

# Iterative Translation Refinement with Large Language Models

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## Abstract

We propose iteratively prompting a large language model to self-correct a translation, with inspiration from their strong language capability as well as a human-like translation approach. Interestingly, multi-turn querying reduces the output’s string-based metric scores, but neural metrics suggest comparable or improved quality after two or more iterations. Human evaluations indicate better fluency and naturalness compared to initial translations and even human references, all while maintaining quality. Ablation studies underscore the importance of anchoring the refinement to the source and a reasonable seed translation for quality considerations. We also discuss the challenges in evaluation and relation to human performance and translationese.

## 1 Introduction

Large language models (LLMs), e.g. generative pre-trained Transformers (GPT), have made notable advancements in natural language processing (Radford et al., 2019; Brown et al., 2020; Kaplan et al., 2020; Ouyang et al., 2022). In machine translation (MT), where the convention is to use an encoder-decoder architecture to deal with source and target sentences respectively (Bahdanau et al., 2015; Vaswani et al., 2017), recent papers have examined the feasibility of LLM prompting for translation (Vilar et al., 2023; Zhang et al., 2023; Hendy et al., 2023; Agrawal et al., 2023).

With autoregressive decoding being the convention, machine translation models yield output in

a single attempt, and so do post-editing models. Rather, a human translator can read and edit translations repeatedly, or even pass the outcome to another translator for a second opinion. We explore such an iterative refinement process with LLMs, where the proposed method simply feeds a source-translation pair into an LLM for an improved translation in multiple rounds. It is worth noting that this method can be applied to an initial translation from any model, not just LLM outputs. We further conduct a qualitative evaluation of the outputs. Our approach offers two insights from a fluency and naturalness perspective: 1) LLMs are pre-trained on natural texts that are orders of magnitude larger than traditional MT data, and 2) the method does not require complicated prompt engineering, yet allows for iterative and arbitrary rephrasing compared to automatic post-editing, which is limited to token-level error correction without style editing (Ive et al., 2020).

Empirical results show that the refinement procedure introduces significant textual changes reflected by the drop in BLEU and chrF++, but attains similar or higher COMET scores compared to initial translations. Native speakers prefer refined outputs in terms of fluency and naturalness when compared with GPT translations and even human references. Reference-based human evaluation confirms that such gains are made without sacrificing general quality. As corroborated by recent works, automatic metrics like BLEU and COMET are witnessed to move in opposite directions (Freitag et al., 2019; Freitag et al., 2022). Our human-like LLM prompting method contributes to translation naturalness which can enhance utility as perceived by the target language users. On a broader scope, this work touches on the concept of involving LLMs in a collaborative translation editing strategy.

Mode	Prompt
<i>Translate</i>	Source: $\{\text{source}\}$ Please give me a translation in $\{\text{lang}\}$ without any explanation.
<i>Refine</i>	Source: $\{\text{source}\}$ Translation: $\{\text{prev\_translation}\}$ Please give me a better $\{\text{lang}\}$ translation without any explanation.
<i>Refine<sub>Contrast</sub></i>	Source: $\{\text{source}\}$ Bad translation: $\{\text{prev\_translation}\}$ Please give me a better $\{\text{lang}\}$ translation without any explanation.
<i>Refine<sub>Random</sub></i>	Source: $\{\text{source}\}$ Bad translation: $\{\text{random\_target}\}$ if first-round, else $\{\text{prev\_translation}\}$ Please give me a better $\{\text{lang}\}$ translation without any explanation.
<i>Paraphrase</i>	Sentence: $\{\text{prev\_translation}\}$ Please give me a paraphrase in $\{\text{lang}\}$ without any explanation.

**Table 1:** Prompts used in our work, where a  $\{\text{variable}\}$  is substituted with its corresponding content.

## 2 Methodology

Having an input source sentence  $x$  and an optimizable model  $\theta_{mt}$ , the process to obtain a translation  $y$  can be modelled as  $y = \arg\max_y P(y|x; \theta_{mt})$ . Next, an automatic post-editor  $\theta_{ape}$  creates a refined translation  $y'$  through modelling  $y' = \arg\max_{y'} P(y'|x, y; \theta_{ape})$ . Conventional translation or automatic post-editing models are trained on  $(x, y)$  or  $(x, y, y')$  data pairs.

