SwissSLi: the Multi-parallel Sign Language Corpus for Switzerland

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Abstract

In this work, we introduce SwissSLi, the first sign language corpus that contains parallel data of all three Swiss sign languages, namely Swiss German Sign Language (DSGS), French Sign Language of Switzerland (LSF-CH), and Italian Sign Language of Switzerland (LIS-CH). The data underlying this corpus originates from television programs in three spoken languages: German, French, and Italian. The programs have for the most part been translated into sign language by deaf translators, resulting in a unique, up to six-way multi-parallel dataset between spoken and sign languages. We describe and release the sign language videos and spoken language subtitles as well as the overall statistics and some derivatives of the raw material. These derived components include cropped videos, pose estimation, phrase/sign-segmented videos, and sentence-segmented subtitles, all of which facilitate downstream tasks such as sign language transcription (glossing) and machine translation. The corpus is publicly available on the SWISSUbase data platform for research purposes only under a CC BY-NC-SA 4.0 license.

Keywords: sign language, sign language processing, multi-parallel corpus

1. Introduction

Sign languages are the primary means of communication for up to 70 million deaf persons (World Health Organization, 2021; World Federation of the Deaf, 2022). They use the visual-gestural modality to convey meaning through manual articulations in combination with non-manual elements such as the face and body (Sandler and Lillo-Martin, 2006).

This work introduces SwissSLi, the first sign language corpus that covers all three sign languages in Switzerland and their corresponding spoken languages. The corpus is valuable in that: (1) it contains parallel sign language videos and spoken language subtitles; (2) it consists primarily of translation as opposed to interpretation data, the former produced without time pressure; (3) it contains most data from deaf as opposed to hearing signers; (4) it is partly multi-parallel, which is distinctly rare in the domain of sign language data.

The corpus serves linguistic research and development of computational models in sign language processing (SLP) (Bragg et al., 2019; Yin et al., 2021). It is publicly available on the SWISSUbase data platform¹ under a CC BY-NC-SA 4.0 license.

2. Background

Data is essential to solve natural language processing tasks especially when deep learning (Goodfellow et al., 2016) is employed. Current efforts in SLP are often limited by a severe lack of training material. In this section, we categorize current resources and summarize related works in Table 1.

¹https://www.swissubase.ch/en/ catalogue/studies/20709/19836/overview

2.1. Sign Language Dictionaries

Bilingual dictionaries for sign languages such as the one provided by Sehyr et al. (2021) map a spoken language word or short phrase to a sign language video. Dictionaries may help create lexical mappings between languages or a crude sign-by-sign translation system (Moryossef et al., 2023b). However, they do not take account of the differences in grammar between sign languages and spoken languages and the usage of signs in context.

SpreadTheSign² is a notable multilingual dictionary containing around 23,000 words with up to 41 different spoken-sign language pairs and more than 600,000 videos in total. From it, Yin et al. (2022) collected ten thousand simple sentences in ten spoken languages that correspond to 14 hours of signing in ten sign languages to build a multilingual sign language translation dataset called *SP-10*.

2.2. Continuous Sign Corpora

Continuous sign corpora (summarized in Table 1) typically contain sequences of signs aligned with spoken language sentences. Available corpora are limited in orders of magnitude fewer sentence pairs than similar corpora for spoken languages. For example, the training data for the first WMT shared task on sign language translation, 17,000 parallel examples for DSGS-German (Müller et al., 2022), is negligible compared to the data for the general machine translation shared task of the same year, with 296 million parallel examples for English-German (Kocmi et al., 2022). Consequently, current sign language translation systems are barely usable at the moment (Müller et al., 2022, 2023).

