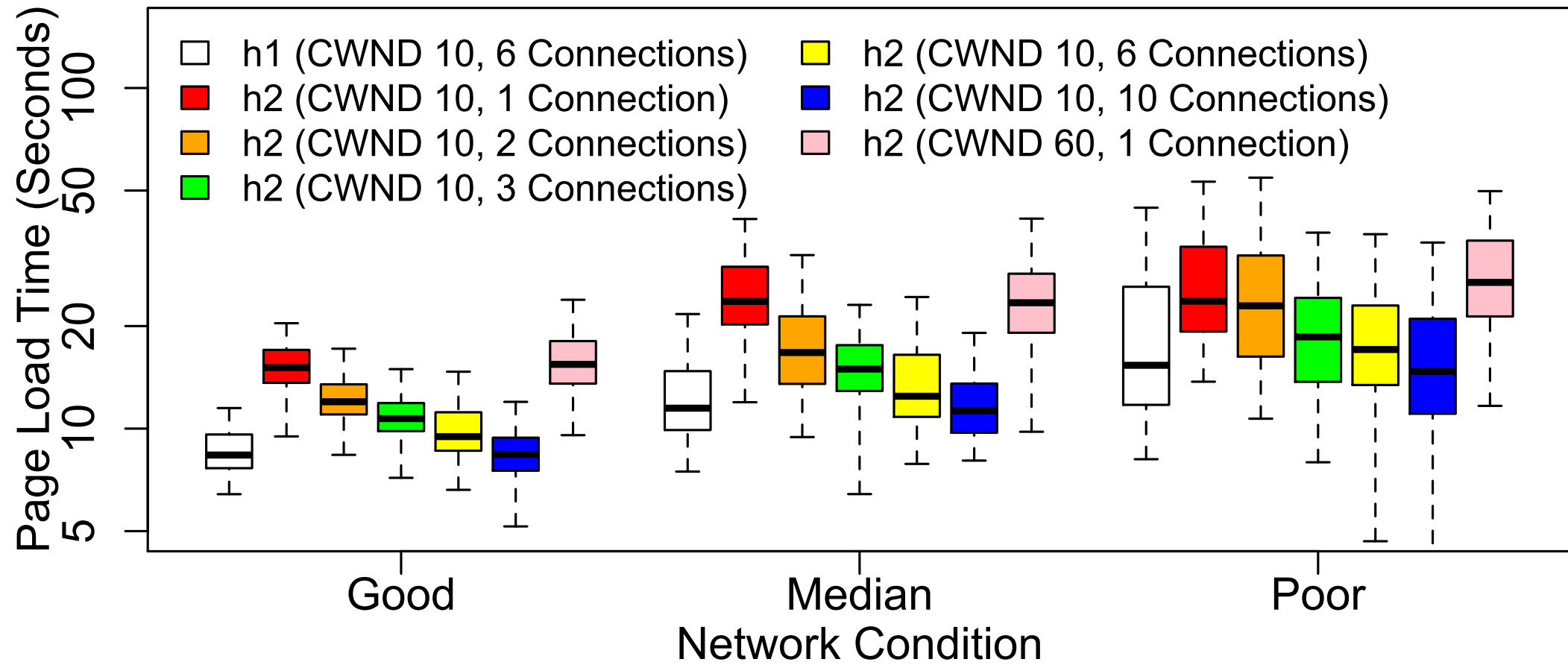
H2 always better

More connections don't help

