Some challenges that I foresee when implementing a CFR-based discard strategy are:

* Unlike drawing and knocking, discarding isn’t a binary decision.
* In the worst case, we have 10 possible discards. This will result in a huge state space, as there are C(52, 10) different possible arrangements of a hand of 10 cards.
  + In order to reduce the state space, we should definitely try to eliminate unnecessary states. Like, if you have a meld, don’t add any of its cards to the possible discards.
    - We kind of do that with knock and draw too, with how we always knock if we have gin, or always pick up a card if it fits in a meld.
* Not only do we want to consider our own hand, but it can be important to record the state of the opponent’s hand, and potentially the deck as well, which can increase the state space further.