

# SignLLM: Sign Language Production Large Language Models

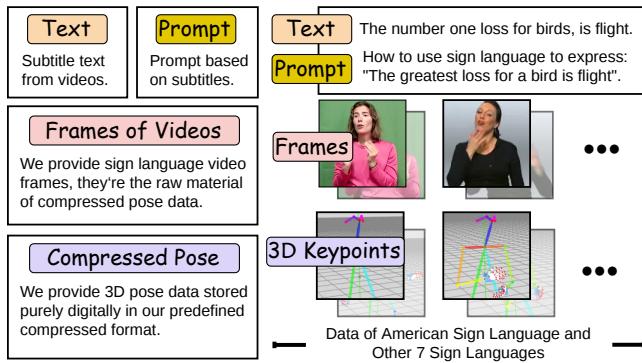
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<https://signllm.github.io>

Descriptions and Examples of Prompt2Sign Dataset



The Output of SignLLM is Presented in Different Ways

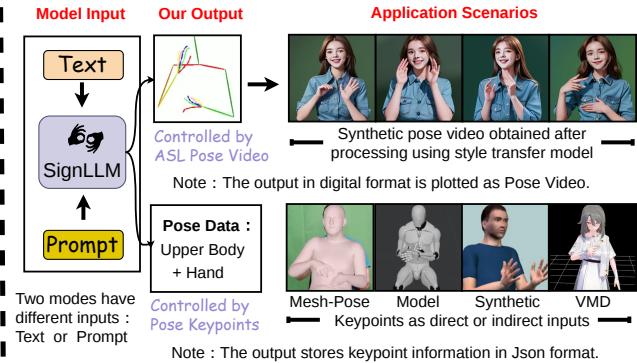


Figure 1. Overview: (Left) Major components (e.g., **Text**, **Prompt**, **Compressed Pose**, etc.) of our PROMPT2SIGN dataset. Compressed Pose is reprocessed pose data that is suitable for training, we use public sign language videos to produce compressed pose data in our predefined format; (Right) Our proposed SIGNLLM aims to generate sign language poses for digital human or avatar generation [6, 12, 106, 111].

## Abstract

In this paper, we propose **SIGNLLM**, a multilingual Sign Language Production (SLP) large language model, which includes two novel multilingual SLP modes **MLSF** and **Prompt2LangGloss** that allow sign language gestures generation from query texts input and question-style prompts input respectively. Both modes can use a new RL loss based on reinforcement learning and a new RL module named **Priority Learning Channel**. These RL components can accelerate the training by enhancing the model's capability to sample high-quality data. To train SIGNLLM, we introduce **PROMPT2SIGN**, a comprehensive multilingual sign language dataset, which builds from public data, including American Sign Language (ASL) and seven others. This dataset standardizes information by extracting pose information from sign language videos into a unified compressed format. We extensively evaluate SIGNLLM, demonstrating that our model achieves state-of-the-art performance on SLP tasks across eight sign languages.

## 1. Introduction

Sign Language Production (SLP) aims to synthesize human-like sign avatars from text inputs. Deep learning-

based SLP approaches [38, 72–75] typically involve sequential steps from text to gloss (*i.e.*, a type of textual vocabulary representing gestures or postures), gloss to pose [10, 53], and finally rendering pose videos into more engaging human-like avatar videos. These processes are complex and challenging to simplify, making sign language data acquisition and processing difficult. This challenge has significantly dampened researchers' enthusiasm and progress over a considerable period, with the majority of studies in the past decade relying on a German sign language (GSL) dataset named PHOENIX14T [25, 46] for Sign Language Production, Recognition, and Translation tasks (SLP, SLR and SLT). Recent work [4, 22, 87] based on the American sign language (ASL) [20, 79] and other lesser-known languages [19, 26, 32, 59, 69, 81] are relatively rare.

The existing mainstream datasets [14, 20] have significantly advanced the field. However, as time progresses, their limitations become increasingly apparent: (1) These existing datasets consist of different format files, including images, Glosses, subtitles, etc. These images are not easy to be directly trained. Due to redundant information in images that makes it difficult for models to learn essential pose information, training video-level SLP becomes particularly challenging. A way to reduce redundant information is to distill the gesture/posture information into text/npy/json for

training. But different datasets pose extraction methods [10, 31, 52, 53, 64, 84] are different. This limitation hampers a specific format model’s ability to use data from other sign languages. (2) Manual annotation for gloss is labor-intensive and time-consuming. (3) Because some videos are obtained from professionals and reprocessed into different formats, scaling up the dataset becomes exceedingly challenging. These limitations collectively impede the development and training of more advanced models.

To solve these issues, we introduce **PROMPT2SIGN**, a new multilingual dataset focusing on upper body movements in large-scale signers. The dataset overview is shown in Fig. 1 (Left), showcasing prompts, video subtitles, and files containing digital keypoints information. To create this dataset, we first process the videos using OpenPose [8] to standardize pose information in each frame. Storing keypoints information in our predefined compressed format (`Compressed Pose`, as shown in Fig. 1) can reduce redundancy and facilitate training with seq2seq and text2text models. Subsequently, we reduce reliance on manual annotations by auto-creating prompt words to improve cost-effectiveness. Finally, we improve the processing level of automation for the tools, making the tools highly efficient and lightweight, requiring no additional model loading to process data (*i.e.*, solving the difficulty in manual preprocessing and data collection above). Our new PROMPT2SIGN dataset is sourced from publicly available sign language datasets and videos on the Internet, covering eight sign languages, making it a comprehensive multilingual sign language dataset. More information is in Table 1 and supplementary materials.

Meanwhile, we recognize that existing models [11, 72, 74, 83, 95, 96] need improvement because training models with our new dataset brings new challenges: (1) Different sign language data cannot usually be trained simultaneously due to text-posture correspondence differences in different sign languages. (2) Handling more languages and a larger dataset results in slow and challenging training processes, with downloading, storing, and data loading difficulties. It is necessary to explore high-speed training methods. (3) The existing model structure cannot grasp more languages and understand more complex natural human conversational inputs. So, we need to explore the aspects overlooked by previous studies, such as multilingual SLP, efficient training, and the ability to understand prompts.

To overcome these challenges, we introduce **SIGNLLM**, a large multilingual Sign Language Production (SLP) model developed based on our PROMPT2SIGN dataset. It can produce the sign language representation of eight languages from texts or prompts. Our SIGNLLM has two distinct modes: (i) Multi-Language Switching Framework (MLSF), which allows multiple sign languages production in parallel by dynamically adding encoder-decoder groups. (ii) Prompt2LangGloss, allowing SIGNLLM to support static

single-set encoder-decoder generation. Fig. 1 (Right) shows our model inputs and outputs, “thank you” is the input of mode (i), and “how to sign ‘thank you’ in ASL?” is the input of mode (ii). Two multilingual SLP modes deal with different use cases: The Multi-Language Switching Framework (MLSF) is an efficient mode without semantic confusion, like a dictionary/drawer; The Prompt2LangGloss is a user-friendly mode, like a LLM, it aims to understand complex natural language input. To address the problem of extended training time caused by more languages and a larger dataset, we utilize the Reinforcement Learning (RL) Loss concepts to quantify the quality of each training batch and prioritize valuable batches through the Priority Learning Channel.

We conduct extensive experiments and detailed ablation studies. The results validate the superior performance of our **SIGNLLM** over baseline approaches [11, 21, 43, 72, 74, 83, 95, 96] on the subsets in eight sign languages. The contributions of this paper can be summarized as follows.

- A comprehensive multilingual sign language dataset, named PROMPT2SIGN, featuring an expanded vocabulary and covering eight languages, is introduced. It is designed for broader seq2seq compatibility.
- A large multilingual Sign Language Production (SLP) model with two distinct modes—MLSF for handling text query inputs and Prompt2LangGloss for processing question-style prompts—is proposed. Our method, SIGNLLM, achieves state-of-the-art performance across eight sign languages in SLP tasks.
- We present a novel reinforcement learning-based loss function, along with a functional module named Priority Learning Channel (PLC), as a training strategy for sign language models, designed to reduce training time and computational costs.

## 2. Related Work

**Sign Language Production.** In recent years, the field of sign language research has primarily focused on Sign Language Recognition (SLR) [16, 17, 29, 41, 45, 47] and Sign Language Translation (SLT) [4, 7, 15, 44] based on deep learning. Due to a lack of suitable, high-quality datasets for ASL, deep learning researchers conducted their research [38, 72–75] based on a GSL weather theme dataset, released in 2012 [25, 46]. As previously mentioned, the data processing involved in sign language research is highly complex. Even with the release of a large-scale ASL dataset in 2021 [20], work focused on ASL-related themes based on it has not emerged quickly, as existing work is not easily transferable. The situation is worse for minority languages.

**Large Language Models.** LLMs refer to giant transformer models trained on extensive textual data, exhibit capabilities in understanding natural language and addressing complex tasks [5, 13, 78, 88, 90]. Sign language is a visual language, theoretically different from language models. How-

ever, most current work uses text2text and seq2seq models [49, 62, 67, 100], converting key points/dense maps/grid poses into sequences for training, as opposed to directly training images. Hence, viewing the core process of SLP, text2pose, as a language model is justifiable. Extensive research indicates that an increase in parameters or data volume [35, 42] significantly enhances the abilities of LLMs [5, 13, 66]. There are more than a hundred sign languages in the world, most of which have datasets in video form. Therefore, conducting advanced research to address the anticipated surge in data volume in the future is of paramount importance. In this work, we aim to enable the model to generate sign languages across diverse linguistic backgrounds, ensuring its adaptability to our new dataset.

