ISO is the organization; OSI is the model.

An open system is a set of protocols that allows any two different systems to communicate regardless of their underlying architecture

The OSI model is not a protocol; it is a model for understanding and designing a network architecture that is ﬂexible, robust, and interoperable

The OSI model is composed of seven ordered layers: physical (layer 1), data link (layer 2), network (layer 3), transport (layer 4), session (layer 5), presentation (layer 6), and application (layer 7).

This communication is governed by an agreed-upon series of rules and conventions called protocols.

Layers 1, 2, and 3—physical, data link, and network—are the network support layers; they deal with the physical aspects of moving data from one device to another (such as electrical speciﬁcations, physical connections, physical addressing, and transport timing and reliability).

Layers 5, 6, and 7—session, presentation, and application—can be thought of as the user support layers; they allow interoperability among unrelated software systems

Layer 4, the transport layer, links the two subgroups and ensures that what the lower layers have transmitted is in a form that the upper layers can use.

The unit of communication at the physical layer is a bit.

A link is a network that allows a set of computers to communicate with each other.

The unit of communication at the data link layer is a frame.

The unit of communication at the network layer is a datagram

The unit of communication at the transport layer is a segment, user datagram, or a packet, depending on the speciﬁc protocol used in this layer.

The unit of communication at the application layer is a message.

The physical addresses will change from hop to hop, but the logical addresses remain the same.

The physical addresses change from hop to hop, but the logical and port addresses usually remain the same