#include<bits/stdc++.h>

using namespace std;

#define i64 long long int

#define ran 200020

int n,lb;

i64 a[ran],b[ran],T;

int bit[ran];

int lowbit(int x) { return x & -x; }

void add(int x) {

while (x <= lb) {

bit[x] ++;

x += lowbit(x);

}

}

int query(int x) {

int r = 0;

while (x) {

r += bit[x];

x -= lowbit(x);

}

return r;

}

int main(){

ios::sync\_with\_stdio(false);

cin >> n >> T;

b[lb++] = 0;

for(int i=1; i<=n; i++){

cin >> a[i];

a[i] += a[i-1];

b[lb++] = a[i];

}

sort(b,b+lb);

lb=unique(b,b+lb)-b;

i64 res = 0;

for(int i=1; i<=n; i++){

add(lower\_bound(b,b+lb,a[i-1])-b+1);

res += i-query(lower\_bound(b,b+lb,a[i] - T + 1)-b);

}

cout << res << endl;

return 0;

}