Extending prior work on LLM prompting, our study uses zero-shot prompting by affixing a task description to form a prompt  $p$  and querying an LLM  $\theta_{LLM}$  to elicit a response (Brown et al., 2020). We introduce five prompts in our study:

1. *Translate*: it queries for a translation of a source input, extending the translation process with a prompt  $p$ :  $y = \arg\max_y P(y|p, x; \theta_{LLM})$ . This is vanilla LLM prompting for MT.
2. *Refine*: similar to post-editing, the LLM is given the source sentence and the previous translation to produce a better translation  $y' = \arg\max_{y'} P(y'|p, x, y; \theta_{LLM})$ .
3. *Refine<sub>Contrast</sub>*: as a contrasting prompt to the above, we insert the word “bad” to hint that the previously translated text is unwanted, regardless of its actual quality.
4. *Refine<sub>Random</sub>*: same prompt as *Refine<sub>Contrast</sub>*, but in the first iteration, a random sentence is fed instead of a translation to imitate a genuinely “bad translation”.
5. *Paraphrase*: a contrasting experiment to translation prompting, we ask an LLM to rephrase a translation without feeding the source sentence  $x$ :  $y'' = \arg\max_{y''} P(y''|p, y; \theta_{LLM})$ .

We propose to iteratively call the refinement prompts, where the source stays the same but the previous translation is updated each turn. To encourage a parsable model response, we ask the LLM to not give any explanation. Such prompting does not require model parameters  $\theta_{LLM}$  to be accessible. Through ablation prompts, *Refine<sub>Random</sub>* and *Paraphrase*, we analyse to what degree the source input and seed translations are helpful. The exact prompt texts are displayed in Table 1.

## 3 Experiments

### 3.1 Data and model details

We select language pairs from the news and general domain translation tasks hosted at WMT 2021 and 2022 (Farhad et al., 2021; Kocmi et al., 2022), which are supported by COMET to obtain reliable scores. In total, we tested seven translation directions: English $\leftrightarrow$ German (en $\rightarrow$ de, de $\rightarrow$ en), English $\leftrightarrow$ Chinese (en $\rightarrow$ zh, zh $\rightarrow$ en), German $\rightarrow$ French (de $\rightarrow$ fr), English $\rightarrow$ Japanese (en $\rightarrow$ ja), and Ukrainian $\rightarrow$ Czech (uk $\rightarrow$ cs). We directly benchmark on the test sets, and in situations where multiple references are available, we use human reference “A” released by the WMT organizers as our reference.

We experiment with GPT-3.5, a powerful closed-source model from OpenAI that can be accessed by all users.<sup>1</sup> As the API call tends to be slow, we randomly sample 200 instances from the official test set to form our in-house test. In the refinement and paraphrase experiments, we use the response from

<sup>1</sup>We accessed a version of gpt-3.5-turbo with training data up to Sep 2021, so it should not have seen WMT 2021 or 2022 test references. Nevertheless, our findings are mostly drawn from reference-free metrics and human evaluation.

the LLM *Translate* query as the seed translation to be improved upon. We do not keep the query (multi-turn) history so as to prevent an LLM from seeing that the previous translation is produced by itself. In experiments later on, we also tested with translations from encoder-decoder systems that participated in WMT, human references, and online systems. Overall, translation refinement is iterated four times at maximum considering the API costs.

### 3.2 Evaluation setup

We consider four automatic metrics: string-based BLEU (Papineni et al., 2002) and chrF++ (Popović, 2017) as well as embedding-based COMET<sub>DA</sub> and COMET<sub>QE</sub> (Rei et al., 2020). The difference between the DA and QE versions is that COMET<sub>DA</sub> requires a source, a translation, and a reference, whereas COMET<sub>QE</sub> is reference-free. BLEU and chrF++ are as implemented in the sacrebleu toolkit.<sup>2</sup> We also use this toolkit to obtain test sets with references as well as past WMT systems’ outputs. Specifically for tokenization in BLEU calculation, we use “zh” for Chinese, “ja-mecab” for Japanese, and “13a” for the rest. The BLEU and chrF++ signatures are footnoted.<sup>3,4</sup> For COMET metrics, we used the official implementation released by the authors.<sup>5</sup>

