

ML in PL

CONFERENCE 2023

Conference Booklet



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Intro

Welcome to the 7th edition of the ML in PL Conference! We are truly honored to have you join us for this special event. This year holds particular significance as we've chosen a new venue, the Copernicus Science Center, in response to your valuable feedback and the growing enthusiasm of the ML community.

We're excited for you to dive into a diverse program featuring lectures, engaging discussion panels, hands-on tutorials, and ample networking opportunities. We hope you'll gain a wealth of knowledge and create lasting memories during your time here.

We want to express our sincere gratitude for your ongoing curiosity and incredible contributions to the field of machine learning. Together, we continue to push the boundaries of innovation. Welcome, and let the ML in PL Conference be a source of inspiration for your journey ahead!



Who We Are

ML in PL Association is a non-profit organization devoted to fostering the machine learning community in Poland and Europe and promoting a deep understanding of ML methods. The organization was founded based on the experiences in organizing the ML in PL Conference (formerly PL in ML). Even though ML in PL is based in Poland, it seeks to provide opportunities for international cooperation.

We are a group of people of different backgrounds: researchers, professionals, and students.

We aim to:

- Build a strong local community of ML researchers, practitioners, and enthusiasts at various levels of their careers.
- Support new generations of students interested in ML and promote early research activity.
- Foster the exchange of knowledge in ML.
- Promote business engagement in science.
- Support international collaboration in ML
- Increase public understanding of ML

We strive to achieve our goals by organizing the ML in PL Conference annually, co-organizing summer schools, and cooperating with research institutions to provide more opportunities for growing scientists.





Invited Speakers

LÉON BOTTOU

META AI

Léon Bottou received the Diplôme d'Ingénieur de l'École Polytechnique (X84) in 1987, the Magistère de Mathématiques Fondamentales et Appliquées



et d'Informatique from École Normale Supérieure in 1988, and a Ph.D. in Computer Science from Université de Paris-Sud in 1991. His research career took him to AT&T Bell Laboratories, AT&T Labs Research, NEC Labs America and Microsoft. He joined Meta AI (formerly Facebook AI Research) in 2015. The long-term goal of Léon Bottou's research is to understand and replicate intelligence. Because this goal requires conceptual advances that cannot be anticipated, Leon's research has followed many practical and theoretical turns: neural networks applications in the late 1980s, stochastic gradient learning algorithms and statistical properties of learning systems in the early 1990s, computer vision applications with structured outputs in the late 1990s, theory of large scale learning in the 2000s. During the last few years, Léon Bottou's research aims to clarify the relation between learning and reasoning, with more and more focus on the many aspects of causation (inference, invariance, reasoning, affordance, and intuition.)



VOLODYMYR MNIIH

GOOGLE DEEPMIND

Volodymyr Mnih is a Research Scientist at Google DeepMind. He completed an MSc at the University of Alberta working under the supervision of Csaba Szepesvari and a PhD at the University of Toronto working under the supervision of Geoffrey Hinton. Since



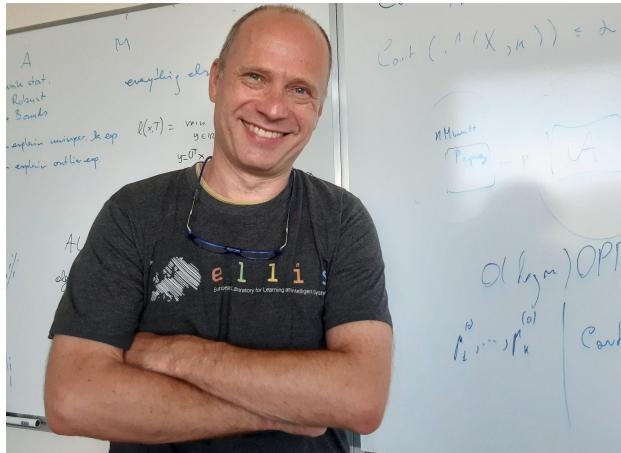
joining DeepMind, he has been working at the intersection of deep learning and reinforcement learning, co-developing Deep Q Networks (DQN), the asynchronous advantage actor critic (A3C), and reinforcement learning-based hard attention mechanisms.

