

- The pattern '%' means "any host" and is least specific.
- The empty string '' also means "any host" but sorts after '% '.

Non-TCP (socket file, named pipe, and shared memory) connections are treated as local connections and match a host part of `localhost` if there are any such accounts, or host parts with wildcards that match `localhost` otherwise (for example, `local%`, `l%`, `%`).

Rows with the same `Host` value are ordered with the most-specific `User` values first. A blank `User` value means "any user" and is least specific, so for rows with the same `Host` value, nonanonymous users sort before anonymous users.

For rows with equally-specific `Host` and `User` values, the order is nondeterministic.

To see how this works, suppose that the `user` table looks like this:

Host	User	...
%	root	...
%	jeffrey	...
localhost	root	...
localhost		...

When the server reads the table into memory, it sorts the rows using the rules just described. The result after sorting looks like this:

Host	User	...
localhost	root	...
localhost		...
%	jeffrey	...
%	root	...

When a client attempts to connect, the server looks through the sorted rows and uses the first match found. For a connection from `localhost` by `jeffrey`, two of the rows from the table match: the one with `Host` and `User` values of '`localhost`' and '', and the one with values of '%' and '`jeffrey`'. The '`localhost`' row appears first in sorted order, so that is the one the server uses.

Here is another example. Suppose that the `user` table looks like this:

Host	User	...
%	jeffrey	...
h1.example.net		...

The sorted table looks like this:

Host	User	...
h1.example.net		...
%	jeffrey	...

The first row matches a connection by any user from `h1.example.net`, whereas the second row matches a connection by `jeffrey` from any host.