### 3. Our Benchmark: Prompt2Sign

**Existing Datasets Weaknesses.** The main shortcoming of previous work is the lack of unified data storage formats, when there is a mismatch between these models in Sign Language Production (SLP) [11, 72, 74, 83, 95, 96] and Sign Language Translation (SLT) [4, 7, 15, 44], it can lead to complex challenges: (1) The results of the SLT model are difficult to use as training data for the SLP model directly due to format incompatibility (*e.g.*, [6, 87] & [71, 76]) (2) The results of the SLP model are difficult to use as input for the SLT model (evaluation experiment needs, *e.g.*, [6] & [4]). (3) The output of the SLP model is not suitable as input for most style transfer models (*e.g.*, [11, 98, 108], the researchers have to train a pose2video model themselves). Therefore, we create a standardized dataset to address data collection, utilization, and storage challenges.

**Data Collection.** Our data collection process, in contrast to previous methods, includes the following steps: (1) downloading sign language videos in specific languages from the Internet and public datasets [19, 26, 32, 59, 69, 81]; (2) editing and aligning these videos; (3) extracting 2D keypoints from each video frame using OpenPose [8] and saving them as JSON files; (4) calculating the 3D poses, which are stored in a predefined compressed data format. See further details below and in the *supplementary materials*.

**Dataset Range.** We choose How2Sign [19], PHOENIX-14T [26], KSL-guide [32], Signsuisse [59] (contains 3 languages), LSA64 [69], AuTSL [81], and some of the more popular works were not considered due to their limited accessibility and potential usage restrictions. Additionally, some available multilingual datasets [30, 34, 56, 102] may not possess the same level of comprehensiveness as ours. For example, [30] and [102] translate two types of sign language videos into spoken language (SLT), while our work is from spoken language to videos (SLP). We aim to establish a robust multilingual SLP method with a dataset that supports a broader range of application scenarios. For example, [30] is limited to Bible translation, and [102] focuses

Subset	ASL	GSL	DGS	LSF-CH	LIS-CH	LSA	KSL	TSL
Train	31,047	7,096	8,043	5,672	2,254	2,400	700	28,142
Dev	1,739	519	500	500	250	400	300	4,418
Test	2,343	642	500	250	250	400	200	3,742

Table 1. **Dataset Statistics** [19, 26, 32, 58, 59, 69, 81, 101] : The number of video clips in their train, dev, test set, respectively. Languages included: American (ASL), German (GSL, Alias DGS), Swiss German (DGS), French Sign Language of Switzerland (LSF-CH), Italian Sign Language of Switzerland (LIS-CH), Argentine (Lengua de Señas Argentina, LSA), Korean (KSL), and Turkish (TSL). “Sign Language” is omitted in some full names.

solely on cross-lingual SLT. In contrast, our work covers a broader range of scenarios and comprehensively addresses the SLP task. Additionally, some datasets, such as [56] and [34], are restricted to multilingual dictionary forms.

**Unified Compression of Pose Data.** Building on previous work [72, 76, 105], we develop a three-step tool for standardizing data processing. The tool is highly efficient and lightweight, requiring no additional model loading and supporting large-scale data processing. Furthermore, we optimize it specifically for sign language data processing (*e.g.*, removing unnecessary leg movement computations and integrating these optimizations into PROMPT2SIGN’s pipeline). The main steps of Data Collection can be visualized as: 2D Keypoints to 3D Keypoints to Compressed Pose. Among all the steps, the most crucial part is the transition from 2D to 3D compressed pose data:

**Step I:** First, we obtain the length of the skeleton through the 2D keypoint coordinates ( $x$  and  $y$ ),  $a$  and  $b$  represent indices that identify the two keypoints (or joints) forming a bone  $L = \sqrt{(ax - bx)^2 + (ay - by)^2}$ .

**Step II:** We compute the 3D rotation angles from 2D keypoints data:  $A_x, A_y, A_z = \frac{\text{angle}_x, \text{angle}_y, \text{angle}_z}{\sqrt{\text{angle}_x^2 + \text{angle}_y^2 + \text{angle}_z^2}}$ , where  $A$  represents the normalized angles.

**Step III:** We define  $P_x, P_y, P_z$  as the starting joint coordinates computed from 2D keypoints, and define  $Q_x, Q_y, Q_z$  as the target coordinates in 3D space:  $Q_x = P_x + L \times A_x, Q_y = P_y + L \times A_y, Q_z = P_z + L \times A_z$ .

These mathematical formulas initialize the skeletal model by calculating skeletal length  $L$ , root node position, rotation angle, and 3D coordinates ( $x, y, z$ ), serving as input for simulating 3D human skeletal motion. Compared to previous methods [105], this approach is much more efficient, focusing solely on extracting the posture and gesture information relevant to sign language from the video data. This preprocessing step discards redundant information, reduces data size by 80% relative to the raw video, and standardizes the format, enabling easier integration with text-to-text and sequence-to-sequence models and applications without the need for sign language-specific data loaders.

**Dataset Statistics.** After the data processing, train, dev, and test sets of different language parts are shown in Table 1. We constructed 120 English templates and 210

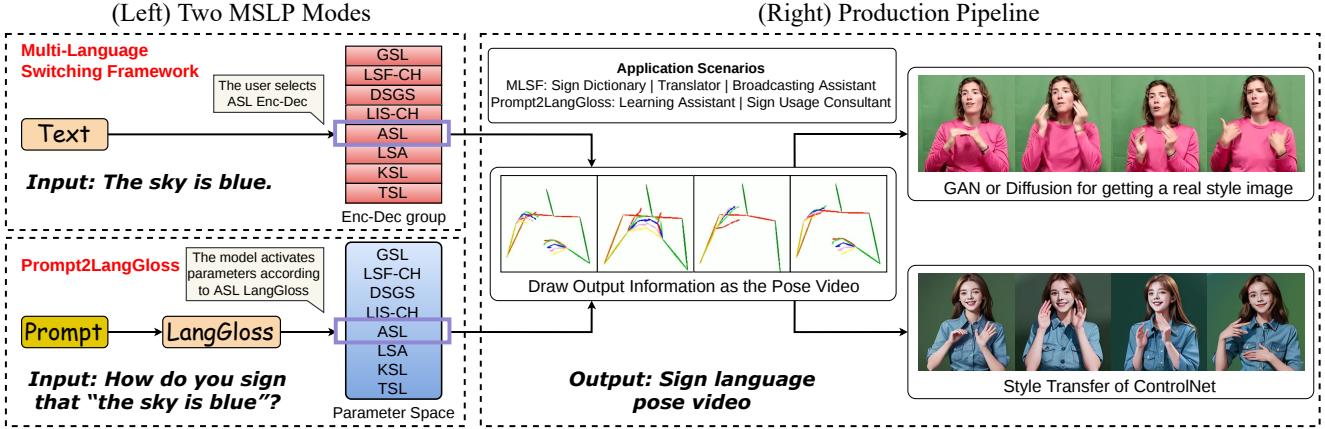


Figure 2. (Left) MLSF contains parallel Enc-Dec groups (*i.e.*,  $\text{Text2Pose} \times \text{number of languages}$ ), the Prompt2LangGloss adds a language attribute marker at the gloss channel (*i.e.*,  $\text{Text2Gloss2Pose} \rightarrow \text{Prompt2LangGloss2Pose}$ ). (Right) The output of SIGNLLM can be converted into a skeletal pose video, which can then be rendered into a realistic human appearance by vid2vid models [11, 70, 98, 106, 108].

prompt word templates for other languages (with 30 templates for each language), which are randomly associated with the oral text data to form the prompt part. The templates are carefully selected from hundreds of sentences generated by LLM that cover most everyday expressions.

## 4. Our Model: SignLLM

### 4.1. Preliminary of Text2Pose Method

The general SLP pipeline (*i.e.*, text to sign language video) [38, 72–75] has following steps: text-to-gloss conversion, gloss-to-pose mapping, and finally pose-to-video rendering. In our work, we mainly focus on the first two steps.

**Text2Gloss & Gloss2Pose.** Essentially, the transformation from text-to-gloss and gloss-to-pose can be distilled to a sequence-to-sequence [72, 73] problem in the realm of textual data, and their structures to bear significant resemblances. We define  $x_u$  as the input text  $x$  tokens at position  $u$  (total number is  $\mathcal{U}$ , position from 1 to  $\mathcal{U}$ ),  $p_w$  as the output pose  $p$  at position  $w$  (total number is  $\mathcal{W}$ , frame position from 1 to  $\mathcal{W}$ ), and then we use an encoder-decoder transformer framework to convert input into output:

$$f_u = \text{Enc}_{\text{input2output}}(x_u | x_{1:\mathcal{U}}) \quad (1)$$

$$p_{w+1} = \text{Dec}_{\text{input2output}}(p_w | p_{1:w-1}, f_{1:\mathcal{U}}) \quad (2)$$

Here,  $f_u$  denotes the encoded source of  $x_u$ . The output text tokens generated from this process form the input for the next stage of our translation model. In short, text2pose is the core method of SLP, and some researchers use gloss as an intermediate to make it text2gloss2pose.