JIRI MATAS

CZECH TECHNICAL UNIVERSITY

Jiri Matas is a full professor and the head of the Visual Recognition Group, Department of Cybernetics, Czech Technical University in Prague. He holds a PhD degree from the University of Surrey, UK (1995). He has published more than 300 papers that have been cited about 64000 times. His research interests include visual tracking, object recognition, image matching and retrieval, sequential pattern recognition, and RANSAC-type optimization methods. He received the best paper prize at the British Machine Vision Conferences in 2002, 2005 and 2022, at the Asian Conference on Computer Vision in 2007 and at the Int. Conf. on Document analysis and Recognition in 2015. J. Matas served as a programme or general chair at the European Conference of Computer Vision (ECCV) in 2004, 2016, 2022 and at Computer Vision and Pattern Recognition (CVPR) in 2007 and 2022. He is an Editor-in-Chief of the International Journal of Computer Vision and was an Associate Editor-in-Chief of IEEE T. Pattern Analysis and Machine Intelligence. He has co-founded two companies, Eyedea Recognition (computer vision) and Locksley (combinatorial optimization). The industrial project he has led at the Czech Technical University (Toyota, Samsung, Hitachi, Boeing) have generated income of about 5 million euros. He is an inventor of several patents.





MASSIMILIANO PONTIL

ITALIAN INSTITUTE OF
TECHNOLOGY / UNIVERSITY
COLLEGE LONDON / ELLIS

Massimiliano Pontil is Senior Researcher at the Italian Institute of Technology, where he leads the CSML research unit, and co-director of ELLIS

unit Genoa. He is also Professor at University College London and member of the UCL Centre for Artificial Intelligence. He has been active in machine learning for over twenty-five years, working on theory and algorithms, including the areas of kernel methods, learning dynamical systems, meta-learning, multitask and transfer learning, sparse estimation, and statistical learning theory.

TACO COHEN

QUALCOMM AI RESEARCH

Taco Cohen is a machine learning researcher (Principal Engineer) at Qualcomm AI Research in Amsterdam. He received a BSc in theoretical computer science from Utrecht University, and a MSc in artificial intelligence and PhD in machine learning (with prof. Max Welling) from the University of Amsterdam (all three cum laude). He was a co-founder of Scyfer, a company focussed on deep active learning, acquired by Qualcomm in 2017. His research is focused on geometric deep learning and reinforcement learning. During his studies he has interned at Google Deepmind (working with Geoff Hinton) and OpenAI. He received the 2014 University of Amsterdam MSc thesis prize, a Google PhD Fellowship, ICLR 2018 best paper award for "Spherical CNNs", was named one of 35 innovators under 35 by MIT Tech





Review, and won the 2022 ELLIS PhD Award and 2022 Kees Schouhamer Immink prize for his PhD research.



GINTARE KAROLINA DZIUGAITE

GOOGLE DEEPMIND

Gintare Karolina Dziugaite is a senior research scientist at Google DeepMind, an adjunct professor in the McGill University School of Computer Science, and an associate industry member of Mila, the Quebec AI Institute. Prior to joining Google, she led the Trustworthy AI program at Element AI / ServiceNow, and was named a Rising Star in Machine Learning in 2019. Her research combines theoretical and empirical approaches to understanding deep learning. Since her PhD, one of her main focuses has been on generalization, memorization, and, more recently, on unlearning. She has published a number of papers on network and data pruning, investigating how pruning interacts with other properties of deep learning systems, the training dynamics and the loss landscape.

FRANS A. OLIEHOEK

DELFT UNIVERSITY OF TECHNOLOGY

Frans A. Oliehoek is Associate Professor at Delft University of Technology, where he leads a group on interactive learning and decision making, is one of the scientific directors of the Mercury machine learning lab, and is director and co-founder of the ELLIS Unit Delft. He received his Ph.D. in Computer Science (2010) from the University of Amsterdam (UvA), and held positions at various universities including MIT, Maastricht University and the University of Liverpool. Frans' research interests revolve around intelligent systems that learn about their environment via interaction, building on techniques from machine learning, AI and game theory.





He has served as PC/SPC/AC at top-tier venues in AI and machine learning, and currently serves as associate editor for JAIR and AIJ. He is a Senior Member of AAAI, and was awarded a number of personal research grants, including a prestigious ERC Starting Grant.



DESMOND ELLIOTT
UNIVERSITY OF COPENHAGEN

Desmond Elliott is an Assistant Professor and a Villum Young Investigator at the University of Copenhagen. He obtained his Ph.D from the University of Edinburgh, under the supervision of Frank Keller, and he was a Postdoctoral Researcher at CWI, and the University of Amsterdam in the Netherlands. His current research interests include tokenisation-free language modeling, and multilingual and multimodal learning.