# ANTI H2

10 Objects

435 KB



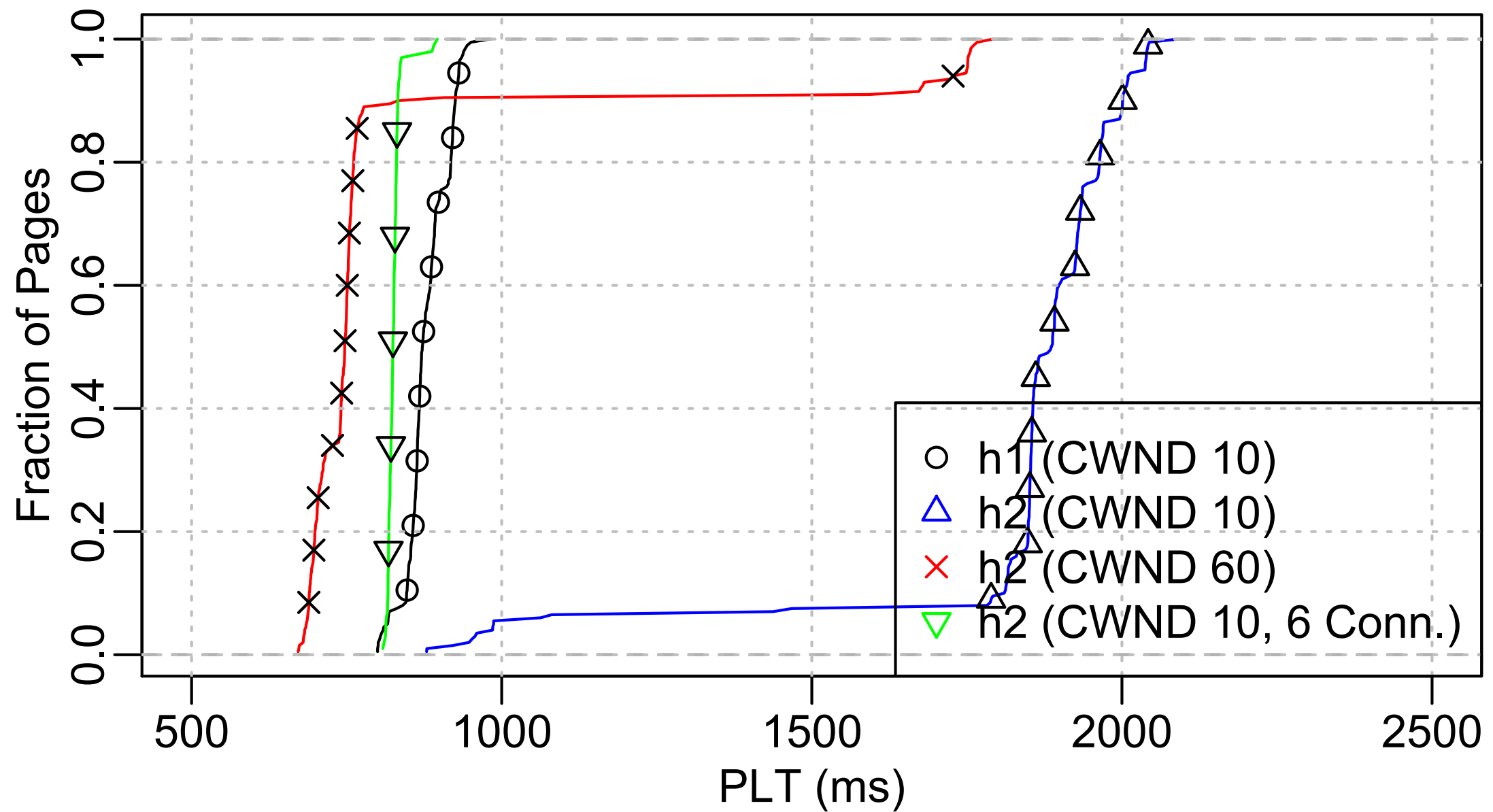
H1 shines!

