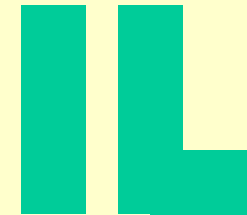
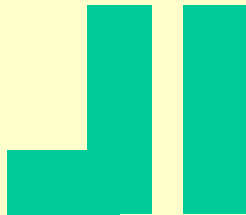


**Earth/matrix**  
SCIENCE IN ANCIENT ARTWORK AND SCIENCE TODAY

**The Anti-Significand**  
and  
A Possible Maya Method of Ancient Math



Charles William Johnson



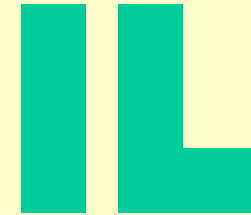
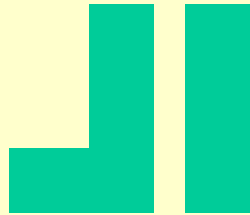
**Earth/matrix Editions**

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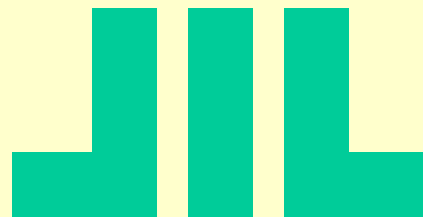
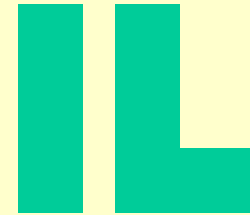
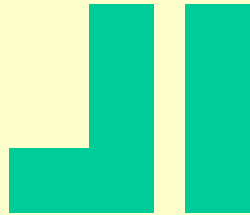
ISSN-1526-3312

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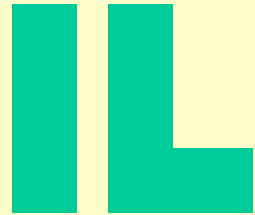


**The symbol, IL, on many Maya head glyphs  
has always intrigued me. Could  
it possibly have been a symbol for computing ancient math?**

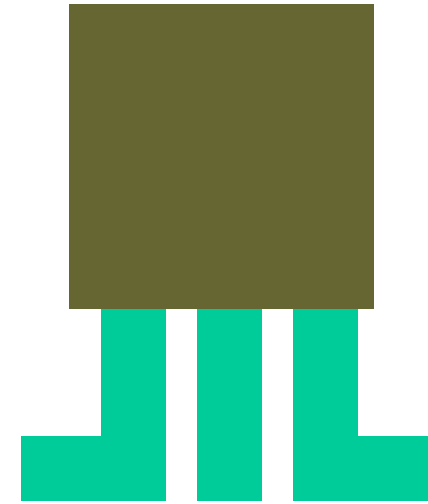


One possible meaning:  
“Birth, commencement”

*“The Maya did not use true fractions.” ---Eric Thompson*



**IX = Woman**



**Sun's cords, beard**



**One possible meaning:  
"Birth, commencement"**



**"Death Eyes", Expiration**

**Begin with a basic set of units & sub-units.**

**Basic Unitarity Template**

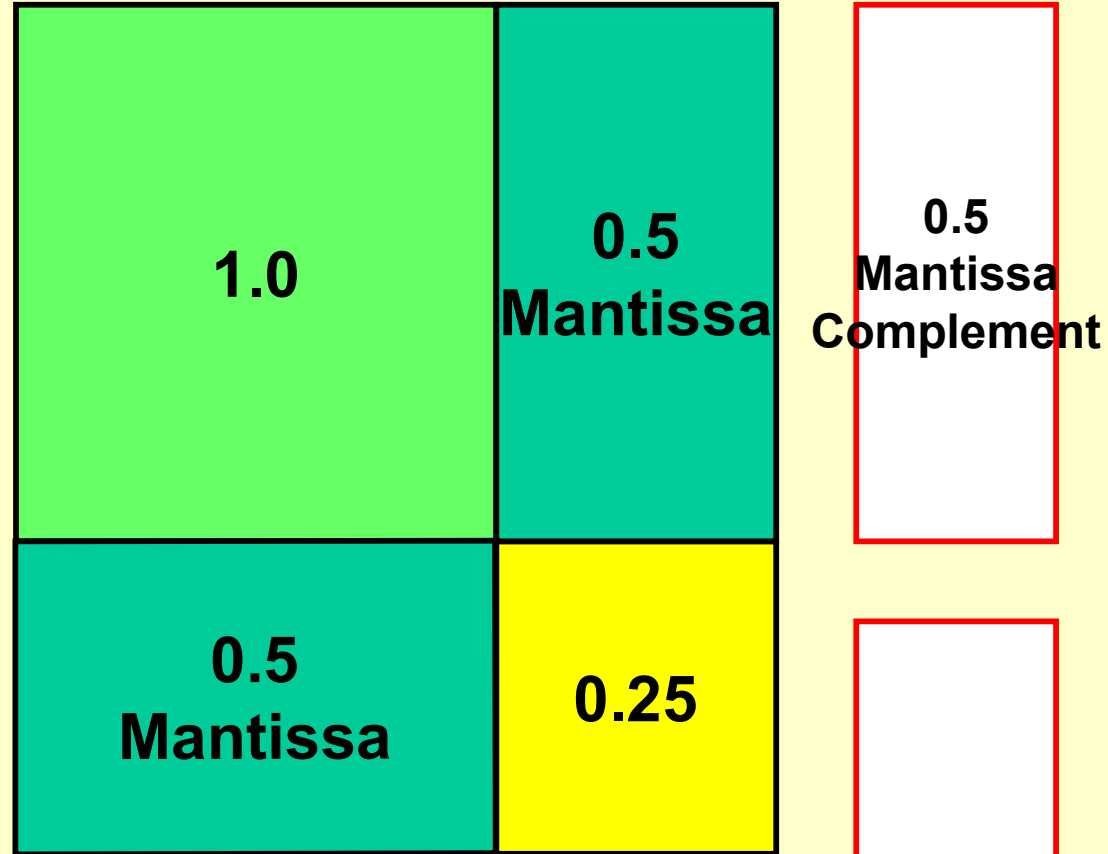
<b>Unit 1.0</b>	<b>%</b>
<b>%</b>	<b>%</b>

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# Divide the Mantissa into Its Two Proportional Parts

