#include<bits/stdc++.h>

using namespace std;

class StockSpanner {

public:

vector<int> v;

stack<int> st;

int i=0;

StockSpanner() {

}

int next(int price) {

v.push\_back(price);

while(st.size()>0 && v[st.top()]<=v[i]){

st.pop();

}

int res;

res = (st.size()==0)? i+1 : i-st.top();

st.push(i);

i++;

return res;

}

};

int main(){

StockSpanner\* obj = new StockSpanner();

int n;

cin>>n;

while(n--){

int x;

cin>>x;

cout<<obj->next(x)<<" ";

}

}