### 4.2. Design Overview

**Architecture.** SIGNLLM has two modes Multi-Language Switching Framework (MLSF) and Prompt2LangGloss, as shown in Fig. 2 (Left), both make the model capable of

multilingual sign language production by using the multilingual PROMPT2SIGN dataset. Both modes can be trained by new RL Loss and Priority Learning Channel module.

**Motivation.** Unlike existing SLP models, LLM directly fine-tuning for text-to-pose translation would hamper its dialogue capabilities, while using it without fine-tuning would treat translation requests as questions rather than performing actual text-to-pose translations. Therefore, we propose two specialized modes: MLSF for direct text-to-pose translation and Prompt2LangGloss for LLM-based interaction (*e.g.*, “*how to sign ‘thank you’ in ASL?*” *as input*). These modes, analogous to evolutionary branches of the same species, serve complementary purposes in multilingual SLP.

### 4.3. Two Multilingual SLP Modes

MLSF is a mode that most existing models can refer to, like a dictionary/translator, and Prompt2LangGloss mode is designed specifically for sign language LLM. They are like two evolutionary branches diverged from the same species.

**Multi-Language Switching Framework.** It can be understood as having multiple parallel Text2Pose channels/Enc-Dec groups, each language has an Enc-Dec group, allowing each channel/Enc-Dec to be independently trained and inferred. Text2Pose visual representation is shown on the left of Fig. 2, the red rectangle represents the eight Enc-Dec in our model, and the middle partition represents the parameters stored separately in different Enc-Dec groups. The assignment operation could be formalized as  $\text{Enc}_{\mathcal{L}} = \mathcal{E}_{\mathcal{L}}$  and  $\text{Dec}_{\mathcal{L}} = \mathcal{D}_{\mathcal{L}}$ . Here,  $\mathcal{L}$  denotes the language of input, while  $\mathcal{E}_{\mathcal{L}}$  and  $\mathcal{D}_{\mathcal{L}}$  are the mapping from language  $\mathcal{L}$  to an encoder and decoder in the sets  $\mathcal{E}$  and  $\mathcal{D}$ . Similar to selecting tools from a drawer, MLSF allows you to choose the appropriate  $\mathcal{E}_{\text{ASL}}-\mathcal{D}_{\text{ASL}}$  pair from the  $\mathcal{E}-\mathcal{D}$  groups for training and inference. This modular design functions like a language drawer system, where each language Enc-Dec component can be accessed and utilized on demand from eight pairs.

**Prompt2LangGloss.** While MLSF tackles multilingual support through architectural design, Prompt2LangGloss approaches the challenge from a linguistic perspective. This mode introduces a novel intermediate representation that bridges the gap between natural language understanding and sign language generation. Enriching the traditional gloss notation with language-specific attributes creates a more nuanced and contextually aware translation process.

Gloss, essentially a shorter textual representation of sign language gestures, operates as an intermediate entity when using a text2pose model. As shown in Fig. 2 (Left), our proposed enhancement of this model involves appending an additional language attribute to each text word during the reading and tokenizing stages. For instance, a traditional gloss token “<xxx>” can be transformed into “<ASL\_xxx>”, thus introducing a LangGloss layer of conditional input  $f_u = Enc_{t2lg}(x_u|x_{1:U})$  into SLP based on Eq. (1):  $lg_{w+1} = Dec_{t2lg}(lg_w|lg_{1:w-1}, f_{1:U})$ . So, our LangGloss is a pseudo-Gloss used to distinguish language information in the parameter space by identifying language attributes. This way, we solve several challenges: (1) LangGloss allows the existing models to train multilingual data. By adding language attributes to gloss, we reduce the semantic ambiguity that occurs when words share the same form across different languages. (2) LangGloss, as a mediator, can solve the limitations of the existing model in understanding complex, natural human inputs. It reduces the negative impact of directly processing intricate prompt words, improving the model’s response accuracy.

In short, these two modes create a robust multilingual SLP system: This dual-mode design enables SIGNLLM to achieve processing efficiency and semantic accuracy in existing models and sign language LLMs, respectively.

#### 4.4. Reinforcement Learning Training Strategy

To reduce training time, we utilize the RL reward concept to quantify each training batch’s quality and prioritize valuable batches through the Priority Learning Channel module. Both Multilingual SLP modes can use RL Loss and PLC.

**Reinforcement Learning Loss.** Reinforcement Learning (RL) has an important advantage in identifying high-value actions or samples, allowing for prioritized learning of valuable data. This approach could help address the challenge of slow training when using more sign languages. But before learning high-value data batch, we should transform the ordinary generative model first into an RL-like model, so we design RL Loss for model transformation.

Concretely, we set the input sequence as the state  $s_t$ , and the output sequence is the action  $a_t$ , and the reward  $r_t$ .  $t$  stands for time,  $i$  stands sample,  $\hat{y}_i$  represents the model’s predicted output, and  $N$  denotes the total number of samples. The closer the prediction is to reality (mean squared error), the greater the reward:  $r = -\frac{1}{N} \sum_{i=1}^N (y_i - \hat{y}_i)^2$ .

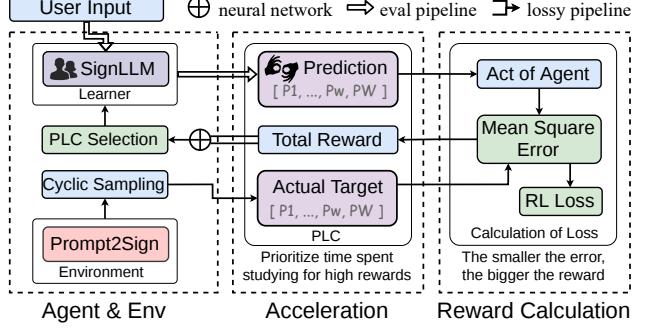


Figure 3. RL elements: *User, Agent, Environment, Cyclic Sampling, PLC* to sketch the sequence prediction learning process.

With this interpretation, we can reformulate the traditional supervised learning problem of minimizing MSE loss to maximize the expected cumulative reward, where  $L$  denotes the MSE loss function,  $M$  is the model, and  $x_t, y_t$  are the model inputs and corresponding targets respectively:

$$\theta^* = \underset{\theta}{\operatorname{argmax}} E_{\theta} \left[ \sum_{t=0}^T r_t \right] = \underset{\theta}{\operatorname{argmin}} E_{\theta} \left[ \sum_{t=0}^T L(y_t, M(x_t)) \right] \quad (3)$$

where  $\theta$  represents the trainable parameters of the model,  $E_{\theta}$  denotes the expected value with respect to the model parameters  $\theta$ , and  $T$  is the total number of time steps in the sequence. Here, argmax/argmin returns the value of  $\theta$  that maximizes/minimizes the expected cumulative reward. These optimized parameters  $\theta$  are founded by using gradient descent, updating parameters proportionally to the gradient of expected cumulative reward concerning model parameters. In summary, we quantify the effectiveness of MSE optimization at each time step as reward  $r$ . Then the  $r$  will serve as the input for our Priority Learning Channel.

**Priority Learning Channel.** The RL Loss itself does not possess subjective acceleration capabilities, it is designed for PLC to prioritize the learning of more valuable data. We have defined rewards  $r$ , sample  $i$ , and data for each batch  $j$ . They then are converted into sampling probabilities for each data sample according to  $P(i) = \frac{r(i)^\eta}{\sum_{j \in S} r(j)^\eta}$ , where  $\eta$  regulates the intensity of prioritization, and  $S$  represents the dataset. By employing these sampling probabilities, the choice of data samples for each batch is no longer uniform but regulated by their respective rewards (e.g., if the reward is less than 50%, skip the batch). The per-step RL loss,  $L(i)$ , is computed for the chosen data, which is then used to optimize the model parameters following the policy gradient theorem. This procedure is formally expressed as *Minimize*  $E_{i \sim P(i)}[L(i)]$  (where  $E$  is the expectation), the whole RL Loss and PLC system is shown in Fig. 3. By continually updating the model based on the most rewarding samples, the PLC brings the advantages of RL to sequence prediction tasks. The adaptive nature of the PLC ensures that the model’s focus shifts by the model’s evolving knowledge, thereby accelerating the learning process.

Type:	DEV SET					TEST SET				
	BLEU-4	BLEU-3	BLEU-2	BLEU-1	ROUGE	BLEU-4	BLEU-3	BLEU-2	BLEU-1	ROUGE
Fast-SLP Transformers [22]	NSLP-G [39]	-	-	-	-	5.75	8.21	11.62	17.55	31.98
	17.19	23.11	29.49	36.96	55.85	12.85	17.35	23.38	39.46	46.89
	Neural Sign Actors [2]	-	-	-	-	13.12	18.25	25.44	41.31	47.55
SignLLM-1x40M-Base-M (ASL)	18.77	25.42	32.44	40.66	61.44	14.13	19.08	25.72	43.40	51.57
SignLLM-1x120M-Large-M (ASL)	19.40	26.11	33.38	41.89	63.21	14.52	19.65	26.44	44.72	53.14
SignLLM-1x1B-Super-M (ASL)	20.09 +2.90	27.04 +3.93	34.45 +4.96	43.16 +6.20	65.19 +9.36	15.03 +2.18	20.28 +2.93	27.35 +3.97	46.17 +6.71	54.86 +7.97
SignLLM-1x40M-Base-P (ASL)	17.34	23.57	29.87	37.81	56.93	13.06	17.66	23.77	40.15	47.76
SignLLM-1x120M-Large-P (ASL)	18.05	24.28	31.04	38.97	58.78	13.48	18.27	24.57	41.57	49.42
SignLLM-1x1B-Super-P (ASL)	18.68 +1.49	25.11 +2.00	31.99 +2.50	40.14 +7.18	60.47 +4.62	13.93 +0.92	18.86 +1.51	25.40 +2.02	42.87 +3.41	50.91 +4.02

Table 2. **American Sign Language Production (ASLP):** Comparison of SIGNLLM variants with baseline on *Text to Pose* task by using our PROMPT2SIGN ASL part. “-” : The NSA [2] and NSLP-G [39] have not been tested on the dev set, and there is no source code. The improvement (+num) is relative to the latest work [22].