The Mantissa  
and  
Its Complement  
to Unit 1.0



Think  
outside  
of the  
box  
of units

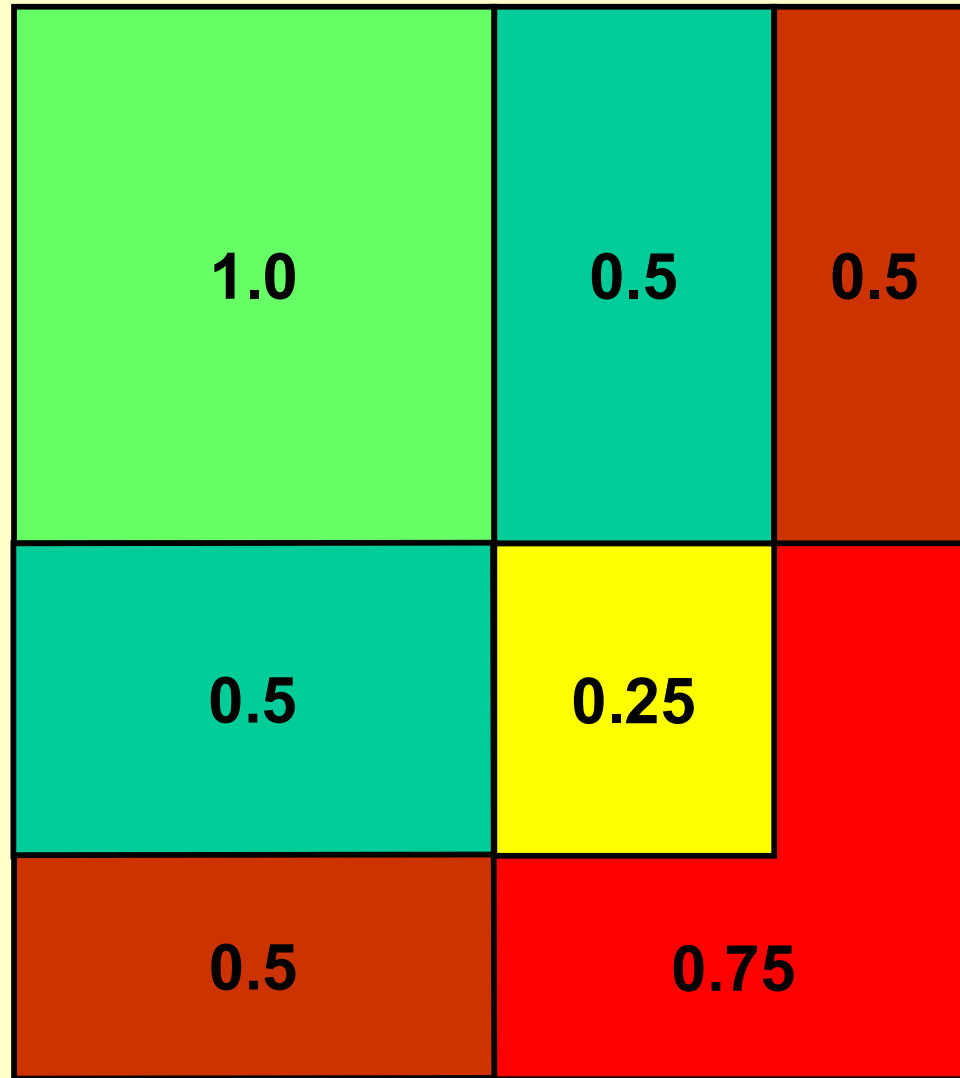
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0.5  
Mantissa  
Complement