### 3.3 Refinement results

**WMT21** We first experiment with en↔de and en↔zh from WMT21, which are high-resource languages in terms of both translation data and LLM training data. We run all five prompts and display results in Table 2. For iterative refinement and paraphrasing experiments, the best iteration is picked according to COMET<sub>QE</sub>. We observe that the refined translations record a drastic drop in string-based metrics compared to initial translations, indicating lexical and structural variations. In terms of COMET<sub>DA</sub>, refined outputs surpass initial GPT translations in three out of four cases, and in terms of COMET<sub>QE</sub>, the refinement strategy ends as the highest with substantial improvement for into-English directions. As a contrasting experiment, *Paraphrase* sees a decline in all metrics, suggesting the importance of feeding the source input as an anchor during iterations to prevent semantic drift.

<sup>2</sup><https://github.com/mjpost/sacrebleu>

<sup>3</sup>#:1|c:mixed|e:no|tok:13a|s:exp|v:2.3.1

<sup>4</sup>#:1|c:mixed|e:yes|nc:6|nw:2|s:no|v:2.3.1

<sup>5</sup><https://github.com/Unbabel/COMET>

		BLEU	chrF++	COMET <sub>DA</sub>	COMET <sub>QE</sub>
<i>Reference<sub>A</sub></i>		-	-	-	.0919
de	Translate	<b>30.90</b>	<b>57.55</b>	<b>.8606</b>	.1128
↓	Refine	23.14	51.91	.8525	.1116
en	Refine <sub>Contrast</sub>	22.88	52.47	.8452	<b>.1162</b>
	Refine <sub>Random</sub>	18.83	51.79	.7777	.0770
	Paraphrase	11.01	40.05	.8044	.0919
<i>Reference<sub>A</sub></i>		-	-	-	.1127
en	Translate	<b>25.39</b>	<b>53.54</b>	.8427	.1083
↓	Refine	22.35	50.57	<b>.8478</b>	<b>.1153</b>
de	Refine <sub>Contrast</sub>	22.54	51.21	.8211	.0929
	Refine <sub>Random</sub>	19.36	46.56	.7906	.0832
	Paraphrase	13.60	43.54	.8197	.1006
<i>Reference<sub>A</sub></i>		-	-	-	.0708
zh	Translate	<b>25.64</b>	<b>53.74</b>	.8199	.0867
↓	Refine	20.26	49.06	.8156	.0921
en	Refine <sub>Contrast</sub>	24.81	51.77	<b>.8538</b>	<b>.1132</b>
	Refine <sub>Random</sub>	24.24	47.11	.8323	.1022
	Paraphrase	12.76	40.92	.7931	.0885
<i>Reference<sub>A</sub></i>		-	-	-	.0956
en	Translate	<b>29.28</b>	<b>20.61</b>	.8300	.0761
↓	Refine	28.26	19.28	<b>.8417</b>	.0870
zh	Refine <sub>Contrast</sub>	29.28	19.69	.8395	<b>.0881</b>
	Refine <sub>Random</sub>	25.71	17.49	.8126	.0763
	Paraphrase	21.95	17.14	.8144	.0716

**Table 2:** Automatic scores of different strategies with GPT on high-resource pairs from WMT 2021 news translation.

**WMT22** Moving to lower-resourced languages with non-English translation, we gather numbers for three translation directions from WMT22 in Table 3. Since *Refine<sub>Random</sub>* results are not desirable for WMT21, we omit experiments with this. The overall pattern remains the same as before: *Refine* works best, obtaining higher COMET<sub>QE</sub> than vanilla translations and *Refine<sub>Contrast</sub>*. Also, the reduction in string-based scores becomes less obvious, which might be attributed to seed GPT translations in lesser-resourced languages being lower in quality in the beginning.