Sharding helps

Increased ICW doesn't help



• TCP ICW  
no loss

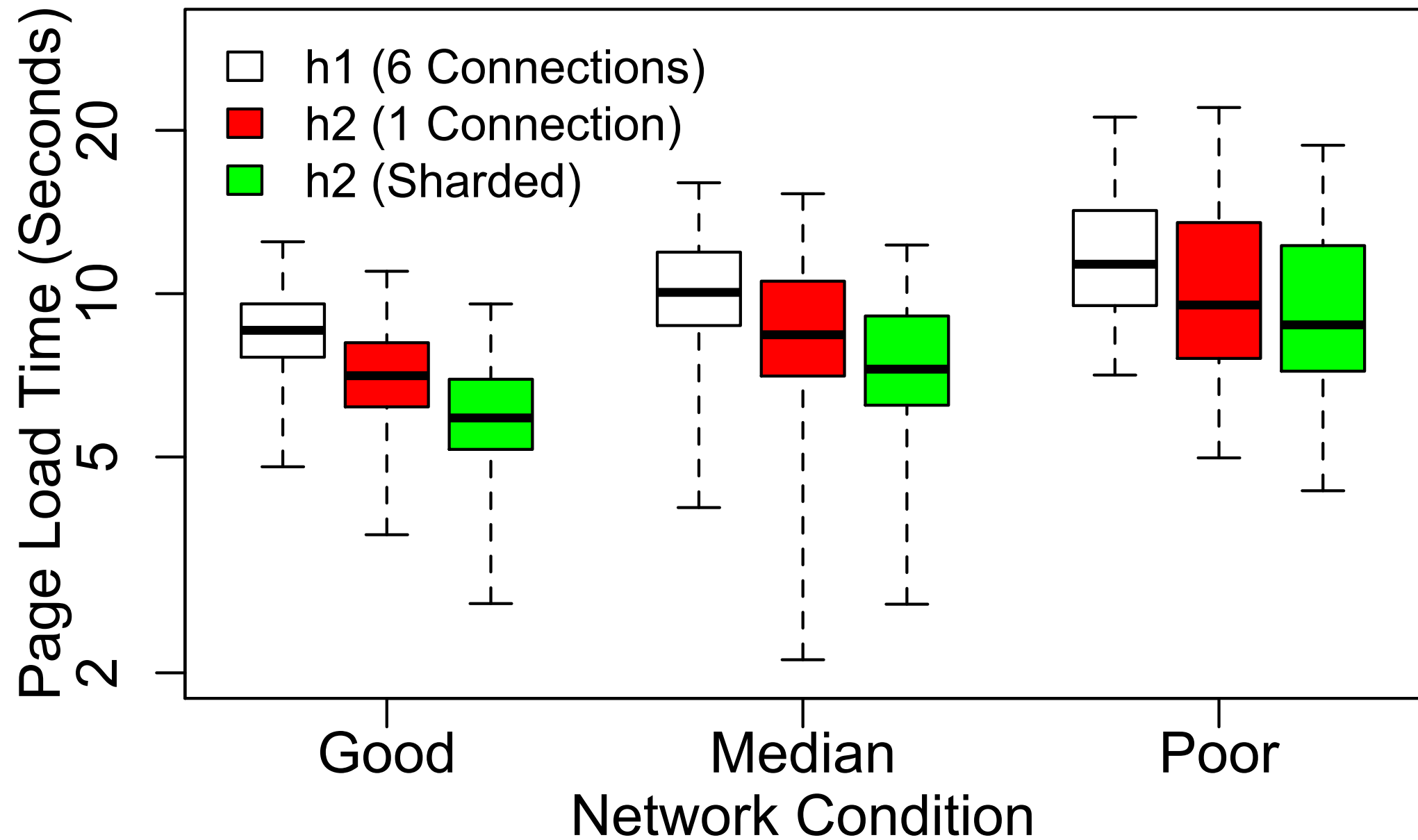


Increased ICW helps without loss

● HTTP ARCHIVE

136 objects

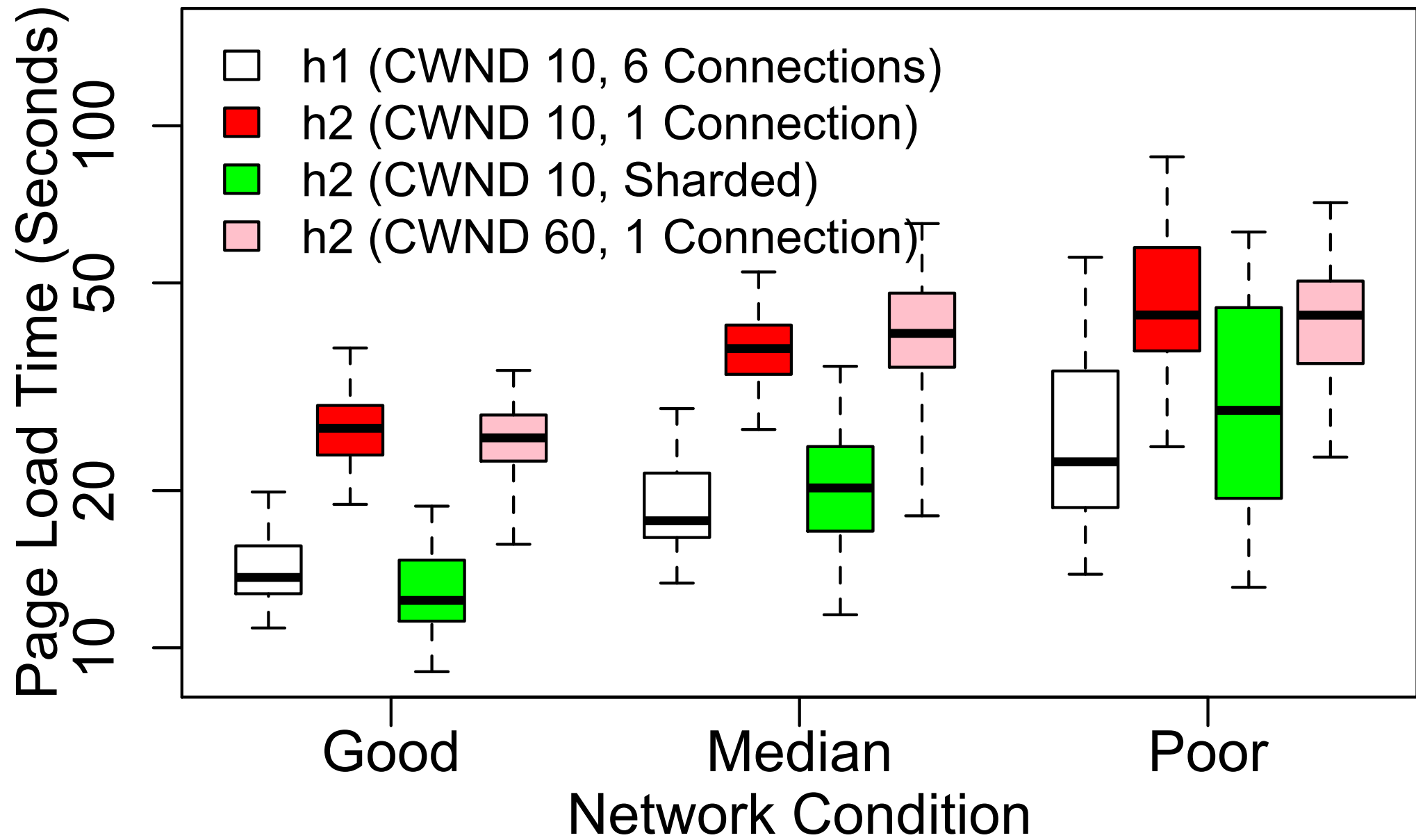
Total 2 MB



H2 significantly faster

(Smart) sharding helps

- HTTP ARCHIVE  
136 objects  
Total 8 MB



H2 suffers from only one connection

(Smart) sharding helps

## • CONCLUSION

H2 is not always a straight win

Depends on the site characteristics

Depends on the fraction of bytes on H2

Losses hurt H2 (only 1 TCP connection)

Sharding can help in lossy scenarios

# Thank You



A hand holding a glowing globe with data lines. The globe is illuminated with green and blue light, and numerous thin lines radiate from it, suggesting a global network or data flow. The hand is positioned at the bottom left, with fingers gently cradling the globe. The background is dark, making the glowing elements stand out.

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