Type:	Language:	DEV SET					TEST SET				
		BLEU-4	BLEU-3	BLEU-2	BLEU-1	ROUGE	BLEU-4	BLEU-3	BLEU-2	BLEU-1	ROUGE
SignLLM-6x40M-Base-M	DSGS	9.73	15.82	19.85	24.84	37.57	7.34	9.89	16.85	26.04	31.51
SignLLM-6x120M-Large-M	DSGS	11.45	17.28	19.84	29.07	41.69	9.69	14.06	16.35	29.80	31.51
SignLLM-6x40M-Base-M	LSF-CH	9.79	18.48	23.13	28.86	34.98	8.92	13.12	16.11	26.48	37.92
SignLLM-6x120M-Large-M	LSF-CH	13.72	20.79	23.40	25.15	38.39	9.60	12.58	16.98	22.71	41.96
SignLLM-6x40M-Base-M	LIS-CH	10.81	14.46	19.93	24.55	35.83	7.34	10.56	15.24	22.73	36.42
SignLLM-6x120M-Large-M	LIS-CH	12.10	18.04	23.01	25.95	36.98	9.30	11.20	15.68	23.38	38.37
SignLLM-6x40M-Base-M	LSA	10.72	15.55	21.76	25.91	38.78	7.33	14.86	16.68	22.55	34.42
SignLLM-6x120M-Large-M	LSA	11.69	14.79	26.25	28.08	39.01	8.21	11.04	17.05	26.68	37.46
SignLLM-6x40M-Base-M	KSL	9.42	14.67	17.24	26.41	31.96	8.31	11.84	17.93	24.15	33.78
SignLLM-6x120M-Large-M	KSL	12.91	19.45	15.17	24.07	37.83	10.09	13.06	18.37	25.75	33.69
Hybrid Translation System [43]	TSL	-	-	-	-	-	12.64	18.28	31.48	53.17	-
SignLLM-6x40M-Base-M	TSL	14.53	19.86	29.93	36.86	58.01	13.23	17.80	25.39	39.30	57.03
SignLLM-6x120M-Large-M	TSL	15.17	21.70	31.73	38.86	71.10	14.36	18.74	26.96	43.21	57.12

Table 3. **Multilingual Sign Language Production (MSLP):** Comparison of different SIGNLLM M-mode variants with a baseline on *Text to Pose* task. We propose the first Multilingual SLP benchmark, with the exception of the existing TSL-Baseline.

## 5. Experiments and Discussions

**Setup.** We provide the naming rules as follows: SignLLM-{\number of languages}x{\single language parameters}-{\submode size}-{\the mode of training}-{\the language of input}. Such as “SIGNLLM-2x40M-Base-M (ASL)”, the nomenclature “2x40” denotes that the model comprises 2 language knowledge, with each language component estimated to be around 40 million parameters in size, and a total is 80 million parameters (“1B” represents a total of 1 billion parameters). There are Base, Large, and Super versions, depending on a single language parameter size provided by the model. The encoder and decoder of our model versions (*i.e.*, Base, Large, Super) both have two layers. When the model is expanded to Large and Super versions, the layers are unchanged, the parameters are expanded by about two and four times, respectively. M and P stand for models trained using MLSF and Prompt2LangGloss. At the end is the language of the input model, ASL, GSL, LSA *etc.*

**Metrics.** (i) BLEU-n score measures the similarity between machine-generated translations and reference translations based on n-grams, the closer the predicted result is to the input (reference), the higher the value. BLEU-n [61]

Approach:	DEV SET		TEST SET	
	BLEU-4	ROUGE	BLEU-4	ROUGE
Progressive Transformers [72]	11.82	33.18	10.51	32.46
Adversarial Training [71]	12.65	33.68	10.81	32.74
Mixture Density Networks [73]	11.54	33.40	11.68	33.19
Mixture of Motion Primitives [74]	14.03	37.76	13.30	36.77
Photo-realistic SLP [76]	16.92	35.74	21.10	42.57
Fast-SLP Transformers [22]	18.26	39.62	22.15	46.82
SignLLM-1x40M-Base-M (GSL)	18.61	40.69	22.76	48.05
SignLLM-1x120M-Large-M (GSL)	19.31 +1.05	41.42	23.25 +1.10	49.08
SignLLM-1x1B-Super-M (GSL)	19.07	41.83 +2.21	23.21	49.52 +2.70
SignLLM-1x40M-Base-P (GSL)	17.12	37.43	20.93	44.21
SignLLM-1x120M-Large-P (GSL)	17.55	38.10	21.39	45.16
SignLLM-1x1B-Super-P (GSL)	17.54	38.48	21.35	45.57

Table 4. **German Sign Language Production (SLP):** Comparison of different models with existing work on *Text to Pose* task. The improvement (+num) is relative to the latest work [22].

means that n words are used as the basic computing unit, and the higher the n, the higher the fluency requirement. (ii) ROUGE score [50] is similar to BLEU, but it is more concerned with consistency and coverage. It indicates better agreement between the generated and reference texts, indicating a more accurate and comprehensive summary. (iii) DTW score underpinned by dynamic programming principles [3], is employed to ascertain the smallest manipulation distance between clips and sentences; the lower, the better.

Approach:	DEV SET						TEST SET			
	BLEU-4	BLEU-3	BLEU-2	BLEU-1	ROUGE	BLEU-4	BLEU-3	BLEU-2	BLEU-1	ROUGE
<b>Base + Normal MSE Loss</b>	10.96	14.68	22.49	40.29	44.13	9.27	10.72	18.64	39.88	40.39
<b>Base + RL Loss</b>	18.33	24.28	32.18	48.83	<u>52.61</u>	13.26	17.33	24.51	40.76	40.95
<b>Base + RL Loss &amp; PLC</b>	<u>18.77</u>	<u>25.42</u>	<u>32.44</u>	<u>52.66</u>	<u>61.44</u>	<u>14.13</u>	<u>19.08</u>	<u>25.72</u>	<u>43.40</u>	<b>51.57</b>
<b>Base + MSE + Prompt2LangGloss</b>	15.78	22.66	30.27	48.30	50.88	16.32	20.27	28.70	47.89	48.18
<b>Base + MSE + MLSF</b>	16.44	23.79	32.32	50.97	53.44	<u>17.17</u>	<u>21.25</u>	<u>30.12</u>	<u>50.25</u>	50.47

Table 5. **Comparison of Different Modules:** Base: SIGNLLM-40M-Base results for *Text to Pose* task on the ASL part of PROMPT2SIGN. PLC: Priority Learning Channel. Top performances are highlighted in **bold**, while second top performances are underlined.

## 5.1. Quantitative Evaluation

**Back Translation.** Back translation means translating generated sign language videos back into spoken language sentences. These sentences are compared with the original input sentences to evaluate the translation quality. The task is widely adopted to evaluate Sign Language Production (SLP) as it can indicate the accuracy of the produced sign language videos [72], our translation models [15] are trained on the corresponding language Prompt2Sign pose data, the performance is between bleu-4 22.3 and 27.6, it is comparable to the translation model used in previous work.

In Table 2, we conduct American Sign Language Production back-translation tests using SIGNLLM on the ASL part of our new dataset, and Table 4 further compares our method with other recent approaches for German SLP on the GSL part of PROMPT2SIGN dataset [22, 71–74]. These two languages stand for high-resource languages (*i.e.*, languages with rich data resources), and our comprehensive tests at different levels on the dataset demonstrate impressive performance compared with the latest works in the field. The results affirm the competitiveness and potential of our proposed method, regardless of the specific sign language in use. More evaluation results and analyses for these two languages can be found in the supplementary materials.

In Table 3, we present the results of our model for six different sign languages. These six languages represent low-resource languages, and they are considered limited languages. For languages with low resources, their vocabulary, video time, and diverse corpus sources are relatively low, making training more difficult. From the table data, it can be observed that our performance remains strong in languages where training data is lacking. As long as the input text/prompt can be encoded as a computationally recognizable word and video exists, our method can translate it into the corresponding language pose video after training.