0.75



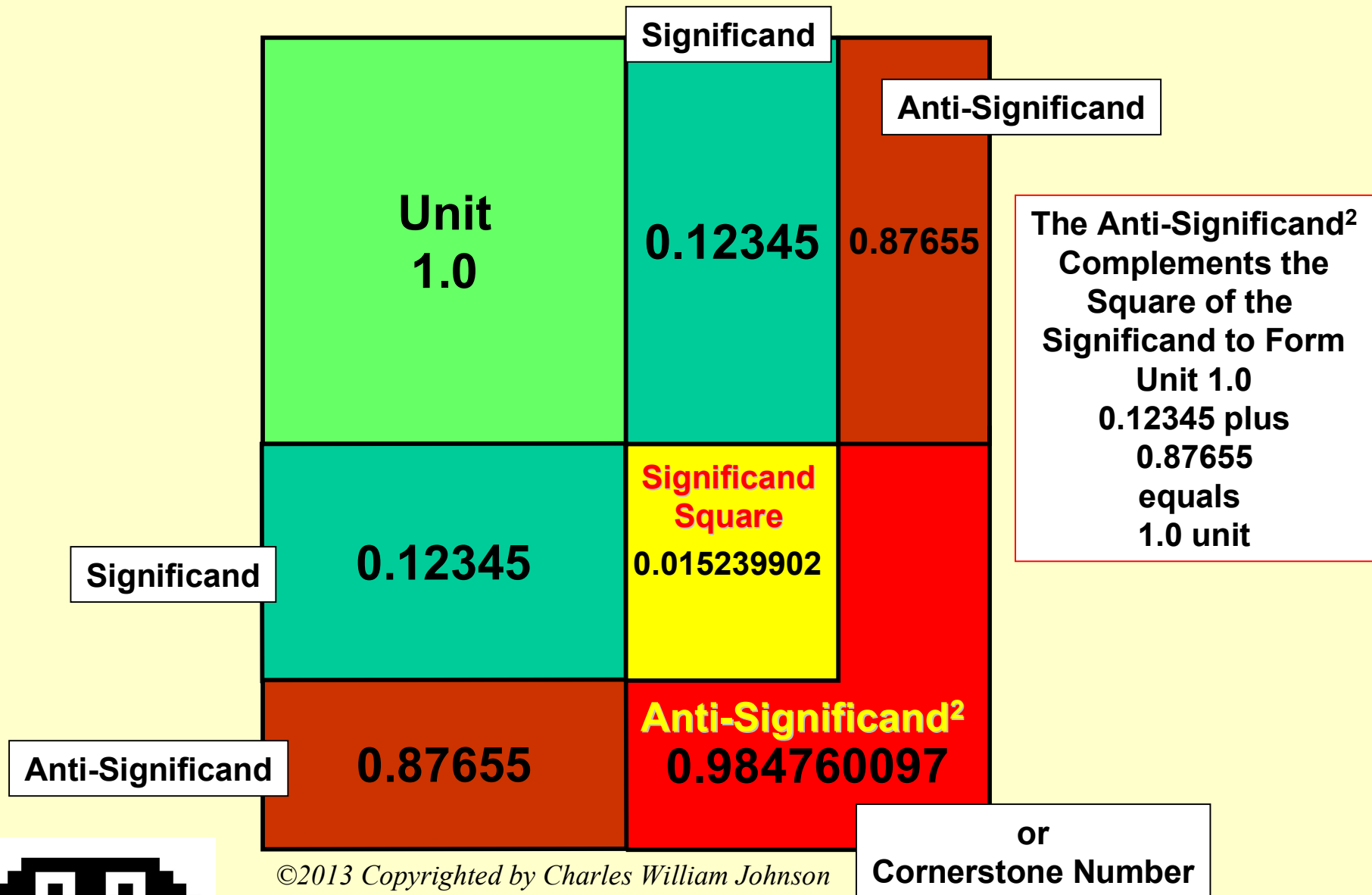
# Baseline Units



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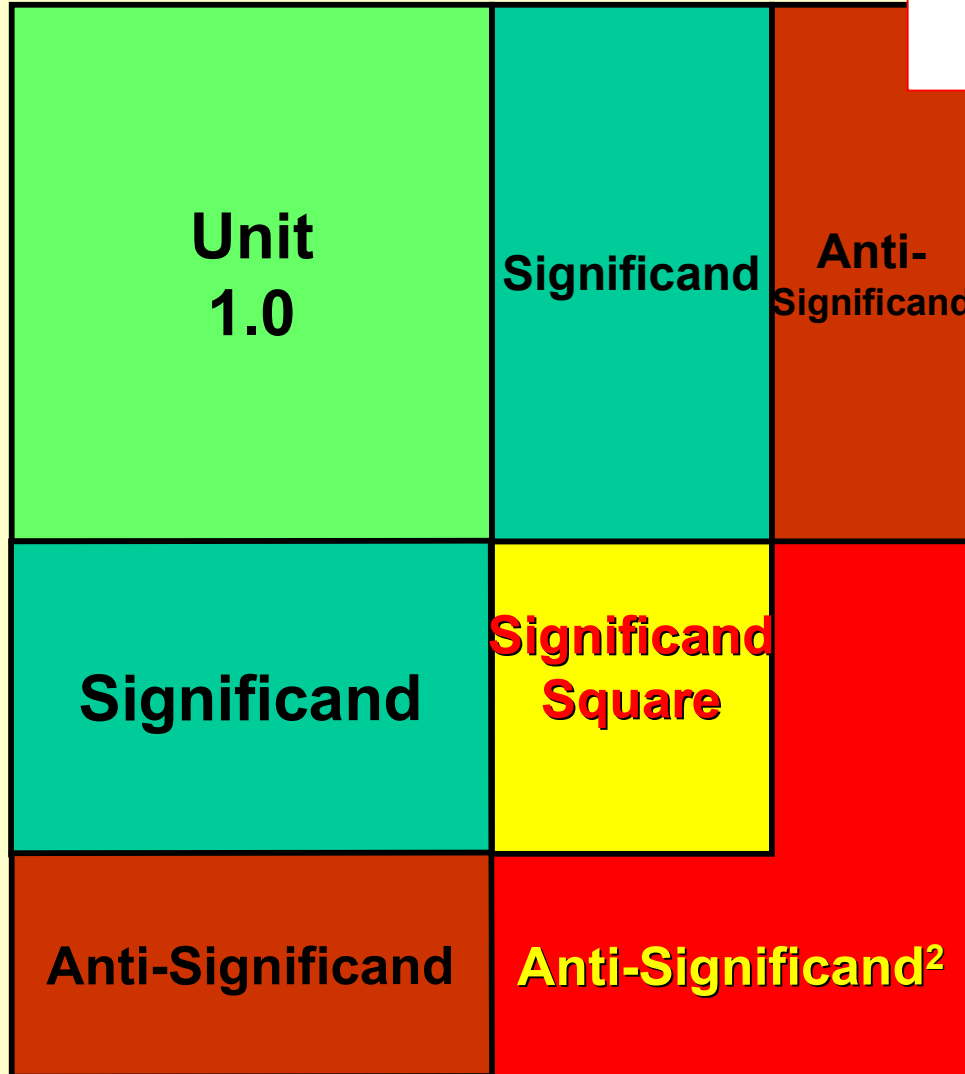


# Assign Names to the Basic Units & Sub-Units





**Baseline Units**



**1.0 - Significand = Anti-Significand**  
**Significand X Significand = Significand<sup>2</sup>**  
**1.0 - Significand<sup>2</sup> = Anti-Significand<sup>2</sup>**

**Significand-Square  
plus  
Anti-Significand-Square  
equals  
1.0 Unit**



Baseline Units

1.0

0.299792458

0.700207542

0.700207542 halves  
to 1.78518499

1.0

0.299792458

0.700207542

Consider speed of  
light photon in a  
vacuum,  
**0.299792458** as  
the mantissa of  
a baseline number.