### Online systems, encoder-decoder systems, and human translations

In addition to translation refinement from GPT-3.5 itself, we also apply our refinement calls to outputs from conventional MT systems and human translators. These translations can represent genuine errors, if any, introduced during the translation process. Out of the seven WMT21 submissions, we select outputs from four models built by research labs that, based on human evaluation, have been ranked at significantly different positions on the German-to-English leaderboard: Tencent (Wang et al., 2021), Facebook AI (Tran et al., 2021), Edinburgh (Chen et al., 2021),

	BLEU	chrF++	COMET <sub>DA</sub>	COMET <sub>QE</sub>
<i>Reference</i>	-	-	-	.0772
de ↓ fr				
Translate	<b>36.25</b>	<b>59.50</b>	<b>.8395</b>	.0807
Refine	32.47	55.83	.8353	<b>.0851</b>
Refine <sub>Contrast</sub>	33.12	56.37	.8308	.0805
Paraphrase	16.06	44.28	.7937	.0682
<i>Reference</i>	-	-	-	.1345
en ↓ ja				
Translate	<b>23.00</b>	25.89	.8863	.1255
Refine	22.63	<b>27.30</b>	<b>.8941</b>	<b>.1305</b>
Refine <sub>Contrast</sub>	22.82	26.71	.8928	.1282
Paraphrase	17.69	23.18	.8592	.1086
<i>Reference</i>	-	-	-	.1273
uk ↓ cs				
Translate	<b>29.91</b>	<b>54.64</b>	<b>.9074</b>	.1173
Refine	28.60	53.06	.9040	<b>.1183</b>
Refine <sub>Contrast</sub>	28.90	54.29	.9036	.1151
Paraphrase	13.59	40.04	.8625	.0969

**Table 3:** Automatic scores of different strategies with GPT on low-resource and medium-resource pairs from WMT 2022 news translation.

and Huawei TSC (Wei et al., 2021). These are competitive systems built with data augmentation, multilingualism, ensembling, re-ranking, etc. We then include two online engines used in WMT 2021: Online-A and Online-Y. Finally, human reference “B” is added so that we can experiment with our refinement strategy on human translations.<sup>6</sup> References “A” and “B” are sourced from different translation agencies (Farhad et al., 2021).

We report automatic scores from the refinement process in Table 4. A pattern similar to previous GPT translation refinement is noticed: for five out of seven WMT entries, the refinement strategy reaches a higher COMET<sub>QE</sub> score, surprisingly, with up to one-third drop in BLEU. *Refine<sub>Contrast</sub>* in all but one system surpass *Refine*, and without the initial translation, *Paraphrase* iterations record the lowest scores compared to the original submissions and refinements.

## 4 Human Evaluation

String-based and neural scores are observed to vary in opposite directions, which may suggest volatile changes in texts. Since it is questionable to conclude a quality degradation in this case, we set up human evaluations to measure two characteristics in the refined translations: text naturalness and overall quality. Human evaluators involved in this study

<sup>6</sup>The overview paper of WMT 2021 states that “for German↔English, the ‘B’ reference was found to be a post-edited version of one of the participating online systems”. We discover that it refers to English→German only, and German→English is not affected.

	BLEU	chrF++	COMET <sub>DA</sub>	COMET <sub>QE</sub>
<i>Reference<sub>A</sub></i>	-	-	-	.0919
Submission	<b>30.05</b>	<b>56.00</b>	.8497	.1050
Refine	23.39	51.80	.8527	<b>.1123</b>
Refine <sub>Contrast</sub>	25.10	53.82	<b>.8566</b>	.1116
Paraphrase	12.52	41.03	.8031	.0894
Submission	<b>34.45</b>	<b>60.78</b>	<b>.8582</b>	.1061
Refine	23.37	51.67	.8494	.1098
Refine <sub>Contrast</sub>	25.14	52.84	.8534	<b>.1137</b>
Paraphrase	12.22	41.34	.8097	.0942
Submission	<b>32.70</b>	<b>59.32</b>	.8500	.0981
Refine	22.92	50.85	<b>.8522</b>	.1080
Refine <sub>Contrast</sub>	24.40	53.32	.8517	<b>.1134</b>
Paraphrase	11.97	40.29	.8054	.0892
Submission	<b>35.35</b>	<b>61.28</b>	<b>.8584</b>	.1055
Refine	23.75	52.16	.8488	.1095
Refine <sub>Contrast</sub>	26.89	54.75	.8553	<b>.1116</b>
Paraphrase	12.43	41.35	.8116	.0947
Submission	<b>34.67</b>	<b>60.78</b>	<b>.8677</b>	<b>.1146</b>
Refine	22.97	51.05	.8505	.1113
Refine <sub>Contrast</sub>	25.74	53.88	.8548	.1130
Paraphrase	11.80	40.99	.8099	.0922
Submission	<b>34.20</b>	<b>60.03</b>	<b>.8588</b>	.1087
Refine	22.04	50.29	.8496	.1097
Refine <sub>Contrast</sub>	25.24	52.87	.8546	<b>.1147</b>
Paraphrase	12.79	40.18	.8067	.0921
Submission	<b>35.13</b>	<b>61.17</b>	<b>.8643</b>	<b>.1126</b>
Refine	22.24	50.82	.8519	.1097
Refine <sub>Contrast</sub>	24.95	52.47	.8560	<b>.1124</b>
Paraphrase	12.20	40.74	.8078	.0909