KATEŘINA STAŇKOVÁ
**DELFT UNIVERSITY OF
TECHNOLOGY**



Kateřina Staňková is an associate professor at Delft University of Technology and Delft Technology Fellow, at the faculty of Technology, Policy and Management. She also co-founded Institute for Health Systems Science at her faculty. She focuses on both theory of differential and evolutionary games and their application in understanding and managing evolving systems. In the past years, she has been focusing on understanding cancer through evolutionary game theory and designing evolutionary therapies, i.e. therapies that anticipate and steer/forestall treatment-induced resistance in cancer cells. These treatments show a great promise in first clinical trials. For this work, she received the 2020 Dutch Research Council Stairway to Impact award. She leads a number of national and international projects, including European



Training Network EvoGamesPlus and the Dutch Research Council VIDI project "ANTICANCER: Game Theory Empowered by Data Science and Control Theory to Improve Treatment of Metastatic Cancer", which aims at designing evolutionary therapies for metastatic Non-Small Cell Lung Cancer.



GERGELY NEU

UNIVERSITAT POMPEU FABRA

Gergely Neu is a research assistant professor at the Pompeu Fabra University, Barcelona, Spain. He has previously worked with the SequeL team of INRIA Lille, France and the RLAI group at the University of Alberta, Edmonton, Canada. He obtained his PhD degree in 2013

from the Budapest University of Technology and Economics, where his advisors were András György, Csaba Szepesvári and László Györfi. His main research interests are in machine learning theory, with a strong focus on sequential decision making problems. Dr. Neu was the recipient of a Google Faculty Research award in 2018, the Bosch Young AI Researcher Award in 2019, and an ERC Starting Grant in 2020.

EDOARDO MARIA PONTI

UNIVERSITY OF EDINBURGH / UNIVERSITY
OF CAMBRIDGE

Edoardo M. Ponti is a Lecturer (≈ Assistant Professor) in Natural Language Processing at the University of Edinburgh, where he is part of the "Institute for Language, Cognition, and Computation" (ILCC), and an Affiliated Lecturer at the University of Cambridge. Previously, he was a visiting postdoctoral scholar at Stanford University and a postdoctoral fellow at Mila and McGill University in Montreal. In 2021, he obtained a PhD in computational linguistics from the University of Cambridge, St John's College. His main research foci are modular deep learning, sample-efficient learning, faithful text generation,





computational typology and multilingual NLP. His research earned him a Google Research Faculty Award and 2 Best Paper Awards at EMNLP 2021 and RepL4NLP 2019. He is a board member and co-founder of SIGTYP, the ACL special interest group for computational typology, and a scholar of the European Lab for Learning and Intelligent Systems (ELLIS). He is a (terrible) violinist, football player, and an aspiring practitioner of heroic viticulture.



PHILIPPE PREUX

UNIVERSITÉ DE LILLE

Philippe Preux is a professor in Computer Science at the Université de Lille, France. He has been active in research in artificial intelligence for 30 years now, mostly dealing with machine learning and data mining in the last 2 decades, especially reinforcement learning. He has been the head of the SequeL research group at Inria/CNRS/Université de Lille since 2006, a group now renamed Scool. His research ranges from fundamental algorithmic and methodological questions to applications of reinforcement learning in collaboration with companies. Philippe currently focuses his efforts on applications related to health or sustainable development. He has hosted ICML 2015, and co-organized various scientific events such as the European Workshop on Reinforcement Learning in 2008 and 2018, as well as the Reinforcement Learning Summer School in 2019.

JANE DWIVEDI-YU

META AI

Jane Dwivedi-Yu is a researcher at Meta AI. Her current research focuses on enhancing capabilities of language models along several dimensions, including tool usage, editing, and evaluating representation harms and notions of morality and norms internalized





by these models. She is also interested in building large-scale personalized recommender systems by leveraging principles from affective computing, work which was cited among the top 15 AI papers to read in 2022. Before joining Meta, she completed her PhD in Computer Science at University of California, Berkeley and Bachelors at Cornell University.



Panels

Open Source

Join us for an engaging panel discussion on Open Source, where we will delve into the intricacies of opening AI models. Our panelists will provide valuable insights and thought-provoking perspectives on the benefits and risks associated with this practice.

Panelists:

- Yannic Kilcher
- Inez Okulska
- Omar Sanseviero

Human in the loop

Join us for a panel discussion on the intriguing concept of "Human in the Loop." Delve into the topic of training models with human involvement as our panelists shed light on harnessing human expertise to enhance AI models. We will explore the effectiveness of leveraging human insights, assess their inherent value, and uncover the true potential they hold.