**0.299792458**

0.089875517  
 $c^2$

0.700207542

**0.910124482**

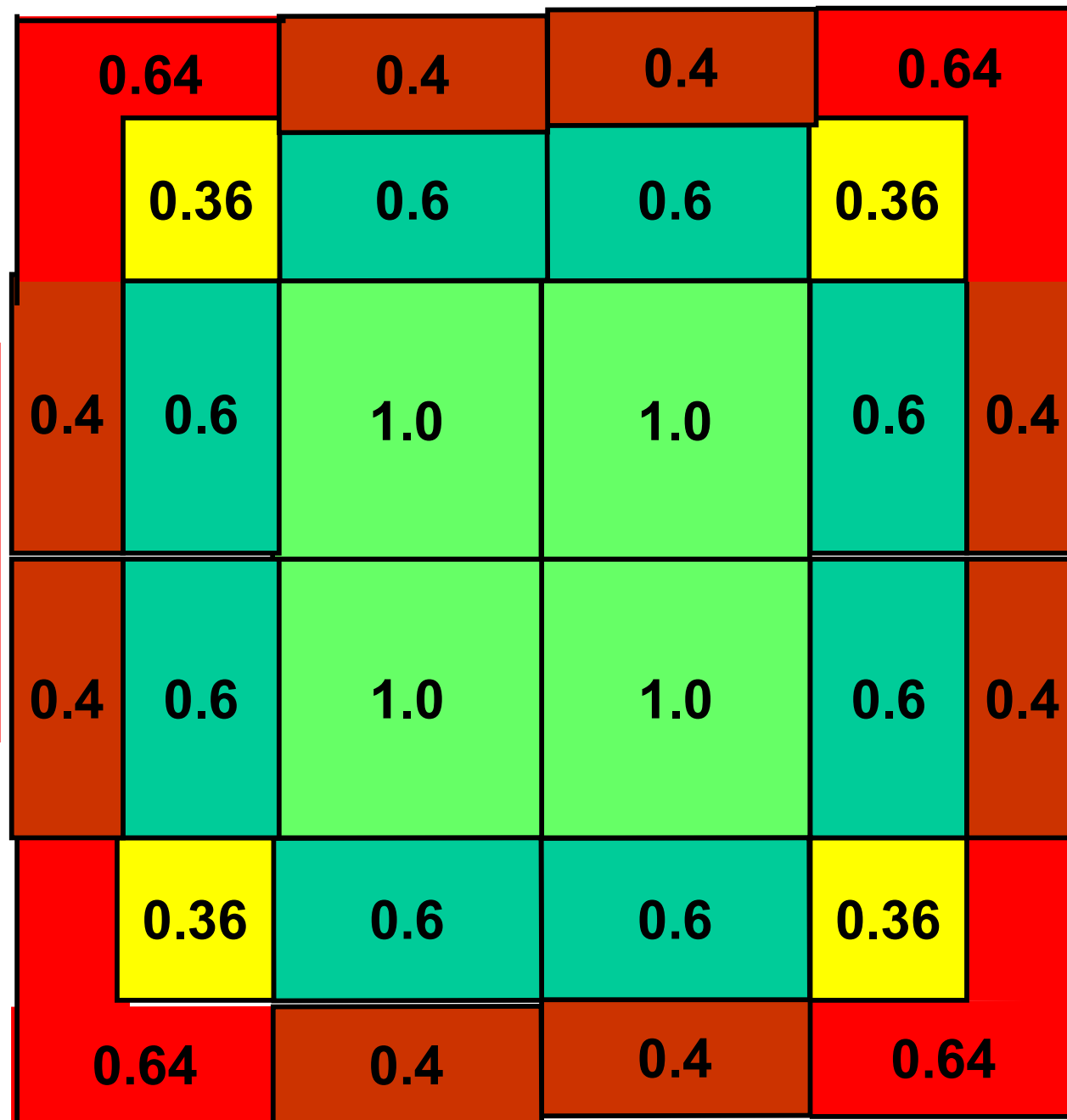
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**~ Electron mass = 9.10938188**

**A Fourfold Design  
of the Basic Pattern**

**This design is  
similar to designs in  
many different  
ancient cultures.**



**1.584 fractal  
Random Maya Number  
1584000**

**Known Base Number | Unknown Cornerstone Number**



1.0  
0.584  
0.584  
0.341056  
0.416  
0.416  
0.658944  

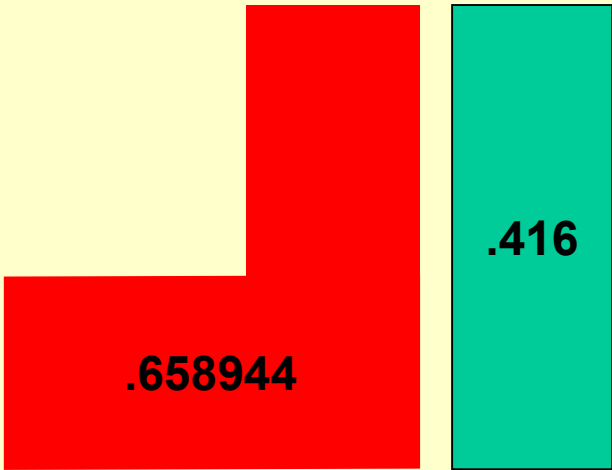
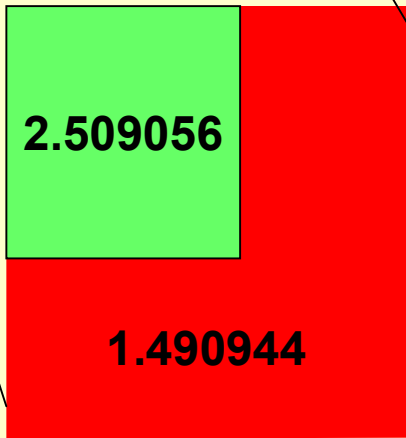
---

4.0 Total

**Significand: 0.584  
Anti-Significand: 0.416**

**584c = Venus Synodic  
416c = Maya/Aztec  
(416, 208, 104, 52c)**

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$0.658944 / 0.416 = 1.584 \text{ fractal}$



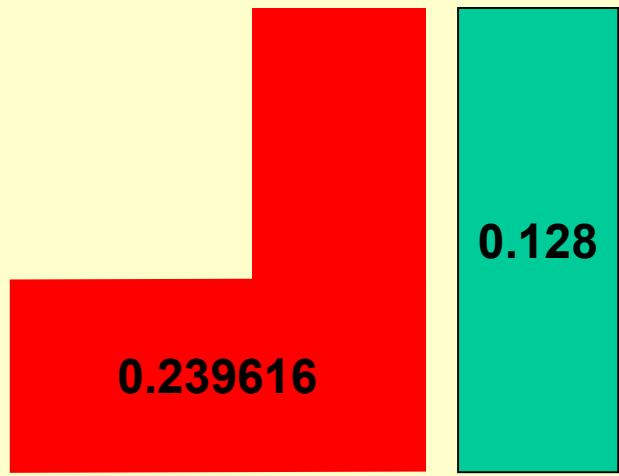
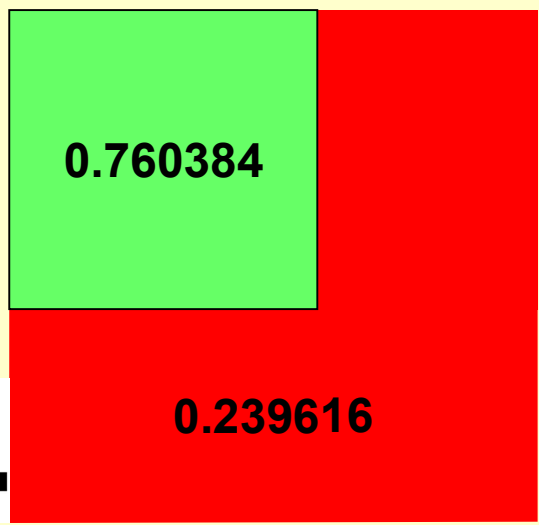
**1.872 fractal  
Maya Long Count Period  
1872000**