²https://www.spreadthesign.com/

Dataset	Languages	Signing mode	Signers	Domain	Duration (h)
KETI (Ko et al., 2019)	KVK/Korean	translation	deaf	emergency situations	28
CSL-Daily (Zhou et al., 2021)	CSL/Chinese	translation	deaf	daily lives	23
PHOENIX (Forster et al., 2014)	DGS/German	interpretation	hearing	weather forecasts	11
Public DGS Corpus (Hanke et al., 2020)	DGS-German	source	deaf	elicited dialogues	50
How2Sign (Duarte et al., 2021)	ASL/English	translation	mixed	instructional monologues	79
OpenASL (Shi et al., 2022)	ASL/English	mixed	mixed	news, vlogs on YouTube	288
YouTube-ASL (Uthus et al., 2024)	ASL/English	mixed	mixed	mixed on YouTube	984
BOBSL (Albanie et al., 2021)	BSL/English	interpretation	hearing	mixed TV programs	1,467
SP-10 (Yin et al., 2022)	10 sign/10 spoken	translation	deaf	dictionary entries	14
AfriSign (Gueuwou et al., 2023b)	6 sign/English	translation	deaf	Bible verses	152
JWSign (Gueuwou et al., 2023a)	98 sign/51 spoken	translation	deaf	Bible verses	2,530

Table 1: Well-known continuous sign language datasets, separated into two classes: bilingual (top) and multilingual (multi-parallel) (bottom). *KVK* = *Korean Sign Language, CSL* = *Chinese Sign Language, DGS* = *German Sign Language, ASL* = *American Sign Language, BSL* = *British Sign Language. SP-10, AfriSign* and *JWSign* contain multiple sign and spoken languages. *AfriSign* is a subset of *JWSign*.

Signing Mode and Data Quality We break down the corpora in Table 1 into different levels of data quality based on the signing mode and the hearing status of the signers that produce the content.

Firstly, we define data where sign language represents the *source*, i.e., data produced without undergoing any kind of translation and free from the effect of translationese (Graham et al., 2020), to be of superior quality. However, this kind of data is scarce³. The Public DGS Corpus is a notable resource where sign language serves as the *source*, though elicited in a studio recording environment.

On the other hand, signed *interpretation* of spoken language content as introduced in PHOENIX and BOBSL are more readily found. While larger in quantity, these datasets bear three disadvantages: (1) sign language interpreters to date are often hearing persons, who are frequently second-language learners of sign language rather than first-language signers; (2) under time pressure, they are especially prone to following the grammar of the spoken language they are more familiar with rather than that of sign language; (3) again due to time restrictions, they tend to skip certain pieces of information to make up for the time lag in interpreting.

Sign language *translation* data such as KETI, CSL-Daily, How2Sign, and the corpus introduced in this paper represent a middle ground, which is usually transferred from spoken language to sign language in a non-live setting, i.e., without time pressure. They are commonly recorded in a studio.

Data Quality, Quantity, and Licensing There is tension between high-quality sign language data preferred by the deaf community and linguists and the great quantity of data required by data-hungry algorithms/models such as Transformers (Vaswani et al., 2017) for training SLP systems.

Similar to what happened for text corpora (Bañón

et al., 2020), large sign language corpora of mixed content from the web have emerged. OpenASL and YouTube-ASL curate videos from YouTube, and AfriSign contains translations of English Bible verses into African sign languages from the Jehovah's Witnesses website. However, concerns may be raised regarding the licensing of video content in the public domain, especially relevant to people's faces and identities. Anonymizing data by blurring or blackening signers' faces is unfeasible, as the face carries linguistic information (see §1).

2.3. Sign Languages in Switzerland

The focus of this work is the three Swiss sign languages. DSGS has approximately 5,500 deaf L1 users and an estimated 13,000 hearing users (Ebling et al., 2018). LSF-CH and LIS-CH are varieties of the same languages that are used in France and Italy, with an estimated 1700 and 300 deaf users, respectively (Boyes Braem et al., 2012).

Known lexical resources for these three sign languages are DSGS iLex (Ebling and Boyes Braem, 2016) and Signsuisse (DSGS, LSF-CH, LIS-CH) (Jiang et al., 2023a). In contrast to the bilingual sign/spoken language landscape of most countries, the multilingual environment of Switzerland leads to the possibility of a multi-way parallel corpus.

