You are playing a game that contains multiple characters, and each of the characters has **two** main properties: **attack** and **defense**. You are given a 2D integer array properties where properties[i] = [attacki, defensei] represents the properties of the ith character in the game.

A character is said to be **weak** if any other character has **both** attack and defense levels **strictly greater** than this character's attack and defense levels. More formally, a character i is said to be **weak** if there exists another character j where attackj > attacki and defensej > defensei.

Return *the number of****weak****characters*.

**Example 1:**

**Input:** properties = [[5,5],[6,3],[3,6]]

**Output:** 0

**Explanation:** No character has strictly greater attack and defense than the other.

**Example 2:**

**Input:** properties = [[2,2],[3,3]]

**Output:** 1

**Explanation:** The first character is weak because the second character has a strictly greater attack and defense.

**Example 3:**

**Input:** properties = [[1,5],[10,4],[4,3]]

**Output:** 1

**Explanation:** The third character is weak because the second character has a strictly greater attack and defense.

**Constraints:**

* 2 <= properties.length <= 105
* properties[i].length == 2
* 1 <= attacki, defensei <= 105