**Known Base Number | Unknown Cornerstone Number**



1.0  
0.872  
0.872  
0.760384  
0.128  
0.128  
0.239616  
-----  
4.0 Total

**Significand: 0.872  
Anti-Significand: 0.128**  
**Constant Number Series 128c**  
(8, 16, 32, 64, 128, 256, 512...)



$0.239616 / 0.128 = 1.872$  fractal



# Basic Unitarity Template

Unit 1.0	%
%	%

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	1872c		
	Base Number		
	1.0	.872	.128
1872c	Base Number	.872	.760384
	.128	.239616	
		Cornerstone Number	



# Basic Unitarity Template

<b>Unit 1.0</b>	<b>%</b>
<b>%</b>	<b>%</b>

	<b>Significand</b>	<b>Anti- Significand</b>
<b>1.0</b>	<b>.872</b>	<b>.128</b>
<b>.872</b>		
<b>.128</b>	<b>Cornerstone</b>	

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**1.872 fractal  
Maya Long Count Period  
1872000**

**Known Base Number | Unknown Cornerstone Number**

1.0	.872	.128
.872	.760384	.239616
.128		

How to compute the *cornerstone* number

Square the mantissa:  $0.872 = 0.760384$   
 Subtract product from 1.0 -  $0.760384 = 0.239616$   
 Area of cornerstone =  $0.239616$

In order to the base number, divide the cornerstone amount by the *anti-significand*:

$$0.239616 / 0.128 = 1.872$$

Computational steps:

$$0.872^2 = 0.760384$$

$$1.0 - 0.760384 = 0.239616$$

$$0.239616 / 0.128 = 1.872$$

Base fractal number: 1.872  
 Significand: 0.872  
 Cornerstone number: 0.239616  
 Anti-sgnificand: 0.128

Significand: 0.872  
 Anti-Significand: 0.128





**1.36656 fractal  
Maya Companion Number  
1366560**

1.0	.36656	.63344
.36656	.1343662336	
.63344	.865633766	

**Known Base Number | Unknown Cornerstone Number**

$$0.36656^2 = 0.1343662336$$

$$1.0 - 0.1343662336 = 0.865633766$$

$$1.0 - 0.36656 = 0.63344$$

$$0.865633766 / 0.63344 = 1.36656$$

*1.36890 Sidereal Earth reciprocal (365.256)  
- 1.366560 Maya companion number*

---

*0.00234, 468, 936, 1872 Maya Long Count Period Fractal*

$$1 / 1.36890 = 0.730513551 / 2 = 0.365256775$$

**Base fractal number: 1.36656**  
**Significand: 0.36656**  
**Cornerstone number: 0.865633766**  
**Anti-sgnificand: 0.63344**