Panelists:

- Veronika Cheplygina
- Alina Powała
- Eduardo Mosqueira-Rey

Generative models

During our panel discussion, immerse yourself in the captivating "Generative Models" realm. Prepare to be enthralled as our panelists explore the profound impact of Generative AI and its wide-ranging implications. We will delve into the potential opportunities and risks arising from these models.

Panelists:

- Łukasz Kuciński
- Paula Skrzypecka
- Piotr Tempczyk



Sponsors



Development Center
Poland



The Amazon Development Center Poland (ADCP) has its three pioneering research and development centers in Gdańsk, Warsaw, and Krakow. ADCP delivers innovative solutions and advanced technologies such as Alexa Text-To-Speech, Natural Language Understanding, smart home security software under the Ring brand, and AWS cloud computing. Scientific, engineering, and programming teams utilize the latest achievements in Machine Learning, including Large Language Models and Deep Neural Networks. ADCP also plays a significant role in building Amazon's relationships with the academic and scientific community, supporting the development of technological, engineering, and IT skills of young people as well as male and female students. ADCP participates, among other things, in the "AI Tech" program funded by the European Union for students from all over Poland, and collaborates with non-governmental organizations in events such as Hour of Code, Girls Do Engineering, and Women in Tech.



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G-Research is Europe's leading quantitative finance research firm. We hire the brightest minds in the world to tackle some of the biggest questions in finance. We pair this expertise with machine learning, big data, and some of the most advanced technology available to predict movements in financial markets. We offer a dynamic, flexible and highly stimulating culture where world-beating ideas are cultivated and rewarded. We are proud to employ some of the best people in their field and are keen to nurture their talent in a supportive working environment. G-Research hires PhD-level mathematicians, physicists and data scientists and gives them access to extensive data and an advanced platform to enable them to predict movements in financial markets.

Google DeepMind

Google DeepMind is a scientific discovery company committed to 'solving intelligence to advance science and benefit humanity.' Solving intelligence requires a diverse and interdisciplinary team working closely together – from scientists and designers, to engineers and ethicists – to pioneer the development of advanced artificial intelligence. The company's breakthroughs include AlphaGo, AlphaFold, over one thousand published research papers (including more than twenty in Nature or Science), partnerships with scientific organisations, and hundreds of contributions to Google's products (in everything from Android battery efficiency to Assistant text-to-speech).



allegro

Allegro is one of the most technologically advanced companies in our part of Europe. For over 20 years, it has been facilitating Poles' online shopping and promoting the idea of entrepreneurship in one of the most innovative areas of the economy. Being part of Allegro Tech means working on large-scale projects that no one else has worked on before – and showing others how we do it. That's the coolest part. We love to share our expertise and we're doing it in many different ways! Writing blog articles, recording podcasts, organizing hackathons or the legendary Allegro Tech Meeting, and lecturing on various conferences – chances are you've already met some of us there.

Machine Learning Research is Allegro's R&D lab created to develop and apply state-of-the-art machine learning methods, helping Allegro grow and innovate with artificial intelligence. Beyond bringing AI to production, we are committed to advance the understanding of machine learning through open collaboration with the scientific community. Check more: <https://ml.allegro.tech/>



RTB HOUSE =

RTB House is a global company that provides state-of-the-art marketing technologies for top brands worldwide. Its proprietary ad buying engine is the first to be powered entirely by Deep Learning algorithms, enabling advertisers to generate outstanding results and reach their short, mid and long-term goals.

Founded in 2012, the RTB House team is comprised of 1000+ specialists in over 30 locations across the globe: New York, London, Tokyo, Singapore, São Paulo, Istanbul, Dubai and Warsaw. It serves more than 3,000 campaigns for clients across EMEA, APAC and the Americas regions.

From 2018, after successfully deploying deep learning into 100 percent of its algorithms, RTB House develops two divisions, independent from R&D team, focused on leading innovation for MarTech solutions. The AI Marketing Lab provides an environment for inventing and advancing MarTech products. In addition, the Creatives Lab was created to investigate and improve the overall performance of creatives, as well as developing support for formats like dynamic display and video creatives that can be ultra-tailored to a client's unique branding needs.

Want to be part of one of the most interesting and dynamic IT projects in Poland?
Find out more about us? Visit our booth!



Pearson

They represent the world's leading learning company, dedicated to supporting learning processes and playing a crucial role in transforming education systems. Their reach extends to customers in almost 200 countries through the provision of digital content, assessments, qualifications, and data.

Located in Poland, the AI Capabilities team serves as an R&D unit supporting Pearson's global operations. Their primary focus is on developing systems that harness AI methods to enhance the learning experience. Their responsibility involves the design, construction, and ongoing enhancement of AI-driven features for Pearson's products, while also offering technical leadership in the application of AI within the Pearson framework.