## 5.2. Ablation Evaluation

**Performance.** Ablation results in Table 5 indicates our four innovative strategies (Prompt2LangGloss, MLSF modes, RL Loss and PLC module) significantly improve the model’s performance, and four strategies contribute to substantial improvements. When replacing the standard MSE Loss with RL Loss, we observe a significant improve-

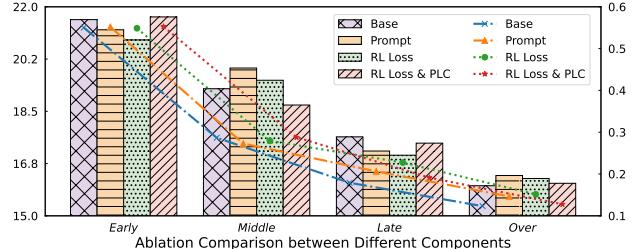


Figure 4. **RL Training Efficiency Analysis:** Comparison of different Settings on DTW values (the lower the better) at different peroid (every 30 epochs a peroid). Left Y-axis: Value of DTW. Right Y-axis: Value of Loss. Prompt: Prompt2LangGloss mode.

ment in the model’s performance. These results show that PLC has successfully enhanced the adaptability of the original RL Loss to unknown environments. Incorporating the PLC module further enhances these gains. We also note that the base model with MSE, when upgraded with Prompt2LangGloss, achieves higher scores with the new mode, slightly underperforming compared to the MLSF mode but far surpassing the baseline model in the first row. This indicates that, with sufficient data, the Prompt2LangGloss mode demonstrates good usability, and we explore this further in the supplementary materials.

In Fig. 4, we compare the Base model’s performance with different module schemes. The ablation comparison is primarily based on observing the variability of DTW scores across epochs to assess the effectiveness of each approach. We observe that: (i) The standalone use of the Prompt2LangGloss model exhibits the lowest efficiency, as it introduces noise by incorporating prompts and tokenizers, which is also evident in Table 5. (ii) The combination of the two RL methods shows modest performance improvement compared to using each method individually, although it is not statistically significant. Future work could explore adaptive weighting mechanisms or hierarchical integration of these methods to leverage their complementary strengths fully. (iii) In terms of training efficiency, they significantly reduce training time. Compared to the base setting, our RL Loss with PLC approach reduces training time by 27.1%, which is crucial for training large-scale sign language models. Our ablation studies reveal that RL-based sample prioritization not only enhances training efficiency but also provides a scalable, unified, multilingual SLP framework.



Figure 5. We use an adjusted vid2vid model [24] to convert the predicted skeletal pose video into a more realistic final video.

### 5.3. Qualitative Evaluation

**Qualitative Presentation.** We use our predicted pose results as input, which are then used to generate rendered videos in Fig. 5. We can observe that our video outcomes are of high quality, with highly accurate finger movements and high image fidelity. Our results surpass all previous works, benefiting not only from technological advancements but also from the superior output quality of our SIGNLLM compared to previous smaller models: the postures we predict are rarely missing, unlike previous works that often suffered from issues such as flickering, incomplete or missing fingers, and low input quality due to densely packed fingers, so it works well with the latest model [24]. However, the final sign language video finger problem still exists anyway, and in the future, we can consider the special optimization of these style transfer vid2vid models.

Approach:	DEV SET		TEST SET	
	BLEU-4	ROUGE	BLEU-4	ROUGE
Progressive Transformers [72]	10.79	36.15	9.59	35.42
Fast-SLP Transformers [22]	16.68	43.2	24.24	51.05
<b>SignLLM-1x40M-Base-M (GSL)</b>	16.96	44.41	24.74	52.45
<b>SignLLM-1x120M-Large-M (GSL)</b>	<b>17.73 +1.05</b>	45.11	<b>25.39 +1.15</b>	53.45
<b>SignLLM-1x40M-Base-P (GSL)</b>	16.27	43.76	24.12	<b>54.35 +3.30</b>
<b>SignLLM-1x120M-Large-P (GSL)</b>	16.71	<b>45.40 +2.20</b>	25.04	52.80

Table 6. Presentation Effect Study: Results of *Text to Sign* task in GSL. The improvement (**+num**) is relative to the latest work [22].

In Table 6, we conducted a series of final video back-translation evaluations (as shown in Fig. 5) based on the German SLP task to investigate two main research questions: (i) Whether rendering the predicted results into real sign language videos would lead to a decrease in accuracy. (ii) How does our work compare to previous studies on the task of text-to-sign-language real video generation? Based on our observations, there was generally not a significant accuracy loss, but there were some fluctuations compared to the baseline. Our approach outperformed previous works, which could be attributed to the higher quality of our data, making it more suitable as input for style transfer models.

### 5.4. Discussion

**Societal Impact.** Our model has the potential to assist people with disabilities in three key areas: sign language teaching, generative sign language translation, and real-time interpretation for broadcasting. (1) Traditional sign language teaching relies heavily on human instructors and static pictorial representations, limiting learning accessibility. (2) Current sign language translation software remains inadequate for effective communication between deaf people and their family members who lack sign language knowledge. (3) Additionally, real-time sign language interpretation is only available for limited content like major news broadcasts, creating barriers for the deaf community in daily life. However, its current level of accuracy is not high enough to be fully trusted, and users must be cautious to use it.

**Limitation.** Our tool enhances sign language data processing automation but isn't fully end-to-end. Manual pre-processing is still required for OpenPose processing, video editing, and transcript alignment, *etc.* For pose video to final video conversion, when we use a style transfer model to make the final video, it requires more complex processing of the pose video. So there is still a way to go before large-scale use, which requires us to make industrial-level adaptation improvements to the output style of SIGNLLM.

## 6. Conclusion

We present SIGNLLM, a large multilingual SLP model. For training this model, we propose PROMPT2SIGN, a standardized dataset that contains eight sign languages. Our model with two modes, MLSF and Prompt2LangGloss, progressively incorporates more sign languages while preserving translation efficiency and introducing LLM capabilities. Our new RL loss and new PLC module solve the challenge of longer training time due to more data. Finally, we show baseline comparisons, ablation studies, experiments under various parameters, and qualitative evaluations for discussion, which proves the efficacy of our methodology.

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## 1. Overview of Supplementary Materials

Below we provide more details, experimental results, and discussion. More details are in the <https://signllm.github.io> project page.

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## 2. Background Information

Here we expand on some of the nouns mentioned briefly:

**Gloss:** In the context of sign language, gloss refers to the process of providing a word-for-word translation of sign language into written or spoken language. It involves assigning a specific written or spoken word to each sign in order to facilitate communication and understanding between sign-language users and non-sign-language users. It generally represents a specific gesture or posture.

**OpenPose:** OpenPose<sup>1</sup> is a real-time multi-person key-point detection library that uses computer vision techniques to identify and track human body movements. The output result is a video of the key point visualization and key point data stored in json format for 24 frames a second.

**DensePose:** DensePose<sup>2</sup> is a method that estimates dense correspondences between a 2D image and a 3D human model. It can be used to extract detailed information about the body posture, position, and movements of sign language users from 2D images or videos, stored or displayed as a dense map covering the entire body of a human being. Details can be found in the footnote links.

<sup>1</sup><https://github.com/CMU-Perceptual-Computing-Lab/openpose>

<sup>2</sup><https://github.com/facebookresearch/detectron2/tree/DensePose>

## 2.1. More Related Work

Here, we introduce the third step of sign language production: Pose2Video, which involves visualizing key points in a video rendering or converting it into a live person/model demonstration of sign language. We also give some basic concepts of RL for a better understanding.

**Rendering of Conditional Input.** Conditioning refers to the capacity of a generative model to manipulate its output based on our intentions. Previous instances of conditional input Generative Adversarial Networks (GANs) [28] have exhibited favorable performance in generating images [40, 65, 96, 109] and videos [55, 91, 94, 95, 97]. Numerous studies have also focused on generating human poses while considering various factors, including entire body [1, 11, 54, 57, 80, 86, 110], face [18, 48, 89, 103, 104, 107], and hand [23, 51, 85, 99]. One particular application is human-style transfer [70], which involves replacing a person in a video with another individual while preserving their actions. This technique has also found extensive use in sign language production [11, 98, 108]. The key aspect lies in extracting keypoints to replicate movements [11, 92], utilizing tools such as OpenPose, i3D, and DensePose for common keypoint extraction [11, 63, 98, 108]. In our work, we do not care about Pose2video, we only present some qualitative results at the end of the paper and in the supplementary materials.

**Reinforcement Learning.** in the training or fine-tuning of large models is a common strategy. At the heart of reinforcement learning is the concept of a Markov Decision Process (MDP), an extension of Markov chains, which involves a finite set of states, a finite set of actions, state transition probabilities, and a reward function. The MDP delineates the interaction between an intelligent agent and the environment, wherein the agent chooses actions based on various states, and the environment imposes rewards or penalties on the agent based on the action and the current state, leading to a transition to the next state. An optimal policy is the mapping from state  $s$  to action  $a$  that maximizes the total expected return:

$$\pi^* = \arg \max_{\pi} \mathbb{E}[G_t | s_t = s, \pi] \quad (4)$$

where  $G_t = \sum_{k=0}^{\infty} \gamma^k R_{t+k+1}$ ,  $0 \leq \gamma < 1$  is the discount factor, and  $\mathbb{E}[\cdot]$  is the expectation operator. In LLMs, researchers often fine-tune models with reinforcement learning based on human feedback. Given that the SLP process aligns with the definition and can be reformed by the MDP, we simply simulate this concept to fine-tune our generation model. However, since the training scenario of sign language does not involve interaction with the environment, our reinforcement learning strategy is not a typical one, but rather only partially applied to component modules.

## Prompt Template & Some Examples

### Part I

I really want to learn how to say '{Text}' in sign language. Can you help me?

How would you express '{Text}' in sign language?

Can you show me how to say '{Text}' in sign language?

How do I say '{Text}' in sign language?