**Significand: 0.366560**  
**Anti-Significand: 0.633440**



**1.36656 fractal  
Maya Companion Number  
1366560**

**Known Base Number | Unknown Cornerstone Number**

1.0	.36656	.63344
.36656	.1343662336	
.63344	.865633766	

**Companion Number divided by *Anti-Significand***

$$1366560 / 63344 = 21.5736297$$

$$21.5736297 \text{ times } 0.865633766 = 18.67486233$$

$$136656 \text{ squared} = 18674862340 \text{ confirmed}$$

**Base fractal number: 1.36656**

**Significand: 0.36656**

**Cornerstone number: 0.865633766**

**Anti-sgnificand: 0.63344**

**Significand: 0.366560  
Anti-Significand: 0.633440**

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1.36656 fractal

Maya Companion Number  
1366560

0.872	-	1.0	=	0.128
Significand		Unit		Anti-Significand

**Companion Number : *Anti-Significand***

**1.872 - 2.0 = 0.128 Bar**

**1.872 x 0.128 = 0.239616 Cornerstone**

**1.872 / 0.128 = 14.625**

**14.625 x 0.239616 = 3.504384 Total Area**

**1.872 squared = 3.504384 Total Area**

360	-	302.4	=	57.6
Degrees		Kemi	=	Maya
Circle		Anti-Radian	=	Radian



**1.6272631 fractal  
Proton Mass Value**

**Known Base Number | Unknown Cornerstone Number**

1.0	.6272631	.3727369
.6272631	.393458996	
.3727369	.606541003	

$$0.6272631^2 = 0.393458996$$

$$1.0 - 0.393458996 = 0.606541003$$

$$1.0 - 0.6272631 = 0.3727369$$

$$0.606541003 / 0.3727369 = 1.6272631$$

*How to derive proton mass from its mantissa.*

$$0.606541003 / 0.3727369 = 1.6272631$$

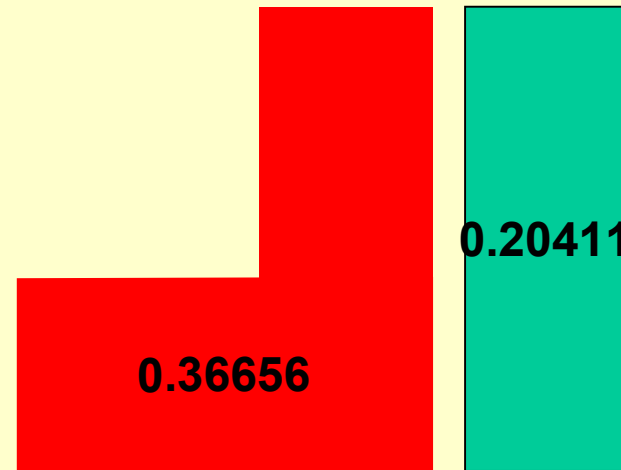
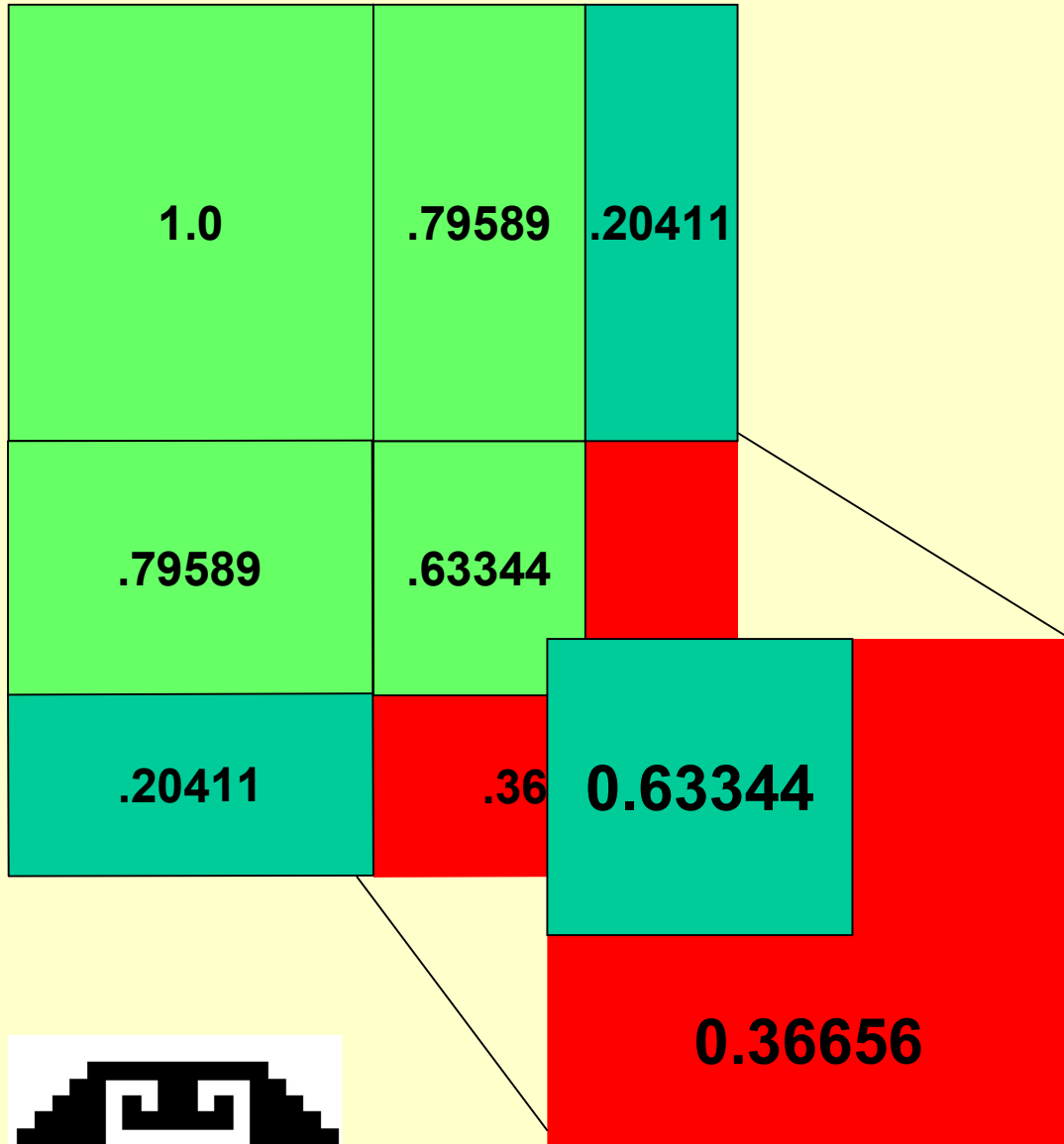
**Base fractal number: 1.6272631**  
**Significand: 0.6272631**  
**Cornerstone number: 0.606541003**  
**Anti-significand: 0.3727369**

**Significand: 0.6272631**  
**Anti-Significand: 0.3727369**



**1.79589 fractal**  
**Inverse Number of**  
**Cornerstone 0.366560**

**Unknown Base Number | Known Cornerstone Number**



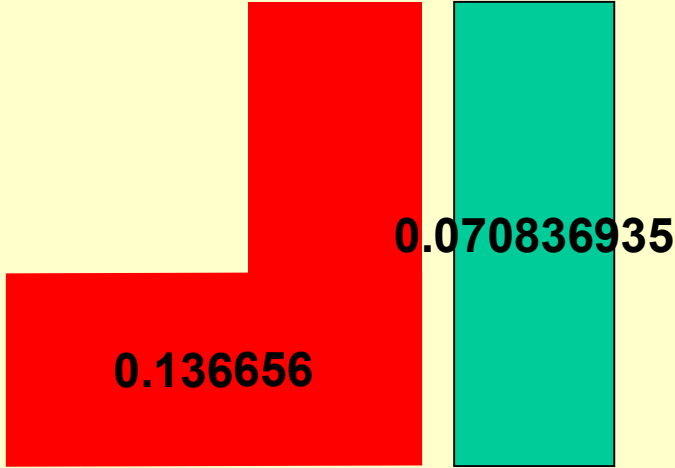
$0.36656 / 0.20411 = 1.79589... \text{ fractal}$

