

```
typedef struct pool {
    /* unique pool name */
    char* pool_name;
    /* kvf type */
    kvf_type_t* kvf;
    /* the location info */
    pool_location_t* pool_location;
    /* space info */
    u64 pool_physical_capacity, pool_physical_used, pool_physical_free;
    u64 pool_logical_capacity, pool_logical_used, pool_logical_free;
    /* redundancy policy */
    pool_redundancy_t* pool_availability;
    /* pool's sla */
    u64 pool_latency, pool_throughput;
    u64 pool_obj_cksum_type, pool_obj_cksum_lengh;
    u64 pool_obj_compress_type;
    /* key-value operations */
    struct kv_operations* kv_ops;
    /* pool list link */
    struct list link;
    void* pool_private;
} pool_t;
```