I am interested in mastering the sign language for '{Text}'.

What's the method to sign '{Text}'?

Can you show me how '{Text}' appears in sign language?

Could you tell me how '{Text}' is represented in sign language?

### Part II

How is "So we're going to go up and down; let's switch hands, down and up; down and up." denoted in sign language?

Can you elucidate how And just let those fingers relax. looks in sign language?

Can you elucidate how 'You do a full knot with both strands or a square knot with that.' materializes in sign language?

How do I say And I also use memory wire. with sign language?

I really want to learn how Now together you're going to go opposite. is said in sign language. Can you help?

How do I articulate "It's real easy to actually get your fingers to lead, so try not to let them do that." using sign language?

I am intrigued to learn the sign language for 'Let the wrist do all the leading.'

I am wondering how "Don't let the fingers take over, let the wrist do all the guiding." appears in sign language.

### Part III

Ich möchte wirklich lernen wie man '{Text}' in Gebärdensprache sagt. Können Sie mir helfen?

Wie würden Sie '{Text}' in Gebärdensprache ausdrücken?

Können Sie mir zeigen wie man '{Text}' mit Gebärdensprache sagt?

Wie sage ich '{Text}' in Gebärdensprache?

Könnten Sie mir sagen wie '{Text}' in Gebärdensprache dargestellt wird?

Mich interessiert wie man '{Text}' in Gebärdensprache sagt.

Können Sie die Gebärdensprache für '{Text}' demonstrieren?

Ich möchte erfahren wie '{Text}' in Gebärdensprache übersetzt wird.

### Part IV

'regen und schnee lassen an den alpen in der nacht nach im norden und nordosten fallen hier und da schauer sonst ist das klar' Wie stellt man das in Gebärdensprache dar?

Können Sie die Gebärdensprache für 'am donnerstag regen in der nordhälfte in der südhälfte mal sonne mal wolken ähnliches wetter dann auch am freitag' demonstrieren?

Mich interessiert, wie vom nordmeer zieht ein kräftiges tief heran und bringt uns ab den morgenstunden heftige schneefälle zum teil auch gefrierenden regen in Gebärdensprache aussieht.

Wie wird sonnig geht es auch ins wochenende samstag ein herrlicher tag mit temperaturen bis siebzehn grad hier im westen in Gebärdensprache dargestellt?

Wie würden Sie deutschland liegt morgen unter hochdruckeinfluss der die wolken weitgehend vertreibt gebärden?

Können Sie mir zeigen, wie am sonntag im nordwesten eine mischung aus sonne und wolken mit einigen zum teil gewittern schauern in Gebärdensprache aussieht?

Wie sieht die Gebärdensprache für örtlich schauer oder gewitter die heftig sein können aus?

Was ist die Gebärdensprache für und zum wochenende wird es dann sogar wieder ein bisschen kälter?

Was ist die Gebärdensprache für in der südhälfte weht der wind schwach sonst schwach bis mäßig richtung küsten frisch und stark böig?

Table 7. We provide two templates for sign language as a reference, and {Text} is where the video oral dialogue is inserted.

Name	Language	Vocab.	Duration (h)	Signers	Multiview	Transcription	Gloss	Pose	Depth	Speech	Prompt	Compress
Video-Based CSL [37]	CSL	178	100	50	✗	✓	✗	✓	✓	✗	✗	✗
SIGNUM [93]	GSL	450	55	25	✗	✓	✓	✗	✗	✗	✗	✗
RWTH-Phoenix-2014T [14]	GSL	3k	11	9	✗	✓	✓	✗	✗	✗	✗	✗
Public DGS Corpus [33]	GSL	–	50	327	✓	✓	✓	✓	✗	✗	✗	✗
BSL Corpus [77]	BSL	5k	–	249	✗	✓	✓	✗	✗	✗	✗	✗
NCSLGR [60]	ASL	1.8k	5.3	4	✓	✓	✓	✗	✗	✗	✗	✗
How2Sign [20]	ASL	16k	79	11	✓	✓	✓	✓	✓	✓	✗	✗
<b>Prompt2Sign (ours)</b>	Multilingual	40k	200	40	✓	✓	✓	✓	✓	✓	✓	✓

Table 8. **Dataset Details:** PROMPT2SIGN uses tools to automate the acquisition and processing of sign language videos on the web, is a better dataset that is efficient (a higher level of preprocessing, standardized and more models available), and lightweight (average reduction of 80% in space usage). Languages included: American Sign Language (ASL), German Sign Language (GSL, Alias DGS), Swiss German Sign Language (DSGS), French Sign Language of Switzerland (LSF-CH), Italian Sign Language of Switzerland (LIS-CH), Argentine Sign Language (Lengua de Señas Argentina, LSA), Korean Sign Language (KSL), and Turkish Sign Language (TSL).

### 3. More Details of Prompt2Sign

#### 3.1. Dataset Modalities

In comparison to the previous datasets, we possess numerous additional advantageous attributes and a larger scale. As with the previous dataset work, we extracted everything automatically except speech/text. But we’ve added some automated channel tools that go deeper than that.

**Prompt Word Templates.** We constructed 120 English templates and 210 prompt word templates generated by GPT4 for other languages (with 30 templates for each language), which were randomly associated with the script data to form a part of our dataset. Some examples are in Table 7 above, our prompt templates are designed to ask how to demonstrate sign language, making it easier for LLMs to recognize users’ sign language queries. For the simple question “how to demonstrate ‘xx’”, 30 templates have covered 99% of use cases, making it unlikely to obtain more without overlap. This prompt word data is needed for the future development of large language models of sign language because we were able to develop a model with understands more complex, natural human conversational inputs by using prompt word data.

**Data Enhancement.** In our multilingual sign language production tasks, we found that the model underperformed in low-resource sign languages. For these sign languages, where it’s inherently difficult to increase the data volume, we use tools to rewrite lines or prompt words and can obtain several times more data to enhance the robustness of the trained model in low-resource data.

**Multiview.** Our multiple perspectives depend on the original video, and it is worth noting that if the researchers cannot guarantee that the newly acquired perspectives are all positive, then the model will generally be contaminated.

**Depth Data.** Our depth depends on whether the raw data video has relevant support, we believe that this is generally not needed, as most work uses lifting work to obtain 3D key points, rather than high-cost professional equipment.

#### 3.2. Pose Information

**Necessity of Uniform Standards.** If there is a mismatch between any of these components in SLP [11, 72, 74, 83, 95, 96] or SLT [4, 7, 15, 44], it can lead to complex challenges. For instance, if the results of pose recognition cannot be used as training data, the results of SLR cannot be used for model testing, or if the results of sign language generation cannot be used as conditional input [11, 98, 108], which have troubled many novice researchers in the field.

##### Data Format Conversion.

- **How to extract key points?** We extracted two-dimensional (2D) frontal human pose information from videos of different resolutions, including upper body pose information of the body and hands, through Open-Pose [9]. Includes 8 upper body key points. 21 keypoints in each hand, which is a total of 42 hand keypoints. These two parts add up to fifty keypoints, each of which has three XYZ messages, or 150 numbers.

Then in steps “json (2D keypoints) to h5”, “h5 to txt (3D keypoints)”, and “txt to compressed data”:

- **How to complete “json to h5”?** We successively obtain a json number in a folder (a frame of pose information, 50 key points, 150 numbers), and then read all the json numbers in a folder into the key name of an h5 (h5 is a format of numpy) file, multiple folders form multiple build names, and finally form an h5 file.

- **How to complete “h5 to txt”?** We read each key name of h5 in turn (the original folder name), create the corresponding folder, each folder generates 5 txt files, the last one is the result, the first 4 txt stores the intermediate variable. This is the part of 2D to 3D, and the key formula 3 in the text is the formula of this part. Additionally, we read the relevant data and delete the unqualified data such as NaN, 0, or replace it with the average median. Finally, we condensed the data to about 1/5 of the original, which comes from the processing of the ASL part.

- **How to complete “txt to compressed data”?** We read the fifth txt file of each folder in turn, the number of

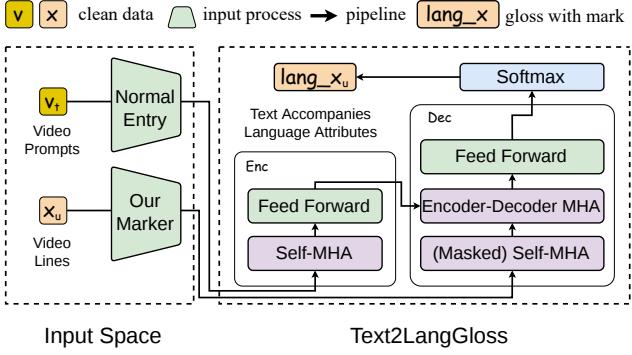


Figure 6. We enhance Text2Gloss [72] with a marker to generate the Gloss with linguistic properties. The  $v_t$  ( $\text{V}_t$ ) and  $x_u$  ( $\text{x}_u$ ) represent data types and abstract representations.

lines in the txt file represents the number of frames of the folder corresponding to the video. We read a line of txt (150 numbers, separated by Spaces, a frame of information), plus a space, and then add a count value (the current line divided by the total number of lines, representing the progress bar), add a space after the count value, Then add the second line txt and continue to repeat the above. Then we put a txt (video information, the total number of numbers in it =  $151 \times$  video frames) into a line of content, in turn, tens of thousands of videos are all stored in our standard format.