Their specialization revolves around two key intelligent capabilities: adaptive modeling and diagnostic features that help learners progress efficiently and identify those who may need extra support. Additionally, they excel in Natural Language Processing-based assessment features that evaluate learners' soft and hard skills using text or speech analysis.

Alphamoon

Alphamoon, an online intelligent document processing tool, empowers SMBs to automate document-related headaches. The tool helps business users introduce order in their document stack and pull only relevant data essential to the decision-making process. You can work with dozens of document templates and easily connect Alphamoon with your existing ERP systems.



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IDEAS

NCBR

IDEAS NCBR is an innovative research program focused on creating opportunities for cutting-edge scientific projects in AI, ML, and cryptography. Its mission is to educate future PhD students while facilitating the practical application of project results in business and industry.

Currently, IDEAS NCBR houses several research teams specializing in various areas, including explainable algorithms, systems security and data privacy, zero-waste machine learning in computer vision, and computer graphics. These teams are led by renowned experts such as Piotr Sankowski, Stefan Dziembowski, Tomasz Trzciński, and Przemysław Musalski.



Snowflake delivers the Data Cloud — a global network where thousands of organizations mobilize data with near-unlimited scale, concurrency, and performance. Inside the Data Cloud, organizations unite their siloed data, easily discover and securely share governed data, and execute diverse analytic workloads. Wherever data or users live, Snowflake delivers a single and seamless experience across multiple public clouds. Snowflake's platform is the engine that powers and provides access to the Data Cloud, creating a solution for data warehousing, data lakes, data engineering, data science, data application development, and data sharing. Join Snowflake customers, partners, and data providers already taking their businesses to new frontiers in the Data Cloud.



Hewlett Packard Enterprise

Hewlett Packard Enterprise (HPE) is a global provider of edge-to-cloud platform solutions designed to facilitate business transformation. This is achieved by simplifying the processing, protection, analysis, and practical utilization of all data and applications, regardless of their location, enabling organizations to achieve specific results from analytical insights with the speed required to thrive in today's complex world. For more information, visit <https://www.hpe.com/pl/pl/home.html>

Partners



NASK is a National Research Institute whose mission is to develop and implement solutions that facilitate the development of information and communication networks in Poland, in addition to improving their efficiency and security.

As the institution that connected Poland to the Internet, NASK Team believes that the development of these disciplines is the future of science, the economy, and the society as a whole. NASK conducts research and development work in the fields of computer science, cybersecurity, artificial intelligence, cloud computing, and distributed networks.

Do you want to know more about one of the largest scientific institutions responsible for digitization in Poland? Go to the website: <https://en.nask.pl/>



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Honorary Patronages



Minister of Digital Affairs
Republic of Poland

HONORARY PATRONAGE
JANUSZ CIESZYŃSKI



Honorary Patronage of
SGH Rector



**Faculty of Mathematics
and Information Science**

WARSAW UNIVERSITY OF TECHNOLOGY



UNIVERSITY
OF WARSAW

UNIVERSITY OF WARSAW



FACULTY
OF MATHEMATICS, INFORMATICS
AND MECHANICS



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Media Partners





Networking Event

We invite you to the networking event, which will take place in Bolek Pub & Restaurant, within walking distance from the SGH Warsaw School of Economics.

Date:

Thursday, October 26, 2023

Time:

6:00 PM – 11:00 PM

Address:

Bolek Pub & Restaurant
al. Niepodległości 211



Research Platform

The Research Platform is designed to streamline the flow of information between research groups and young scientists. Our platform brings together group leaders, researchers, and motivated students who wish to engage in scientific projects. We understand that finding an interesting group and taking that first step can be daunting, which is why we believe that our platform will make it easier for young scientists to take that initial step.

Furthermore, on our platform, young researchers will discover valuable tips and tricks on where to find research groups, how to secure funding, and more.

If you're a young researcher ready to explore innovative projects and advance your career, visit [Research Platform](#).



Premeetings



Premeetings are a series of meetings that bring together a community passionate about Machine Learning. These events combine talks on trending topics and networking. Its main purpose is to broaden participants' horizons and encourage collaboration. In 2023, two premeetings were organized.

The first one took place in Warsaw, started with a talk on *ML for Renewable Energy Sources Management* from Paweł Wawryński Ph.D. D.Sc., leader of the Team of Learning and Control in Graphs and Networks at IDEAS NCBR. It was discussed how machine learning tools, including reinforcement learning and graph neural networks, can address energy system control, automatic trading, and power grid design issues.

