

#1.  $k * k * d * 3$  (pixels)  
 #2.  $k * k * d_{(l-1)} * d_l$   
 #3. (output from #2) /  $(2*2) * h$   
                                 -----  
                                 pooling  
 #4.  $h * h$   
 #5.  $h * o$

1.  $3 * 3 * 128 * 3 = 3456$   
 2.  $3 * 3 * 128 * 128 = 147456$   
 3.  $147456 / (2*2) * 256 = 9437184$   
 4.  $256 * 256 = 65536$   
 5.  $256 * 10 = 2560$