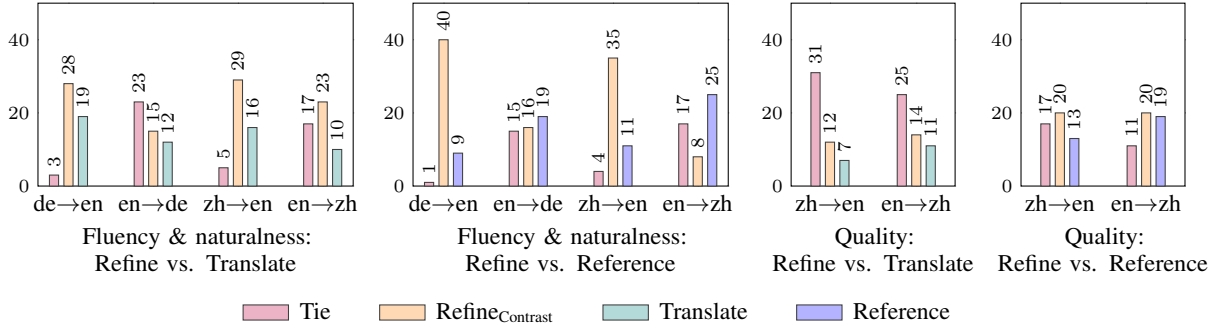
**Table 4:** Automatic scores of refining WMT 2021 news shared task German-to-English submissions.

are practitioners in the field of natural language processing but are unaware of the goal of this study.

### 4.1 Fluency and naturalness

We mimic the human evaluation of fluency in (Lembersky et al., 2012, p819). Native speakers of the target language are with two translations but without the source sentence; then we ask “Please choose the translation that is more fluent, natural, and reflecting better use of  $\{language\}$ ”, where  $\{language\}$  is substituted with the target language name. The evaluator has three options: they can select one of the two translations, or a “tie” if they consider both equally (un)natural. We conduct such pairwise evaluation to compare the first-round output from *Refine<sub>Contrast</sub>* against human references, as well as against *Translate* separately.

We evaluate 50 samples from en↔de and en↔zh experiments in Section 3.3, and report in Figure 1 (left). Native speakers prefer *Refine<sub>Contrast</sub>* to vanilla *Translate* in all four directions, and even favour



**Figure 1:** Human preferences on fluency and naturalness (source-free, left) and overall quality (source-based, right).

*Refine*<sub>Contrast</sub> over human references when translating into English. It demonstrates that our simple strategy enhances the naturalness of GPT outputs and that WMT human references could be less favourable than GPT outputs in some cases.

## 4.2 Overall quality

We also evaluate for general quality as a safeguard. In this setup, a source sentence and two translations are given to an evaluator who is fluent in both languages. They are asked to pick the translation with better quality or indicate a tie. We only evaluated two translation directions, English to and from Chinese, due to the limited availability of bilingual speakers. Similar to the previous evaluation, we compare *Refine*<sub>Contrast</sub> against human references, as well as *Refine*<sub>Contrast</sub> against *Translate* separately.

We report evaluator preferences in Figure 1 (right). It shows that GPT *Refine* attains slightly better performance in zh→en and similar performance in en→zh when compared with human references. On the other hand, it is more favourable than GPT *Translate* in terms of human judgements. Combining evaluation outcomes, we conclude that the refinement strategy could improve the target-side naturalness without undermining general quality.