The second one, held in Kraków, on *How to Learn Voting Preferences. Using the Mallows Model?* was told by Piotr Faliszewski, a professor from AGH University. The speaker introduced voting models of elections, which are applicable beyond politics in various contexts, such as Formula 1 racing and surveys.



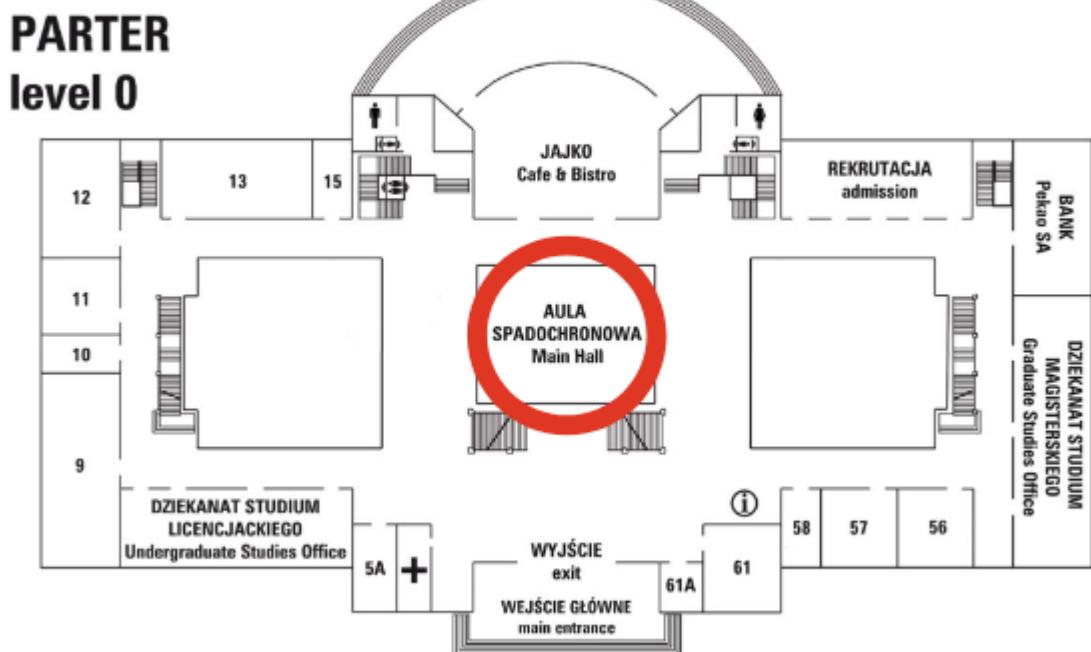
SGH Warsaw School of Economics

Address: al. Niepodległości 162, 02-554 Warszawa

Public transport:

- M1 metro line to Pole Mokotowskie station
- Tram lines 17, 18, 33 to Metro Pole Mokotowskie stop
- Bus lines 119, 138, 167 to Metro Pole Mokotowskie stop

There are not many parking facilities available in the vicinity of SGH, so we strongly recommend using public transportation.