**Significand: 0.79589**  
**Anti-Significand: 0.20411**  
**Cornerstone: 0.36656**

**1.929163064 fractal  
Inverse Number of  
Cornerstone 0.1366560**

**Unknown Base Number | Known Cornerstone Number**

**Significand: 0.929163064  
Anti-Significand: 0.070836935  
Cornerstone: 0.136656**



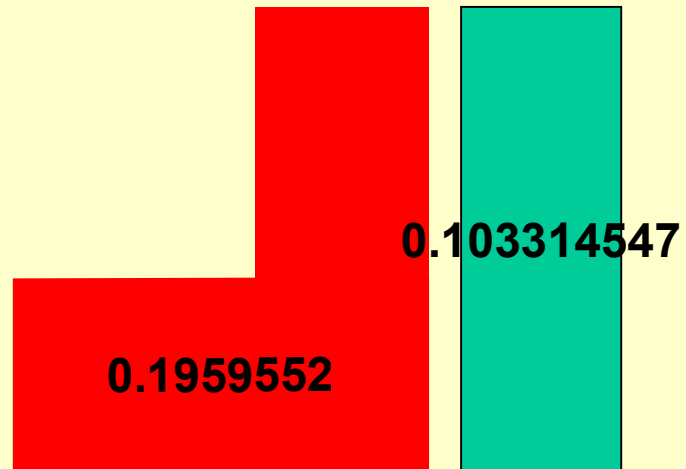
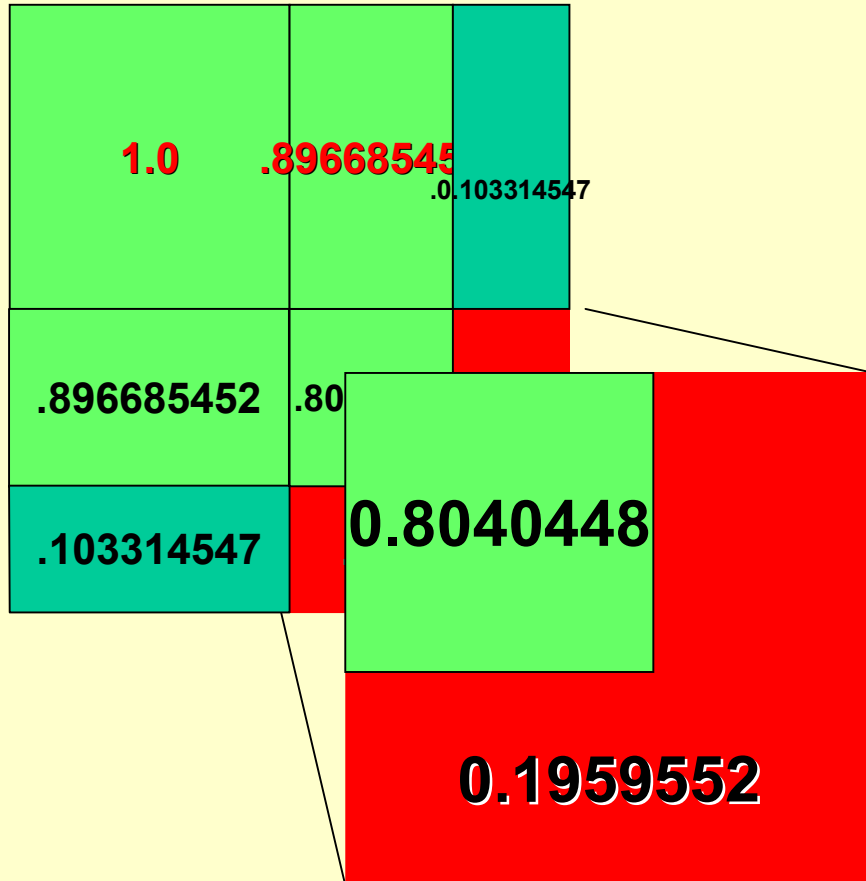
**$0.136656 / 0.070836935 = 1.929163064$  fractal**  
**Divide Cornerstone by Anti-Significand  
in order to obtain the Base Number**

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**Unknown Base Number: 1.89668545 fractal**  
**Inverse Number of**  
**Known Cornerstone 0.1959552**

**Significand: 0.89668545**  
**Anti-Significand: 0.103314547**  
  
**Cornerstone: 0.1959552**



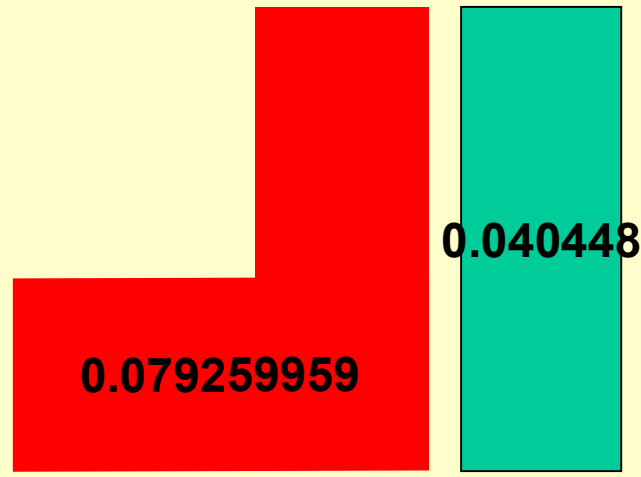
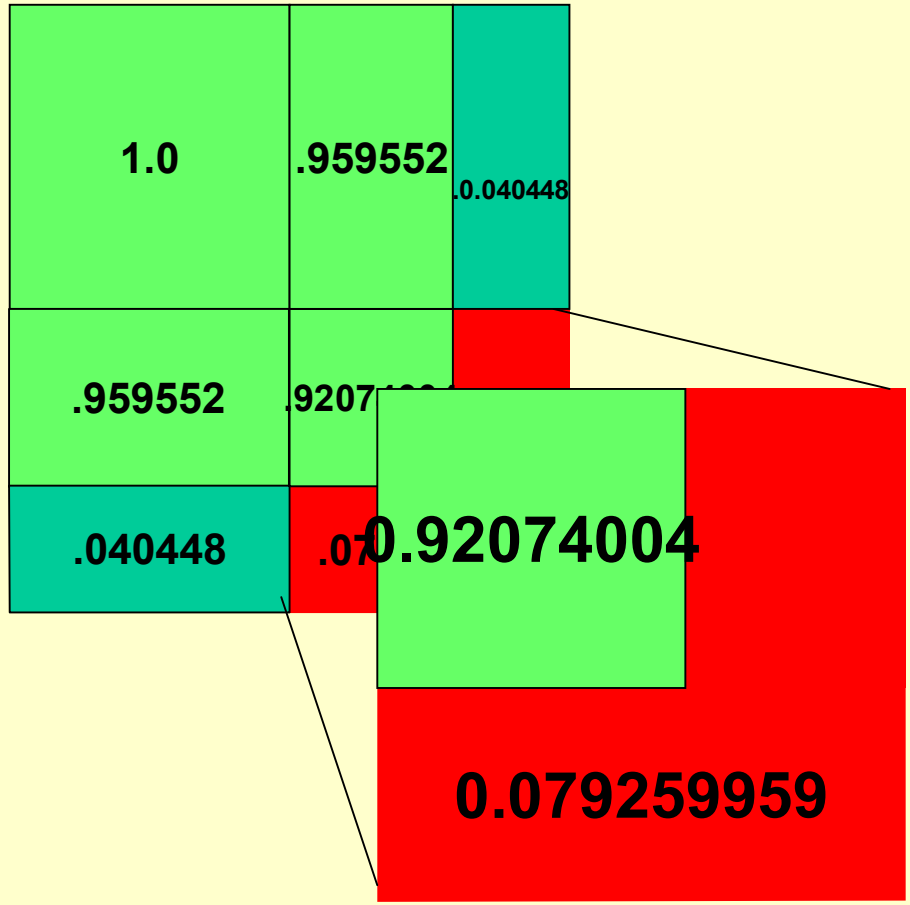
$1.0 - 0.1959552 = 0.8040448$   
**Square root of 0.8040448 = 0.89668545**  
 $1.0 + 0.89668545 = 1.89668545$   
  
