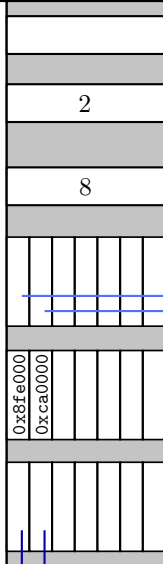


```

size_t size
// size in bytes of the pool
size_t addr_count
// number of allocated
// backing memory regions
size_t addr_entries
// number of allocated slots for
// backing memory regions
void **virt_addrs
// virtual addresses of backing
// memory regions (only valid
// for indices 0 - addr_count - 1)
genpaddr_t *phys_addrs
// physical addresses of backing
// memory regions (only valid
// for indices 0 - addr_count - 1)
void **first_free
// void* pointing to first free chunk
// in backing memory regions (only
// valid for indices 0 - addr_count - 1)

```



- free list
- global first/last free
- in-region first free
- backing region

```

last_free
// last free chunk

first_free
// first free chunk

```