### 3.3. More Details of the Data

**Details of Processing.** Firstly, we obtain the original video from the internet. As mentioned in the main text, this part still needs to be done manually, but a script can be written to speed up the process. Firstly, preliminary preprocessing can be done through scripts written by oneself or OpenASL [79] scripts. Secondly, the dialogue of the video is transcribed into text, videos are processed using OpenPose, and then used as input for our tool. Finally, enters the language mode corresponding to the data by setting the model to start training.

**Time and Cost of Dataset Processing** Among all the data processing steps, the most time-consuming step is 2Dto3D, a GPU can process 1000 clips after 10 hours, and can process 50-80 hours of How2Sign data in about half a month (there is no 80 after editing). Improving the performance of a single card does not make it much faster, which may be caused by multithreading concurrency restrictions.

### 3.4. Prompt2LangGloss.

As shown in Figure 2 (Left), our proposed enhancement of this model involves appending an additional language attribute to each Text word during the reading and tokenizing stages. For instance, a traditional gloss token “<xxx>” can be transformed into “<ASL\_xxx>”, thus introducing a layer of conditional input  $f_u = E_{T2LG}(x_u|x_{1:U})$  into SLP based

on Eq. 1:  $lg_{w+1} = D_{T2LG}(lg_w|lg_{1:w-1}, f_{1:U})$ . This figure is a supplement to the main paper text.

During this process, we can see in detail how our components operate and what the encoder-decoder structure is. In the main text, we noticed that more complex prompt words act as noise relative to the text we actually want to translate. Therefore, we conducted some experiments in Table 11 to verify whether this impact could be reduced or eliminated.

## 4. More Experiments

### 4.1. Extensibility & Visual Study

Subsequently, we provide an overview and comparison of motion capture techniques and novel visual models. Our objective is to advocate for adopting motion capture technology as a replacement for traditional visual methods in sign language rendering; they can reduce the finger-missing problems mentioned in the main text of the paper. Before that, we need to introduce some background:

#### 4.1.1 Motion & Visual Method Introduction

**SMPL skeleton system:** The SMPL [52] (Skinned Multi-Person Linear) skeleton system is a parametric model that represents human body shape and pose. It is commonly used in computer graphics and animation. In the context of sign language, the SMPL skeleton system can be utilized to model and animate sign language movements and gestures.

**VMD files and OpenMMD:** VMD (Vocaloid Motion Data) files and OpenMMD (Open-source MikuMikuDance) refer to specific file formats and software tools used in character animation. VMD files contain motion data and are commonly used in the MikuMikuDance software for animating virtual characters. OpenMMD is an open-source implementation that allows users to create and modify character animations. In the context of sign language, VMD files and OpenMMD can be utilized to animate virtual characters performing sign language gestures or movements.

**Keypoint driven model:** A key point driven model is a computational model or algorithm that relies on the detection and tracking of specific key points, landmarks, or features in order to analyze and interpret data or generate desired outputs. In the final pose-to-video stage of sign language rendering, the generation of realistic human videos from keypoints is essential. This can be accomplished through either motion capture or purely visual methods. In the following sections, we will evaluate the strengths and limitations of each approach. In the context of sign language, a keypoints-driven model can be used to analyze and interpret sign language movements based on the detection and tracking of key points on the signer’s body, such as hand positions, facial expressions, and body postures. It is our tentative exploration in this work.

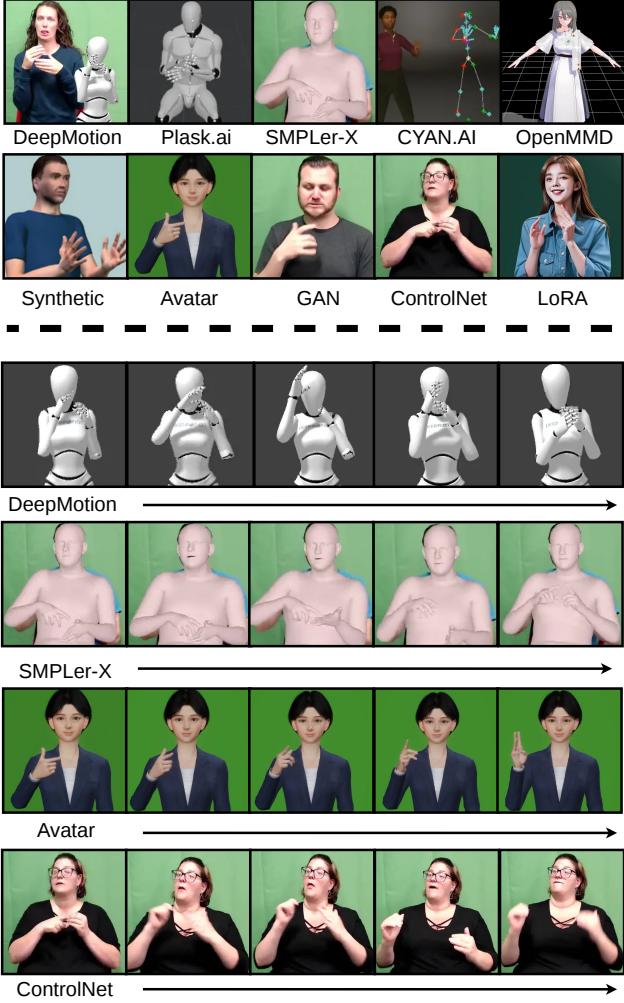


Figure 7. **Extensibility Presentation:** We used five motion capture models and five sign language rendering models to show the final production effect.

#### 4.1.2 Comparison of Motion and Visual

**Extensibility Study.** In Figure 7, the first line of it is obtained either directly or indirectly by reading our SIGNLLM output sequence through motion capture<sup>3</sup> [6, 12] software or models, while the second line of the image comes from the commonly used Pose2Vid [36, 55, 68, 91, 94, 106] or Pose2Img [40, 65, 96, 109] models. The broad scope of our model becomes apparent from the initial two statements. Subsequently, the next four lines present sign language demonstration videos created using either direct or indirect input of keypoints (some videos sourced from the project website). It is important to note that SMPLer-X and Avatar are utilized solely for demonstrative purposes in this context. Taking DeepMotion and VMD as instances, our model exhibits the capability to operate within a broader scope by utilizing keypoints as input, rather than relying

<sup>3</sup>DeepMotion; Plask.ai; Avatar; OpenMMD

	SSIM $\uparrow$	Hand SSIM $\uparrow$	Similarity $\uparrow$	F2FD $\downarrow$
Vid2Vid [95]	0.743	0.582	78.42	27.86
ControlNet [106]	0.817	0.646	82.11	25.47
Motion Capture	<b>0.826</b>	<b>0.687</b>	<b>81.29</b>	<b>22.71</b>

Table 9. **Visual Study:** SSIM: Comparison of image structure similarity between the generated image and the condition graph extracted from the Ground Truth. Similarity: Extract the similarity percentage of keypoints between the generated video and the input action. F2FD: The degree of difference between frames.

solely on visual methods. This advancement provides the potential for more precise sign-language demonstrations. Details can be found in the footnote links.

**Visual Study.** We explored the influence of different forms on performance as shown in Table 9, current existing motion capture models do not fully support our keypoints format, and there may be some loss in certain transmission processes. Therefore, our primary focus is evaluating the presentation effect of motion capture models in sign language. Taking DeepMotion as an example, it is a deep learning-based method that drives models in a software environment using keypoints. In previous work, the comparison between rendered results and GroundTruth was measured using the structural similarity index (SSIM). However, since driving models do not have a specific GroundTruth, our comparison is based on the visualized keypoints extracted, which may introduce some errors but generally remain below 1%, providing a sufficient basis for simple comparisons. The percentage similarity refers to the comparison of extracted sequence numbers. Additionally, the difference between frames focuses on the smoothness of the video, as motion capture models do not exhibit the flickering issue common in generative models, resulting in smaller differences between consecutive frames. While the software can output a higher number of frames for enhanced results, we set the frame rate to 24 frames per second for fair comparisons. In conclusion, we believe that introducing motion capture-related techniques, models, or methods holds great promise in the final rendering stage of sign language.

#### 4.2 Model Parameter Study

As shown in Table 10, we have investigated the optimal parameter settings under different circumstances to provide further discussion and guide future researchers in their training. This includes the optimal results of our primary model parameters, architecture, and various learning rates or other parameters. The experimental results were derived by evaluating the performance of the Text to Pose function from the SIGNLLM-40M-Base model to the SIGNLLM-1B-Large model on the ASL part of PROMPT2SIGN dataset. In general, we find that (1) The optimal values of the parameters conform to the scaling law [35, 42], according to

Key name	Values	Note
BSLP method	{ <u>ASL</u> , <u>GSL</u> }	Choose before training
Vocabulary size	{1k, 4k, 7k, <u>16k</u> }	Case-sensitive
Batch size	{8, 16, 32}	Adjust according to configuration
Learning Rate (LR) <sup>4</sup>	{5e-2, <b>1e-3</b> , 5e-3}	Training initial value
Loss mode	{ <u>MSE</u> , RL, L1, L2, LV}	Adjust according to situation
Max_sent.length	{300, 400}	Input is usually less than maximum
Priority Learning Channel	{False, True}	Use with RL Loss
Dropout	{0, 0.1, 0.2, 0.3}	Adjust according to situation
# Layers (encoder-decoder)	{2-2, <u>4-4</u> , 8-8}	Not necessarily correspond
Embed dim	{512, <u>1024</u> , 2048}	Adjust for the amount of data
FFN dim	{2048, 4096, <u>8192</u> }	Must equal to 4*hidden size
# Attention heads	{4, <u>8</u> , 16}	Adjust for the amount of data

Table 10. **Hyperparameters Space:** Optimal choices are marked in **bold**, while defaults are underlined. The default values come from the SIGNLLM-120M-Base-M (ASL).