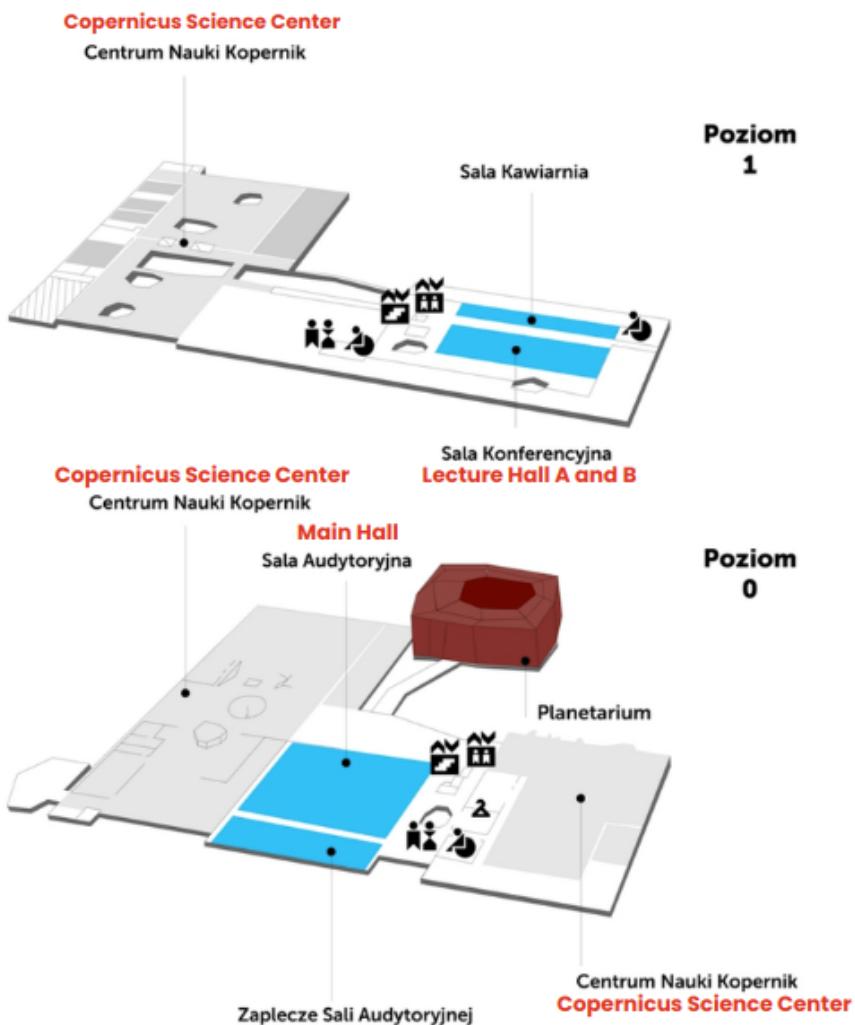
Copernicus Science Center

Address: Wybrzeże Kościuszkowskie 20, 00-390 Warszawa

Public transport:

- M2 metro line to Centrum Nauki Kopernik station
- Bus lines 106, 118, 127 to Biblioteka Uniwersytecka stop or lines 185, 162 to Metro Centrum Nauki Kopernik stop

You can park your car in front of the Copernicus Science Zone, in the paid parking zone, from Monday to Friday, from 8:00 a.m. to 8:00 p.m. On Saturdays and Sundays, you can park there free of charge.





Warsaw University of Technology

Address: Koszykowa 75, 00-662 Warszawa

Public transport:

- Tram lines 10, 17, 33 to Koszykowa station
- Bus lines 159, 160, 174, 175, 522 to Koszykowa station

Parking:

You can park your car on Noakowskiego Street or in the surrounding area.





Public Transport in Warsaw

Three main ways of transport in Warsaw are buses, trams and metro. There are two ticket zones but with very high probability, you will only use the public transport in the first zone.

You can buy a ticket in the special ticket machine (in every tram/bus and on many stops) or through an app (one of the following: moBilet, mPay, SkyCash, zBiletem, jakdojade.pl).

Remember to validate your ticket through a validating machine or by scanning a QR code! (otherwise you can get a fee)

There are following main ticket types in the first ticket zone:

- **20 minute ticket entitles to an unlimited number of journeys for a period not exceeding 20 minutes from its validation** (1.70 PLN for students with valid ID, 3.40 PLN otherwise). Note that this 20-minute limit is strictly enforced, in particular on the route from the airport.
- **Single fare transfer ticket entitles to an unlimited number of journeys for a period not exceeding 75 minutes from its validation or entitling to a single journey to a stop or station which is the last on the route** (2.20 PLN for students with valid ID, 4.40 PLN otherwise)



What to see in Warsaw?

Museums to see

- **Muzeum Narodowe w Warszawie (National Museum in Warsaw)**
 - **Location:** al. Jerozolimskie 3 (Midtown)
 - What you can see this week:
 - Picasso - this temporary exhibition is organized to commemorate the fiftieth anniversary of Pablo Picasso's death and to celebrate Spain's Presidency of the Council of the European Union in the second half of this year. It gathers paintings and prints, a total of more than 120 works by the artist.
 - Permanent exhibitions, National Museum in Warsaw boasts a collection numbering around 830,000 works of art from Poland and abroad, from ancient times to the present including paintings, sculptures, drawings, prints, photographs, coins, as well as utilitarian objects and design.
- **Muzeum Powstania Warszawskiego (Warsaw Uprising Museum)**
 - **Location:** Grzybowska 79 (Wola district)
 - Museum is dedicated to the Warsaw Uprising of 1944. It collects and maintains hundreds of artifacts – ranging from weapons used by the insurgents to love letters – to present a full picture of the people involved. The museum's stated goals include the creation of an archive of historical information on the uprising and the recording of the stories and memories of living participants.
- **POLIN Muzeum Historii Żydów Polskich Polin (POLIN Museum of the History of Polish Jews)**
 - **Location:** Mordechaja Anielewicza 6 (Muranów district)
 - The Museum is a modern institution of culture - it is a historical museum which presents the 1000 years of Jewish life in the Polish lands. It is also a place of meeting and dialogue among those who wish to explore the past and present Jewish culture.