## 5 Analysis and Discussions

### 5.1 Performance through iterations

To investigate the behaviour of refinement strategies through different iterations, we plot BLEU, COMET<sub>DA</sub>, and COMET<sub>QE</sub> at different iterations in Figure 2 for four translation directions: en↔de and en↔zh. We find that *Refine* and *Refine*<sub>Contrast</sub> usually attain their best after undergoing more than one refinement iteration, showing superiority to one-off editing.<sup>7</sup> However, in almost all *Paraphrase*

experiments, scores decrease monotonically, indicating that semantics drift away as paraphrasing iterates. Moreover, *Refine*<sub>Random</sub> results start low, gradually catch up, but never reach as high as *Refine* or *Refine*<sub>Contrast</sub>. This means that iterative refinement is indeed useful in fixing translations, but starting with a reasonable translation is also crucial for obtaining a strong result.

### 5.2 Diverging automatic scores

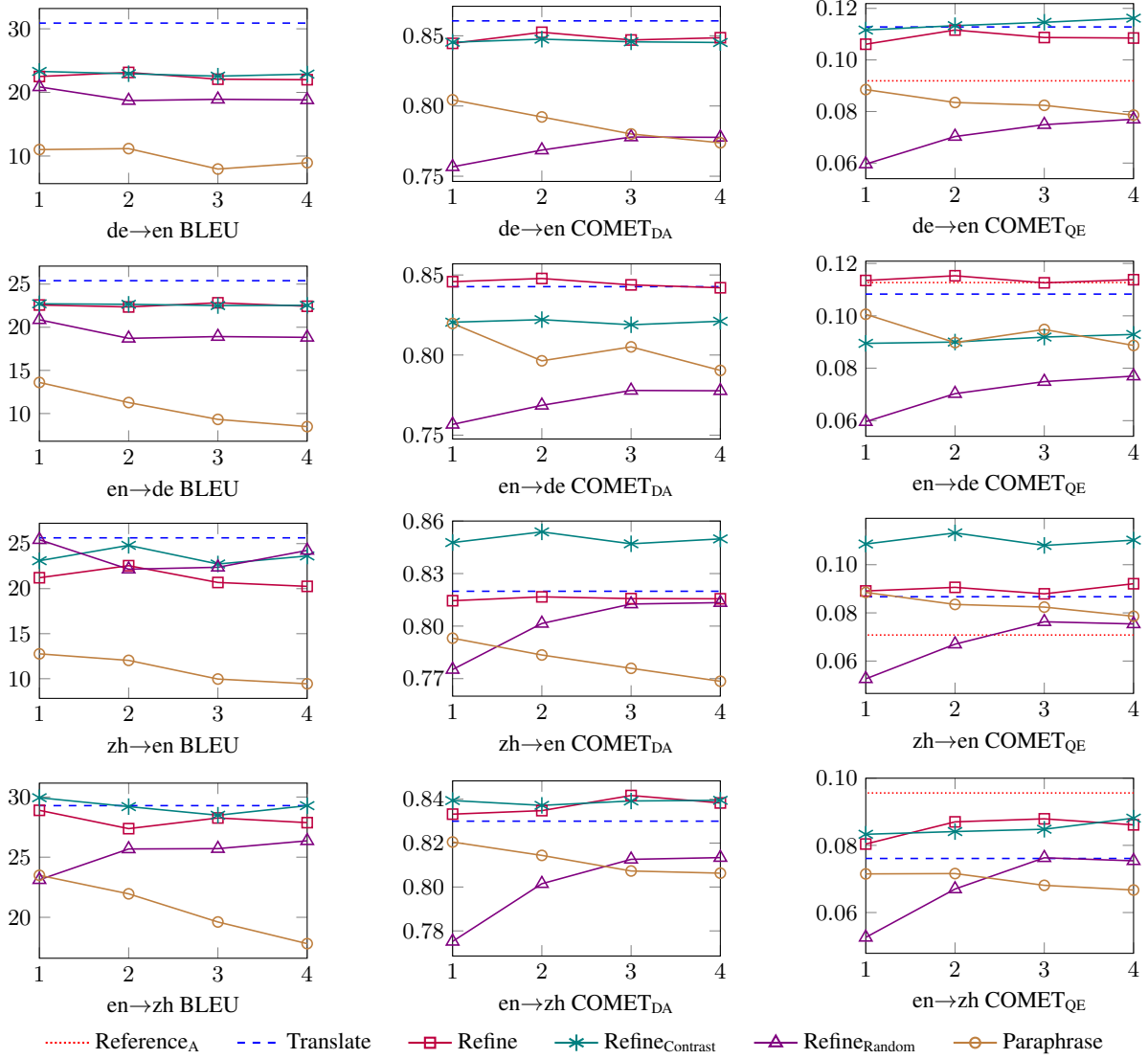
According to automatic string-based metrics, our queries deliver lower-quality translations through iterations, but COMET<sub>DA</sub> scores remain comparable and COMET<sub>QE</sub> scores mostly increase. We argue that the string-based metrics might not accurately indicate quality, but rather reflect text variations with respect to the reference. We further verified this via human evaluation that fluency and overall quality are not impacted.

