#include

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using namespace std;

int deg[110];

struct interval

{

int a, b;

} r[110][10010];

struct P

{

int c;

bool open;

} d[10010];

bool operator < (P a, P b)

{

return a.c < b.c || a.c == b.c && a.open && !b.open;

}

int main()

{

int n, m, k, a, b, c, i;

scanf("%d%d", &n, &m);

for (i = 0; i < m; i++)

{

scanf("%d", &k);

while (k--)

{

scanf("%d%d%d", &a, &b, &c);

r[c-1][deg[c-1]].a = a;

r[c-1][deg[c-1]++].b = b;

}

}

for (i = 0; i < n; i++)

{

k = 0;

for (a = 0; a < deg[i]; a++)

{

d[k].c = r[i][a].a;

d[k++].open = 1;

d[k].c = r[i][a].b;

d[k++].open = 0;

}

b = 0;

sort(d, d+k);

for (c = a = 0; a < k; a++)

{

if (c)

b += d[a].c-d[a-1].c;

if (d[a].open)

c++;

else

c--;

}

printf("%d", b);

if (i+1 != n)

putchar(' ');

else

putchar('\n');

}

return 0;

}