3. Data Overview

Our corpus contains the sign language version of two sets of television programs in three spoken/sign languages released between 2020 and 2023 fall⁴. They were created by the Swiss Broadcasting Corporation (SRG) in spoken language and then translated into sign language.

³For example, on Swiss television, only the program *Signes* satisfies this requirement.

⁴The following text in the paper describes the statistics of the programs up to this point and matches the initial data release on SWISSUbase planned in April 2024.

Dataset	Languages	Signing mode	Signers	Domain	Duration (h)
MEDIAPI-SKEL (Bull et al., 2020)	LSF/French	source	deaf	deaf press	27
Content4All Weather (Camgöz et al., 2021)	DSGS/German	interpretation	hearing	weather forecasts	12
Content4All News (Camgöz et al., 2021)	DSGS/German	interpretation	hearing	general news	76
FocusNews WMT22 (Müller et al., 2022a)	DSGS/German	source	deaf	general news	19
Daily News WMT22 (Müller et al., 2022b)	DSGS/German	interpretation	hearing	general news	16
Daily News WMT23 (Jiang et al., 2023b)	DSGS/German	interpretation	hearing	general news	437
Ours	3 sign/3 spoken	translation	mixed	mixed	30

Table 2: Comparison of our corpus to existing corpora of the same languages in Switzerland. Our corpus contains all three sign languages used in Switzerland and their corresponding spoken languages.

Program	Languages	#episodes	#hours	#subtitle files	#subtitles	#sentences	#signers
mitenand	DSGS/German	46/85	5.85	84	5,257	4,287	2/9
Insieme*	LIS-CH/Italian	35/98	6.72	82 86	5,076 5,167	3,265 3,161	3/3 2/6
Helveticus (DSGS)	DSGS/German	52/52	3.56	52	2,672	2,196	1/1
Helveticus (LSF)	LSF-CH/French	50/50	3.42	49	2,418	1,716	4/4
Helveticus (LIS)	LIS-CH/Italian	52/52	3.64	52	2,316	2,049	1/1
Total	-	340/442	29.89	405	22,906	16,674	13/24

Table 3: Statistics of the television programs until fall 2023. *program* includes the link to the sign language version of the program. *#episodes* denotes the number of single broadcast videos (usually one on a single day) and *#hours* denotes the total duration in hours. *#subtitle files* denotes the number of available associated subtitle files. *#subtitles* denotes the number of subtitle units and *#sentences* denotes the number of signers with informed spoken language sentences in the subtitles. *#signers* denotes the number of signers with informed consent so far/in total, the same applies to the *#episodes* they appear in. *Insieme* is marked with * because its distribution agreement is still in progress as of this writing.

These programs cover a broad domain. *mitenand* (German/DSGS), *Ensemble* (French/LSF-CH), and *Insieme* (Italian/LIS-CH) report the work of charity organizations, are parallel and produced weekly; *Helveticus* in three languages covers historical content with animations and is produced irregularly. Most episodes originate from German and are then translated into other languages. We show parallel examples in Appendix A.

As shown in Figure 1, the raw data includes signing and subtitles linked to the original audio track. It is available online on the SRG websites and we re-distribute on the SWISSUbase platform the episodes that are translated by deaf signers from whom we have obtained informed consent.

3.1. Comparison to Existing Corpora

We perform a comparison with other continuous signing corpora of the same languages in Table 2:

(1) Most existing corpora, including Content4All and Daily News, stem from the interpretation of Swiss television footage by hearing interpreters and are DSGS-German bilingual. The original subtitles are partially re-aligned and corrected by deaf signers to better accommodate the signing.

(2) FocusNews from the former deaf online channel *FocusFive* and MEDIAPI-SKEL from the deaf media company *Média-Pi* provide small but valu-



Figure 1: The *mitenand* program, translated by a deaf signer, comprised of DSGS signing (within the red bounding box) and German subtitles.

able deaf signing data with well-aligned subtitles.