**One Method to Obtain Base Number**  
**Various Methods Exist**

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**Known Base Number: 1.959552 fractal**  
**Inverse Number of**  
**Unknown Cornerstone: 0.079259959**

**Significand: 0.959552**  
**Anti-Significand: 0.040448**  
**Cornerstone: 0.079259959**



**0.7926 halves to 755.88 fractal of wall of Great Pyramid of Giza**

**$0.079259959 / 0.040448 = 1.959552$  fractal**  
**Divide Cornerstone by Anti-Significand in order to obtain the Base Number**  
**1.959552**





# First Radiation Constant: Base Number 3.741736091

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$$0.449827571 / 0.258263909 = 1.741736091$$

+ 2.0

---


$$3.741736091$$

1.0	2.0	3.0	.741736091	.258263909
2.0	2.0	3.0	.741736091	.258263909
3.0	3.0	3.0	.741736091	.258263909
.741736091	.741736091	.741736091	.550172	
.258263909	.258263909	.258263909	.449827571	

Cornerstone divided by anti-significand equals fractal expression of base number.



# The Square Root of Five: 2.236067977



In this case, four significant numbers equal the cornerstone value.

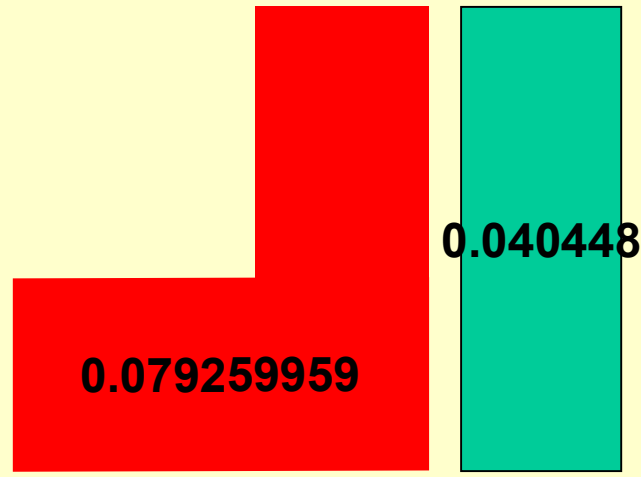
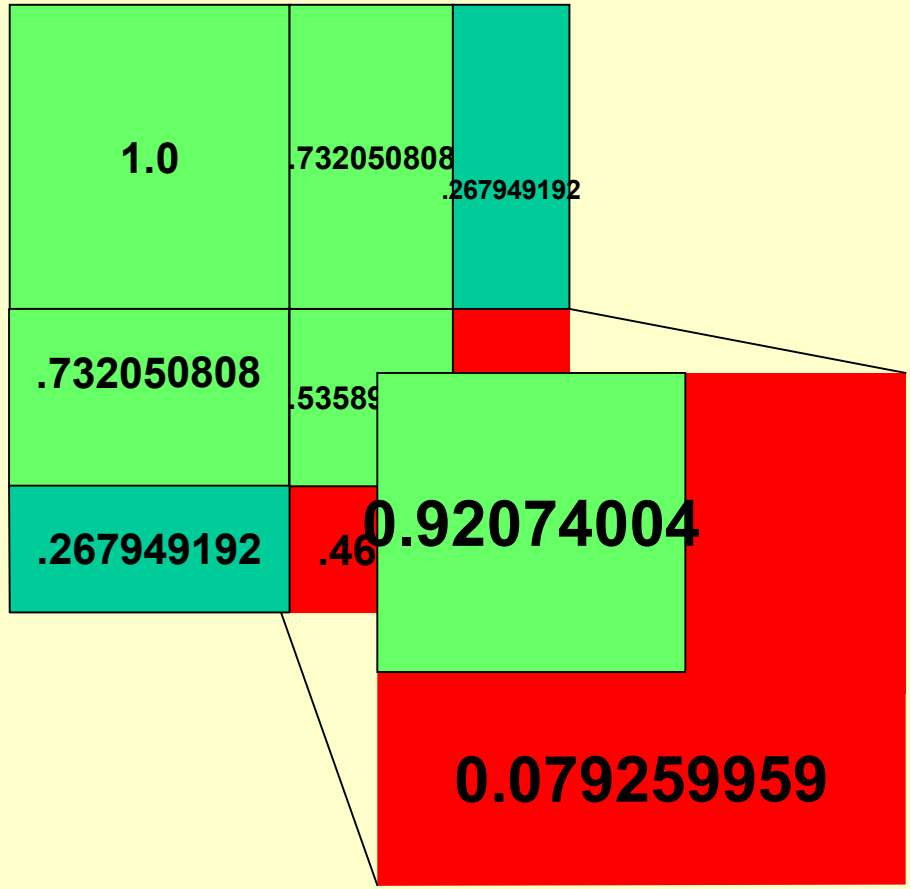
$$4 \times .236067977 = .94427188$$



**Known Base Number: 1.732050808 fractal  
Square Root of Three | Inverse Number of  
Unknown Cornerstone: 0.464101614**

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**Significand: 0.732050808  
Anti-Significand: 0.267949192  
  
Cornerstone: 0.464101614**



**Alternate Method to Derive Cornerstone  
Anti-Significand times Base Number  
 $0.267949192 \times 1.732050808 = 0.464101614$   
  
Significand divided by 2x Anti-Significand  
yields reciprocal of Significand  
 $.732050808 / .535898385 = 1.366025401$   
 $1 / .732050808 = 1.366025404$**

**0.7926 halves to 755.88 fractal of  
wall of Great Pyramid of Giza**



# The Square Root of Three as an Ideal Temperature Scale

**Square root of Three divided by Cornerstone Equals the Boiling Point of Water**

$$1.732050808 / .464101614 = 373.2050808 \text{ fractal}$$

Base Number divided by Cornerstone equals BPW

**Significand divided by Anti-Significand Equals Freezing Point of Water**

$$.732050808 / .267949192 = 273.2050808 \text{ fractal}$$

Significand divided by Anti-Significand Equals FPW

**Square Root of Three divided by 2x Anti-Significand Equals Midpoint of BPW-FPW**

$$1.732050808 / .535898385 = 323.2050808$$

Base Number divided by 2x Anti-Significand equals Midpoint BPW-FPW

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