In Table 5 we show outputs from different strategies for a single source input, where a native speaker marked preference for *Refine*<sub>Contrast</sub>. It illustrates that the word choice is diverse for both directions and specifically for Chinese→English, there are substantial structural changes. The huge variety in expressions across translations can result in low BLEU with respect to human references, but without much change in meaning, for instance, as in Table 2 where BLEU can decline up to one-third, but neural metric scores change little. In the field of MT, a leap in BLEU is usually associated with performance improvement; however, in our case, a drop cannot be simply interpreted as performance degradation. This can be attributed to the lexical and structural diversity in the refined translations.

### 5.3 Human performance

A human translator is deemed to be fluent in their native language, which intuitively is difficult for a model to compete with. In our human evalua-

<sup>7</sup>The first iteration is equivalent to a one-off translation editing using an LLM.



**Figure 2:** BLEU, COMET<sub>DA</sub>, and COMET<sub>QE</sub> at different refinement and paraphrase iterations for high-resource translation.

tion, GPT fluency can be as good or even better than reference translations—we offer two possible explanations. First, the WMT references might have been created by translators with varying expertise, which may not represent upper-bound human performance, especially when compared with advanced LLMs. More importantly, translations can exhibit awkwardness in word and syntax choices, potentially due to source language interference or “shining through” (Gellerstam, 1986; Teich, 2003).

#### 5.4 Relation to translationese

Both human and machine translations might be more explicit, language-normalized, and simpler (Baker, 1996; Koppel and Ordan, 2011). On a broader scope, translationese is regarded as the distinct features in translations to include influences from both the source and target sides. Although

MT normally learns from human translation data, researchers found that human and machine translation patterns do not fully overlap (Bizzoni et al., 2020). While translationese occurs in translations inevitably, consumers could prefer translations that are more natural in their native language, provided that the semantics and utility are preserved.

From a narrow aspect, our method relates to machine translationese mitigation in terms of reducing unnaturalness and literalness, instead of focusing on state-of-the-art metric scores. It may be viable to create diverse translations through iterations, as we observe huge changes in BLEU scores. Measuring these using automatic metrics at the moment is challenging, especially given that most translation metrics are reference-based, where the reference can be translationese-prone in the first place. COMET<sub>QE</sub> might be more robust to this end.



Source	Der 17-Jährige <b>floh zunächst</b> vom <b>Tatort</b> , seine Personalien konnten aber im Nachhinein <b>ermittelt werden</b> .
Reference	The 17 year-old <b>proceeded to flee the crime scene</b> , however, his personal details could <b>be retrieved</b> later.
Translate	The 17-year-old <b>initially fled</b> from <b>the crime scene</b> , but his personal information <b>was</b> later <b>determined</b> .
Refine <sub>Contrast</sub>	The 17-year-old <b>initially fled</b> from <b>the scene of the crime</b> , but his personal details could later <b>be identified</b> .
Paraphrase	<b>At first</b> , the 17-year-old <b>ran away from where the crime occurred</b> , but eventually, the authorities were able to <b>identify</b> him by his personal details.

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Source	新法令规定，坎帕尼亚大区自即日起室内公共场所必须戴口罩， <b>违者</b> 最高可处以1000欧元罚金。
Reference	<b>According to</b> a new <b>decree</b> , people must wear masks in indoor public places in Campania from now on, and <b>offenders</b> can be fined up to 1,000 euros.
Translate	A new <b>regulation stipulates</b> that in Campania, indoor public places must wear masks. <b>Violators</b> can be fined up to 1000 euros.
Refine <sub>Contrast</sub>	A new <b>regulation states</b> that in the Campania region, masks must be worn in indoor public places, with a maximum fine of 1000 euros for <b>those who violate the rule</b> .
Paraphrase	A new <b>rule</b> in Campania <b>requires</b> people to wear masks in indoor public places, and <b>those who don't follow this rule</b> may be charged up to 1000 euros.