(3) Our corpus fills the gap by adding translation data produced mostly by deaf signers. Despite not being manually re-aligned, the quality of signing and the default alignment between signing and sub-titles is considered better⁵ than interpreted data for the reasons (hearing interpreters, time pressure,

⁵To verify this intuition empirically, we analyzed the average offset between the subtitles and the signing in some episodes. The offset values (0.1 to 0.3 seconds) are substantially smaller than those in interpreted data such as Daily News WMT (around 1 second).



Figure 2: Venn diagram of the episode-level alignment between *mitenand*, *Ensemble*, and *Insieme*. The overlaps represent the number of parallel episodes between the respective languages collected until fall 2023.

and information loss) discussed in §2.2. In addition, our corpus contains all three Swiss sign languages.

3.2. Data Statistics

We present the detailed statistics of the six programs in Table 3⁶. The duration of each episode of all the programs is about four minutes. *#sentences* is derived from the subtitle files; the sentence segmentation process is discussed in §4.3.

Episode-level Alignment Due to inconsistencies in the title and release dates of parallel programs in different languages, we manually determined which episodes are aligned with each other. As illustrated by Figure 2, the alignment between *mitenand*, *Ensemble*, and *Insieme* is partial, while for *Helveticus*, it is almost complete, i.e., all episodes are aligned except two missing LSF ones (see Table 3).

4. Data Processing

This section describes the workflow to construct the corpus. It is highly automatic and reproducible to be continuously rerun for future data collection. Nevertheless, manual checks are involved in spotting and fixing incorrect and missing data.

4.1. Metadata Collection

The first step in our workflow is to collect metadata from the program websites. We use the *Selenium* library to automatically extract a list of episodes.

Each entry has a title, a date, a description, a link to the web page, a link to the video, and a link to the subtitle, as well as a unique *id*. These metadata are stored in a master CSV file for each program and are included as part of the dataset release.

4.2. Video Processing

We use the *FFmpeg* software to download the videos and subtitles. The videos are encoded in H.264/*.mp4* format regardless of their original encoding; frame rate (FPS = 25.0) and video resolutions (1920x1080 or 1280x720) are inherited.

As shown by the red bounding box in Figure 1, the raw videos are then cropped into the left half region where the signer stands⁷. The step eliminates any potential interference of the program's original content with the subsequent pose estimation step.

Pose Estimation We use Mediapipe Holistic (Grishchenko and Bazarevsky, 2020) to estimate the signers' poses, i.e., the location of body keypoints, from the videos. The results are stored in a binary *.pose* format using the *pose* library (Moryossef et al., 2021). Each frame consists of 576 keypoints (33 pose landmarks, 468 face landmarks, 21 hand landmarks per hand, and 33 world landmarks).

The pose estimation step can be seen as an interpretable way of spatial downsampling or feature extraction from the dense video dimensionality of RGB frames that leads to more efficient downstream computation. One additional usage of pose estimation is that it potentially conceals the identity of the signers⁸. We refer to Isard (2020) for more about anonymizing sign language data.

Video Segmentation Based on the pose estimation, we run the sign language video segmentation model proposed by Moryossef et al. (2023a) to identify individual signs and phrases appearing in the videos. The segmentation model was originally trained and tested on the Public DGS Corpus (Hanke et al., 2020)⁹. The results are stored in *.eaf* ELAN (Wittenburg et al., 2006) files with two tiers for signs and phrases, respectively. This is a novel contribution since most current sign language corpora either do not have a segment-level annotation or have it done through human experts.

For our data, we expect the automatic segmentation quality to be the highest for DSGS data due

⁶The current data agreement with SRG excludes *Insieme* and only allows re-distributing episodes until May 2023. We will upload the missing part to SWISSUbase once we extend the agreement. Also, some *mitenand* episodes and *Insieme* before January 2023 are translated by hearing interpreters. For the initial release, we focus on deaf signer data and exclude them.

⁷This is congruent with our legal agreement with SRG. ⁸The extent to which poses are anonymous representations of signers is still under empirical investigation.