- **Muzeum PRLu (Museum of Life in the Polish People's Republic)**
 - **Location:** Piękna 28/34 (Midtown)
 - This museum is a unique place in Warsaw, which takes you back in time to experience everyday realities and absurdities of the 1944-1989 communist era in Poland.
- **Muzeum Karykatury**
 - **Location:** Kozia 11 (Midtown, Powiśle district)
 - The museum collection includes over 20 thousand caricatures and cartoons of Polish and foreign artists.
- **Interaktywne Muzeum Flipperów (Interactive Museum of Pinball "Pinball Station")**
 - **Location:** Kolejowa 8A (Wola district)
 - In this museum you can enjoy vintage pinball games, such as: Twilight Zone, FunHouse, Terminator 2, Dirty Harry, Batman Forever, X Files, Star Trek, Lethal Weapon 3, The Addams Family, Road Show or arcades: Mortal Kombat 4, Pac Man, Marvel, Street Fighter, Metal Slug.
- **Muzeum Neonów (Neon Museum)**
 - **Location:** Soho Factory, Mińska 25 (Praga district)
 - The Neon Muzeum is dedicated to the documentation and the preservation of Cold War era Neon Signs and Electro-Graphic Design. The permanent collection contains hundreds of fully restored and dazzling neon signs, as well as other electro-graphic artifacts; many of which were designed by the great graphic artists of the age – the designers who were responsible for the world-renowned Polish Poster School.
- **Muzeum Polskiej Wódki (Polish Vodka Museum)**
 - **Location:** Plac Konesera 1 (Praga district)
 - The Polish Vodka Museum is housed in a historic distillation and rectification plant within the premises of the Koneser Praga Centre. There you can find interactive exhibitions, presentations and screenings, which tell the history of vodka production throughout the ages, as well as information and fun facts about the impact of vodka on shaping Polish culture and about its international career.



Outdoor Attractions

- **Łazienki Królewskie (The Royal Łazienki Museum):**
 - **Location:** Śródmieście (Midtown)
 - The Royal Łazienki was King Stanisław August's summer residence, in which a classicist architecture is harmoniously blended with its natural surroundings featuring fabulous gardens. Here, one can not only rest while watching nature but also deepen one's knowledge of the ideas of the Enlightenment by visiting such gems of the European architecture
- **Ogród Krasiński (Krasiński Garden)**
 - **Location:** Gen. W. Andersa (Muranów district)
 - The historic city park in baroque style in Downtown, Muranów district.
- **Plac Zamkowy (Castle Square)**
 - **Location:** Old Town in Warsaw
 - The square surrounded by the historic townhouses, features the Sigismund's Column and the Royal Castle
- **Pałac Kultury i Nauki (Palace of Culture and Science)**
 - **Location:** plac Defilad 1 (Midtown)
 - Probably the most popular spot in the city center, you can take a photo in front of the palace or even take the elevator to the top to enjoy a panoramic view of Warsaw. In this building we can find many attractions like cinema, theater or even swimming pool.

Other Attractions

- **Fotoplastikon Warszawski (Warsaw Fotoplastikon):**
 - **Location:** al. Jerozolimskie 51 (Midtown)
 - Photoplasticon (or Kaiser-Panorama) is a form of stereoscopic entertainment medium used chiefly in the 19th and early 20th centuries, a precursor to film. In Warsaw, in the annexe of the Hoser House, you can see the only fotoplastikon in Poland that has been operating continuously in the same place since 1905.



- **Studio cinemas:**

- **Kino Amondo** (ul. Żurawia 20, Midtown) - very small cinema, where you can find less popular films and good snacks in the bar.
- **Kinoteka** (Palace of Culture and Science, Midtown) - located in the Palace of Culture and Science, has its own vintage atmosphere.
- **Iluzjon** (Ludwika Narbutta 50A, Mokotów district) - Film Art Museum has a special status of archival cinema. This cinema presents film classics and the latest achievements of world and Polish cinematography. There are no commercials or popcorn, but there is a nice restaurant where you can grab a bite before or after the seance.

- **Chocolate Cafe E.Wedel**

- E. Wedel is a Polish chocolate manufacturer, which has been producing a variety of chocolates, cakes, and snacks since 1851. There are few E.Wedel cafes, where you can find their confectionery products, with hot chocolate being particularly popular.