Approach:	DEV SET		TEST SET	
	BLEU-4 ↑	ROUGE ↑	BLEU-4 ↑	ROUGE ↑
Stoll <i>et al.</i> [82]	16.34	48.42	15.26	48.10
Baseline [72]	20.23	55.41	19.10	54.55
<b>Ours</b>	<b>23.10</b>	<b>58.76</b>	<b>22.05</b>	<b>56.46</b>
Δ <i>Acc.</i>	+ 14.2%	+ 6.0%	+ 15.4%	+ 3.5%

Table 11. **Prompt Channel Accuracy:** We investigate the Prompt2LangGloss channel information loss by German SLP.

which we should increase the number of parameters by four times when the data is increased by four times. There is no significant difference between the 120M model and the 40M model prediction without too much increase in data volume, and there is also a larger magnitude. (2) When we use Prompt2LangGloss, our data equals the sum of two single language versions. But at this time, their performance mainly depends on the data of a single language, which is a special case: Although they share parameters, the LangGloss has distinguished enough of the sign language pose corresponding to the input text, they do not enjoy the bonus of shared parameters.

**Prompt Fine-Tuning and User Study.** By employing prompt words as input for the text channel and using the original text or the original gloss as input for the gloss channel (*i.e.*, usage of Prompt2LangGloss), we can develop a model with understanding prompts competency. This approach aims to translate natural language into objective text/gloss before inputting it into the model. In reality, users might question, “*How do you demonstrate ‘the sky is blue’ in sign language?*”, rather than directly inputting “*the sky is blue*”. This training strategy gives the model a degree of Understanding more complex input text ability. We compared the Prompt2LangGloss channel with a tokenizer to the previous Text2Gloss approach in terms of prompt usage. The experiments indicated that the impact of the tokenizer in the Prompt2LangGloss channel is relatively small and can be overcome through better training. As presented in Table 11, it underscores the effectiveness of our mode in reducing semantic information loss in the channel.

<sup>4</sup>LR is getting smaller and smaller over time, approaching a set value.

## 5. More Discussion

**Discussion on The Dataset Range.** We have cited the sources of our publicly available data, and some of the more popular works were not considered due to their limited accessibility and potential usage restrictions. Additionally, while there are other multilingual datasets available [30, 34, 56, 102], they may not possess the same level of comprehensiveness as ours. Like [30] and [102], they are papers that translate two types of sign language videos into spoken language (SLT), while our work is from spoken language to videos (SLP). We aim to develop the multilingual SLP method, and our dataset has more diverse application scenarios than them (*e.g.*, one is Bible translation<sup>5</sup> [30], the other<sup>6</sup> [102] is cross SLT, but we are comprehensive scenarios and SLP. Some are multilingual dictionary datasets [34, 56]). We are a very beneficial supplement to previous work, which is quite different from previous work.

**Discussion on The Dataset Errors.** We handle issues related to NaN, zero, and missing data by applying deletion or replacement techniques and our tool simplifies certain calibration stages in comparison to previous 2D to 3D tools, which may introduce some errors. The substituted data is derived using median or mean values, resulting in minuscule errors. Within the vast parts of dataset, these errors typically fall within the range of 0.5% to 0.7% (We conducted a random sampling of results and obtained a ratio of 87 out of 17,549 to 47 out of 6,685). Moreover, our processing steps involving normalization greatly diminish such errors. Hence, we have reasonable grounds to assert that the data error is minimal enough to be bearable. In addition, we consider reducing these errors before release. And some of the data sets have some potential problems, and the number of our data sets is based on the final release.

**Discussion on The Prompt2Pose Task?** If existing methods want to use long text prompts as input, they must obtain more data to achieve better results. However, sign language data is very scarce. We need to propose a new Prompt2LangGloss method that can efficiently translate based on the scarcity of sign language. Therefore, it is necessary to propose Prompt2Pose as an independent task, as this module has many application scenarios even in a wider range of action synthesis (*e.g.*, the robot can understand human commands more efficiently, so that the LLM to summarize the Prompt is not required). Compared to using LLM to simplify and summarize everyone’s input, creating an efficient end-to-end sign language model is very valuable, similar to the popular Retrieval Augmented Generation (RAG), but for sign language.

<sup>5</sup><https://aclanthology.org/2023.findings-emnlp.664/>

<sup>6</sup><https://ieeexplore.ieee.org/document/9878501>

Mode	Function	Address	Enc-Dec	Prompt	Feature	Note
$M$	multilingual SLP	text2pose	Multiple	No	More efficient/stable	Language is easy to add or subtract
$P$	multilingual SLP	text2gloss	Single	Allow	Understand complex input	Greater potential for development

Table 12. **The difference between the two modes:**  $M$  and  $P$  represent MLSF and Prompt2LangGloss, respectively. Address represents which traditional step has been innovated, while Features represents the ability of the mode to focus more on.

**Why do we need to have two models?** The reasons for designing two modes are as follows:

1. **Different Usage Scenarios:**

- MLSF targets direct text translation needs
- Prompt2LangGloss addresses sign language-related Q&A and instruction needs

2. **Research Purpose Level:**

- Provides two different paradigms for researchers to reference; Demonstrates two different approaches for multilingual sign language generation
- Proves that existing/LLM models can be transformed into multilingual models through different approaches; These two directions will be the mainstream approaches in the future

3. **Practical Significance:**

- Provides solutions for different application scenarios
- Enables sign language models to serve different needs more flexibly

Therefore, the core reason for using two separate modes is: they address different needs in sign language generation tasks while providing diverse technical paradigm references for the research community.

**Why can't the two modes merge into one?** Because the two modes cannot coexist in different AB stages. Let's imagine a scenario where you're going to a distant place, with two stages, A and B, occurring in sequence. If you have three paths to choose from in Stage A and only one path in Stage B, you will ultimately have  $3 \times 1$  choices. If you have only 1 path in stage A and 3 paths in stage A, overall, you still have  $1 \times 3$  choices.

Therefore, they cannot coexist because  $3 \times 3$  is a meaningless and more complex choice: If you want to implement 9 languages (9 choices), you only need to modify either the first stage or the second stage into nine paths. There's no need to modify both stages separately, as this would make the model unnecessarily complex. To implement multilingual sign language production in a model, only one stage of AB needs to develop multiple paths (languages).

**The difference of Two Modes** MLSF dynamically adds encoders, which can avoid semantic confusion and maximize its convenience (e.g., a general model can execute multilingual SLP tasks that were impossible for researchers in the past. It saves significant development time, potentially twice the effort, ten times the return). Prompt2LangGloss focuses on improving the ability to un-

derstand complex inputs, which is complementary to the MLSF. It will have great prospects with the data volume increase (e.g., ChatGPT rarely mixes languages when speaking in a specific language). Moreover, LangGloss can be used without choosing a language as a valuable feature. Therefore, both approaches have their focus, input type, and user cases, summarized in Table 12.

**Discussion on Multilingual SLP Task.** As mentioned in Table 3 of the main text, most lesser-known sign languages basically have no baseline data for sign language production. This may be due to various reasons, and some datasets don't even have baseline data for sign language recognition. In this situation, it's difficult for us to replicate work from many years ago, and it's challenging to obtain the performance level of sign language production models for these languages. Therefore, for transformer-based or deep learning-based sign language production, we indeed proposed the first baseline for these languages without needing to compare with any previous models (of course, in most cases, these models don't exist).

**Discussion on Devset Performance.** Scholars may wonder why our model demonstrates higher performance on the development set compared to the test set, and why previous studies typically focused on test set evaluations rather than development set assessments. Our model's backbone is PT. The code uses performance on development set to select the best checkpoint. This means the model parameters are optimized based on devset performance rather than test set. Therefore, it is normal for test set performance to be lower than dev set performance, even though neither dev nor test sets are involved in training. Many previous works have followed this path (not trained in devset, but optimized for it), if some works not follow this, we don't need to compare with them on devset.

**Discussion on Similar Name.** We noticed that a work [27] has introduced a large language model to translate sign language videos into spoken text. Their proposed framework is also called SignLLM. Since our work focuses on converting spoken text to sign language videos, which is the opposite direction, there is no conflict between the two approaches despite sharing the same name.

**Discussion on The Significance of Our Dataset.** Sign language is different from most motion recognition fields, requiring many complex annotations, and video datasets

generally have a low level of processing. This work is also very time-consuming and labor-intensive, even more challenging than creating an original video dataset with more than a dozen languages. What we need is high-quality data. If each researcher needs to process thousands of hours of data before starting experiments, many researchers will lose enthusiasm, which happens frequently in this field. Therefore, our new Prompt2Sign work is very necessary.

**Discussion on Dataset Licence** The referenced papers are the sources of our datasets. For datasets that don't allow redistribution, we plan to provide tools for researchers to process the data themselves (a common practice among many well-known datasets, eg, [HumanML3D](#), [Motion-X](#)).