**Table 5:** German→English and Chinese→English examples showing rich lexical variations across translation strategies.

## 6 Related Work

### 6.1 Translation post-editing

Closely related to our refinement prompting is automatic post-editing (APE), which trains a neural network to fix translation errors by learning from human correction data, that can be traced back to as early as (Knight and Chander, 1994). While it has shown advancements in statistical machine translation, it has been suspected to be less effective in the deep learning era due to original translations being high-quality and lack of post-editing data (Junczys-Dowmunt and Grundkiewicz, 2018; Chatteerjee et al., 2018). Whilst one way to facilitate this is more data provision (Chollampatt et al., 2020; Ive et al., 2020), our workaround utilizes a large language model, which possesses the post-editing capability without the need for specific training or fine-tuning. Furthermore, post-editing models might have limited power to alleviate awkwardness, because human editing data is collected from annotators who are usually instructed to not make style improvements (Ive et al., 2020). Compared to APE, our method allows LLMs to re-generate an entirely different translation, which could escape the “post-edited” phenomenon, where Toral (2019) demonstrated that human-edited machine translations still exhibit translationese features.

Some post-editing models do not rely on the source translation or human editing data (Simard et al., 2007). For instance, Freitag et al. (2019) trained a post-editor solely on monolingual data by reconstructing the original text given its round-trip translation. In our work, we incorporate stronger natural language modelling into post-editing by employing LLMs. Other translation refinement research includes combining statistical and neural systems

(Novak et al., 2016; Niehues et al., 2016), merging APE into the NMT framework (Pal et al., 2020; Chen et al., 2022), and debiasing translationese in the latent embedding space (Dutta Chowdhury et al., 2022). The iterative editing mechanism mostly lies in non-autoregressive translation, where each output token is independent of other target positions and iterative decoding enhances output quality (Lee et al., 2018; Gu et al., 2019; Xu and Carpuat, 2021).

### 6.2 Translation prompting with large language models

Large language models have recently become highly effective tools for various NLP tasks (Radford et al., 2019; Brown et al., 2020; Chowdhury et al., 2022; Ouyang et al., 2022). Nowadays, optimising LLMs directly for specific tasks becomes less important since they generalize to downstream tasks even without explicit supervision. With more parameters and training data, LLMs may offer stronger performance than dedicated translation or post-editing models. The method we use to elicit a response from GPT is zero-shot prompting (Brown et al., 2020), which means affixing a description to the original task input to form a query to the model. Researchers have benchmarked LLMs’ capability to translate (Vilar et al., 2023; Zhang et al., 2023; Jiao et al., 2023; Hendy et al., 2023), and to interpret translation quality (Kocmi and Federmann, 2023; Lu et al., 2023; Xu et al., 2023).

Among the recent papers on LLM translation prompting, we identify the following to be most relevant to us. Previous findings show that GPT produces less literal translations, especially for out-of-English translations (Raunak et al., 2023a), which to some extent stands in contrast with our later human evaluation results on naturalness and fluency.

Raunak et al. (2023b) formalized post-editing as a chain-of-thought process (Wei et al., 2022) with GPT-4 and achieved promising results. Different from their focus, our work features the iterative refinement process as a means to enhance naturalness and fluency. Our work reveals that iterated refinement is better than one-off editing. The observed improvement, especially for into-English, may be attributed to the abundant English pre-training data available for LLMs. To the best of our knowledge, although the concept of iterative refinement is not new, ours is the pioneering paper in applying such strategies to LLMs for translation.

## 7 Conclusion and Future Work

We presented a simple way to leverage an LLM for translation refinement, which greatly helps fluency and naturalness. It is shown that our method maintains translation quality and introduces lexical and structural changes, especially for high-resource into-English translation. We have also discussed the potential of using our work to obtain diverse, fluent translations that are less translationese, as well as the limitation in automatic metrics to measure this.

On a broader note, this work connects to the concept of using LLMs to imitate collaborative translation refinement. Yet, it is important to acknowledge the high cost of running a multi-round LLM refinement. Future work can explore sentence-level refinement decisions to reduce cost.

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