⁹The reported model performance in terms of *inter*section over union is 0.69 for signs and 0.85 for phrases, tested on a separate test set from Public DGS Corpus. The authors also tested the DGS-trained model on LSF data and it generalizes well under a zero-shot setting.

to the similarity of DGS and DSGS. We acknowledge that differences in signing mode (Public DGS Corpus: sign language as the source; ours: sign language as the translation target) may affect segmentation performance as well. That said, we are performing human correction to better understand the segmentation process and will include the latest results of both automatic and human segmentation in the data release.

4.3. Subtitle Processing

On the subtitle side, after normalizing the format into plain text and adjusting the wrong timecodes, we follow Müller et al. (2022) to convert the raw subtitle units into well-formed spoken language sentences and store them as "pseudo" *.srt* files where each subtitle unit is essentially a sentence.

5. Outlook

The corpus with the above-mentioned derivatives facilitates downstream tasks. On the sign level, the predicted sign candidates can be enriched by further gloss annotation (Johnston and De Beuzeville, 2016), either by hand or automatically by isolated sign language recognition (Adaloglou et al., 2021).

On the phrase level, the candidates can be used for refining the timings of the spoken language sentences in subtitle units (Renz et al., 2021), to create better-aligned parallel video-text example pairs.

Finally, the multi-parallel nature of the corpus offers the possibility for comparative linguistic study and specially designed multilingual sign language translation systems such as Yin et al. (2022).

6. Conclusion

We introduced a multi-parallel sign language corpus of three sign languages and three spoken languages in Switzerland. We believe that this corpus is a valuable asset for researchers within the fields of computer vision, natural language processing, and sign language linguistics.

7. Ethics Statement

All the signing videos that we re-distribute on the SWISSUbase data platform are for research purposes only under a CC BY-NC-SA 4.0 license and are shared with the informed consent of the signers involved. In addition, the videos and the subtitles are the subject of a data-sharing agreement between the SRG and the Department of Computational Linguistics, University of Zurich.

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A. Parallel Examples

In this section, we show the first few sentences of a randomly selected *Helveticus* episode in three languages as an example of the parallel sentences in the corpora¹⁰. The spoken language and sign language versions of the episodes are translations of a single source, the German episode.

Language	Sentences
German	Unsere Geschichte spielt um 1230 in den Regionen Uri und Tessin.
	Wir sind mitten in den Alpen unterhalb des Gotthards.
	Um auf die andere Seite eines Berges zu kommen, mussten damals sehr lange Wege zurückgelegt werden.
	Um gemeinsame Geschäfte abschliessen zu können, hatten sich die Leute vor und hinter dem Gotthard schon lange einen direkteren Weg gewünscht.
French	Notre histoire se passe vers 1230 dans les régions de Uri et du Tessin.
	Nous voici au beau milieu des Alpes, au pied du Gothard.
	A cette époque, pour aller de l'autre côté de la montagne, il faut la contourner par des chemins très longs.
	Pour faire du commerce ensemble, les habitants des deux côtés aimeraient une route plus directe.
Italian	La nostra storia si svolge nel 1230 in Uri e in Ticino.
	Siamo ai piedi del Gottardo.
	Per andare dall'altra parte della montagna si devono fare lunghe trade.
	Gli abitanti vorrebbero una via più diretta.
English*	Our story takes place around 1230 in the regions of Uri and Ticino.
	We are in the middle of the Alps below the Gotthard.
	To get to the other side of a mountain in those days, very long distances had to be covered.
	In order to be able to do business together, the people in front of and behind the Gotthard had long wished for a more direct route.

Table 4: Parallel examples in three languages, as well as an English translation from German by DeepL.

¹⁰We refer to the spoken languages, German, Italian, and French, as the varieties of these languages as used in Switzerland. For the German part, the audio content might contain both the Swiss German dialect and Swiss Standard German, and the subtitle text is always in Swiss Standard German, which is close to Standard German of Germany with some lexical differences. Swiss French and Swiss Italian are much closer to the standard varieties used in France and Italy, respectively, with even fewer lexical differences. Our corpus focuses on the subtitles (which are always in standard language) and the signing and does not include the audio.